BYU Computer Science
Animation and Games Emphasis

Fall 2026 Requirements

77 – 81.5 credits

Grades below C- are not allowed in major courses

Core Course Requirements (78.5-79.5 Hours)

1. Complete the following prerequisite courses: CS 111, CS 191, CS 235, CS 291, CSANM 150, DESAN 101 (Apply to the program)

2. Complete the following: CS 224, 236, 240, 312, 324, 355,455, CSANM 250

3. Complete the following supporting courses: WRTG 316, Math 112, 213, 215, Phscs 121

4. Complete one of the following: STATS 121 or 201

5. Complete one of the following: Math 113, Math 290, or STAT 220

6. Complete either CSANM 354 or CSANM 342

7. Complete either DESAN 460 or CS 404

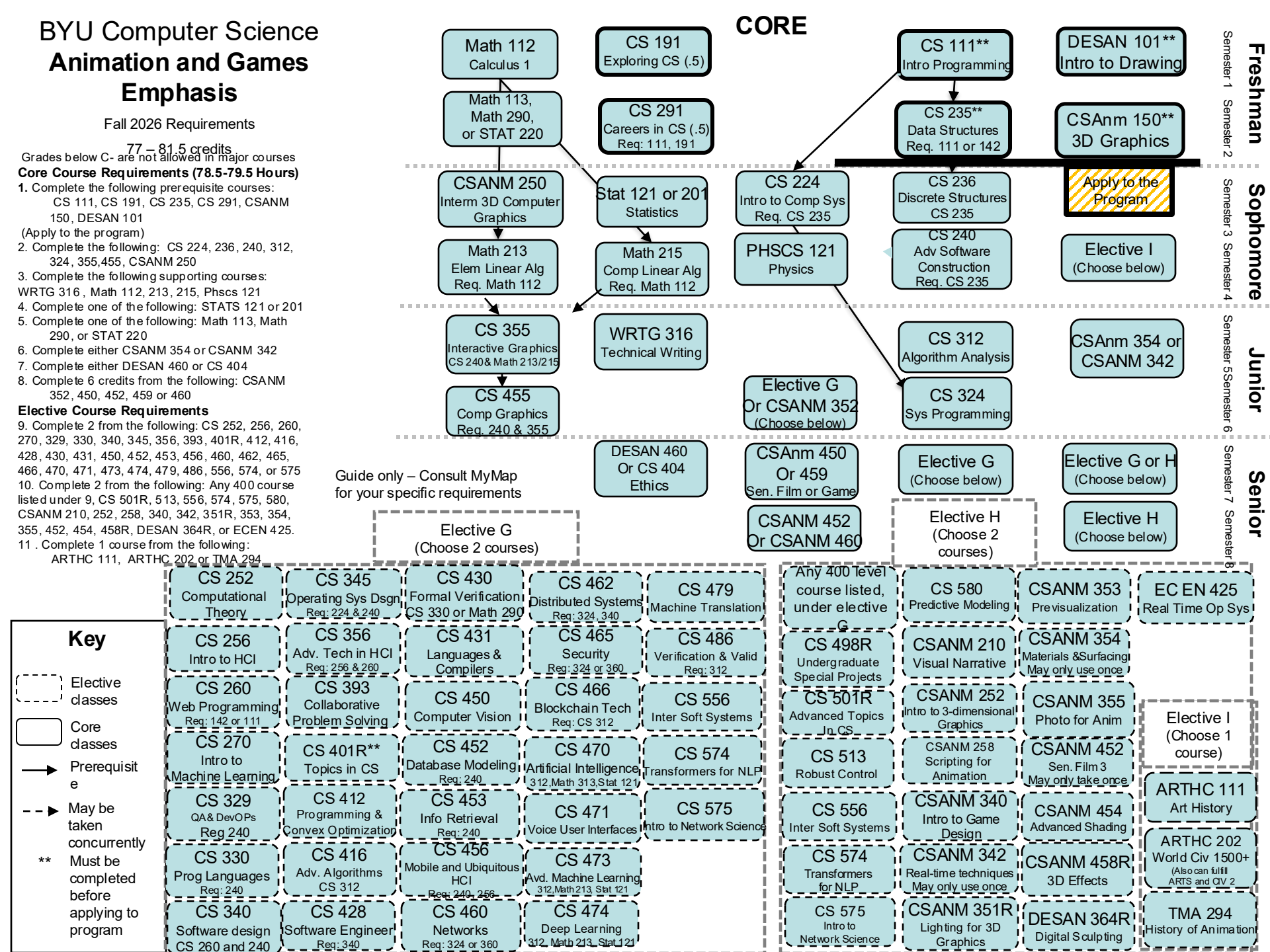
8. Complete 6 credits from the following: CSANM 352, 450, 452, 459 or 460

