

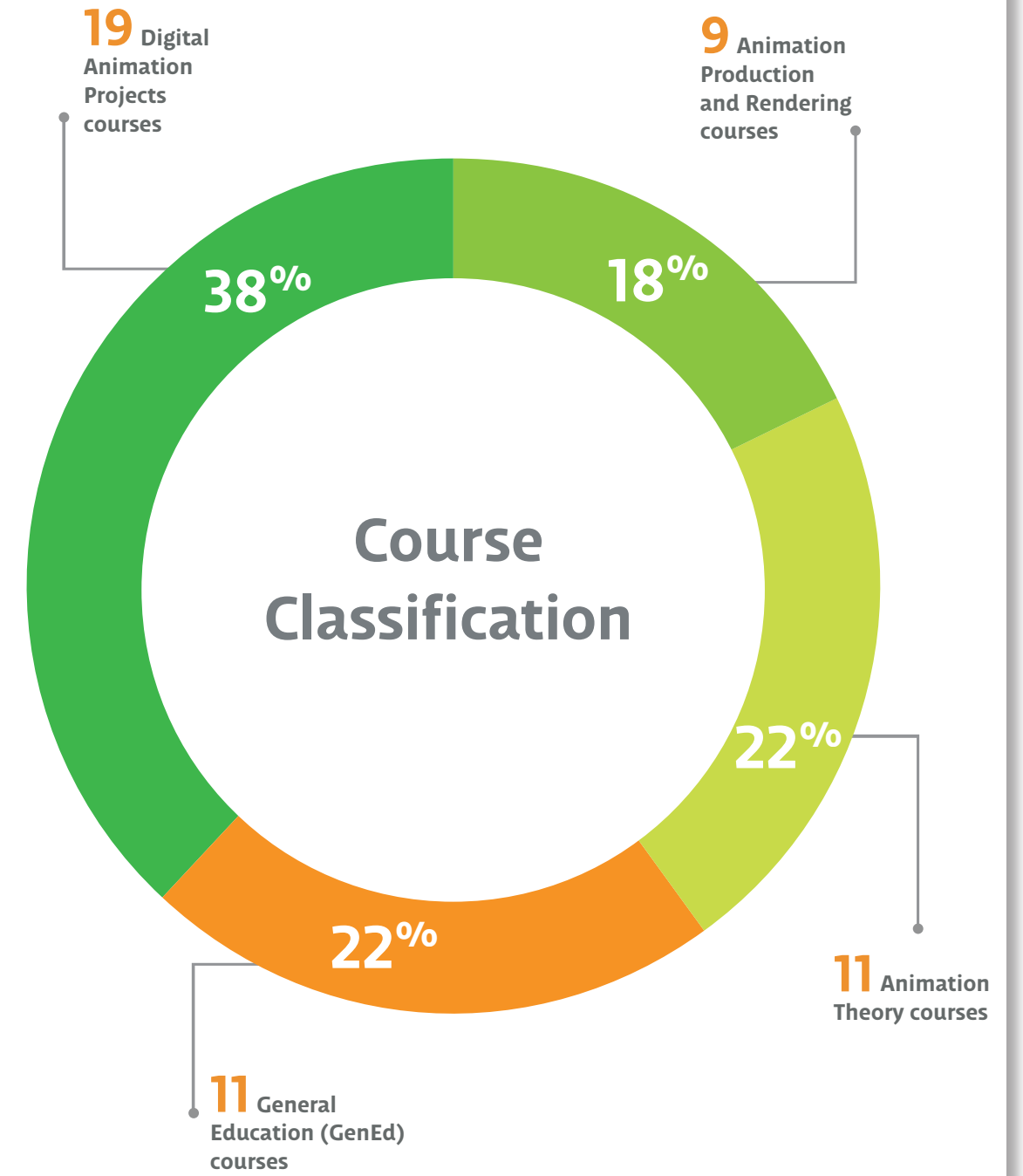
Bachelor of Digital Animation

Universidad de las Américas Puebla
8 terms - 50 courses - 300 credits (units)



First	Second	Third	Fourth	Fifth	Sixth	Seventh	Eighth
LIV1022 FUNDAMENTALS OF DIGITAL IMAGES	LAR1032 SPACE MODELS	LAP2022 DRAWING AND FORM ← LAP1012	LND2032 DIGITAL MODELING AND TEXTURE ← LND2022	LND3012 ADVANCED DIGITAL MODELING	LAI3082 DIGITAL MODELING AND PRODUCTION	LND4012 CHARACTER DEVELOPMENT	LND4062 VISUAL EFFECTS ← LND3062
LIV1012 ELEMENTS OF VISUAL MESSAGES	LIV1052 EDITING DIGITAL IMAGES ← LIV1022	LND2012 DIGITAL ILLUSTRATION ← LIV1022	LND2042 2D DIGITAL ANIMATION	LND3022 PROFESSIONAL PRACTICES 1	LND3062 DIGITAL ILLUMINATION AND COMPOSITION ← LND3012	LND4022 PROFESSIONAL PRACTICES 2	LIV4112 ART DIRECTION
LAP1012 ANALYSIS AND REPRESENTATION	LAR1052 ANALYSIS AND VISUALIZATION ← LAP1012	LIV2032 VISUAL SEMIOTICS AND RHETORIC	LND2052 PRE-PRODUCTION AND PRE-VISUALIZATION ← LND2022	LND3032 ADVANCED 2D DIGITAL ANIMATION ← LND2042	LND3072 CHARACTER MOTION CAPTURE AND ANIMATION	LAP4052 ART AND DIGITAL TECHNOLOGY	LND4072 WEB AND MOBILE DEVICE ANIMATION
LLI1022 FUNDAMENTALS OF LITERARY WRITING	LPM1022 LANGUAGE OF CINEMA I	LND2022 ANIMATION TECHNIQUES	LLI2042 LITERARY MODELS - NARRATIVE	LND3042 ANIMATION SOUND DESIGN ← LND2052	LND3082 3D DIGITAL ANIMATION ← LND3032	LND4042 SELECT TOPICS 2	LND4082 DESIGN OF VIRTUAL ENVIRONMENTS
	LIV1072 PHOTOGRAPHY			LND3052 ANIMATION ACTING	LND3092 SELECT TOPICS 1	LND4052 EXPERIMENTAL ANIMATION	LND4092 SELECT TOPICS 3
		GENERAL STUDIES ELECTIVE IN MATH	GENERAL STUDIES ELECTIVE IN ARTS		LND3102 PROJECT MANAGEMENT AND CREATIVE TEAMS	LND4032 ADVANCED 3D DIGITAL ANIMATION ← LND3082	
INFO012 INFORMATION TECHNOLOGIES IN THE CONSTRUCTION OF KNOWLEDGE	ESPO012 ACADEMIC REASONING ← INFO012	ESPO022 ACADEMIC WRITING ← ESPO012	GENERAL STUDIES ELECTIVE IN BEHAVIORAL SCIENCES				
LEX0112 FOREIGN LANGUAGE I	LEX0122 FOREIGN LANGUAGE II ← LEX0112	LEX0132 FOREIGN LANGUAGE III ← LEX0122	GENERAL STUDIES ELECTIVE IN HUMANITIES	GENERAL STUDIES ELECTIVE IN NATURAL SCIENCES			

Bachelor of Digital Animation



- Digital Animation Projects
- Animation Production and Rendering
- Animation Theory
- General Education (GenEd)