Elective Course Requirements

9. Complete 2 from the following: CS 252, 256, 260, 270, 329, 330, 340, 345, 356, 393, 401R, 412, 416, 428, 430, 431, 450, 452, 453, 456, 460, 462, 465, 466, 470, 471, 473, 474, 479, 486, 556, 574, or 575

10. Complete 2 from the following: Any 400 course listed under 9, CS 501R, 513, 556, 574, 575, 580, CSANM 210, 252, 258, 340, 342, 351R, 353, 354, 355, 452, 454, 458R, DESAN 364R, or ECEN 425.

11. Complete 1 course from the following: ARTHC 111, ARTHC 202 or TMA 294



Key

- Elective classes
- Core classes
- Prerequisite
- May be taken concurrently
- ** Must be completed before applying to program

CS 252 Computational Theory	CS 345 Operating Sys Dsgn Req: 224 & 240	CS 430 Formal Verification CS 330 or Math 290	CS 462 Distributed Systems Req: 324, 340	CS 479 Machine Translation
CS 256 Intro to HCI	CS 356 Adv. Tech in HCI Req: 256 & 260	CS 431 Languages & Compilers	CS 465 Security Req: 324 or 360	CS 486 Verification & Valid Req: 312
CS 260 Web Programming Req: 142 or 111	CS 393 Collaborative Problem Solving	CS 450 Computer Vision	CS 466 Blockchain Tech Req: CS 312	CS 556 Inter Soft Systems
CS 270 Intro to Machine Learning	CS 401R** Topics in CS	CS 452 Database Modeling Req: 240	CS 470 Artificial Intelligence 312,Math 313,Stat 121	CS 574 Transformers for NLP
CS 329 QA& DevOPs Reg 240	CS 412 Programming & Convex Optimization	CS 453 Info Retrieval Req: 240	CS 471 Voice User Interfaces	CS 575 Intro to Network Science
CS 330 Prog Languages Req: 240	CS 416 Adv. Algorithms CS 312	CS 456 Mobile and Ubiquitous HCI Req: 240, 256	CS 473 Avd. Machine Learning 312,Math 213, Stat 121	
CS 340 Software design CS 260 and 240	CS 428 Software Engineer Req: 340	CS 460 Networks Req: 324 or 360	CS 474 Deep Learning 312, Math 213, Stat 121	

Any 400 level course listed, under elective G	CS 580 Predictive Modeling	CSANM 353 Previsualization	EC EN 425 Real Time Op Sys
CS 498R Undergraduate Special Projects	CSANM 210 Visual Narrative	CSANM 354 Materials &Surfacing May only use once	
CS 501R Advanced Topics In CS	CSANM 252 Intro to 3-dimensional Graphics	CSANM 355 Photo for Anim	Elective I (Choose 1 course)
CS 513 Robust Control	CSANM 258 Scripting for Animation	CSANM 452 Sen. Film 3 May only take once	ARTHC 111 Art History
CS 556 Inter Soft Systems	CSANM 340 Intro to Game Design	CSANM 454 Advanced Shading	ARTHC 202 World Civ 1500+ (Also can fulfill ARTS and CIV 2
CS 574 Transformers for NLP	CSANM 342 Real-time techniques May only use once	CSANM 458R 3D Effects	
CS 575 Intro to Network Science	CSANM 351R Lighting for 3D Graphics	DESAN 364R Digital Sculpting	TMA 294 History of Animation