

# Film and Media Arts BFA with Animation and Media Arts Concentration

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## Overview

The Department of Film and Media Arts offers both the Bachelor of Arts (BA) and Bachelor of Fine Arts (BFA) in Film and Media Arts (FMA). The FMA program focuses on the development of creative expression and technical skills in film, video, audio, animation, digital media, and new technologies, and the theoretical understanding of media and culture. The program recognizes and explores the creative tension between individual expression and the social, political and economic forces that shape culture at large through the creation and study of film, video, animation, and new media.

Students are trained in developing meaningful content as well as craft, theory and practice. In learning independent and mainstream approaches to production and theory, graduates will be prepared to develop their own independent productions and to assume a creative role in the motion picture, television and media industries.

Initially students declare either the Bachelor of Arts in Film and Media Arts, the Bachelor of Arts in Film and Media Arts with an optional Concentration in Screen Studies, or the Bachelor of Fine Arts with an optional Concentration in Animation and Media Arts with a portfolio or letter of interest.

In the spring of their sophomore year (60 credits), students may apply to enter one of two upper-level optional BFA concentrations in Directing or Screenwriting or one of three upper-level optional BA concentrations in Cinematography, Producing or Post Production.

The **Bachelor of Fine Arts in Film and Media Arts with an optional Concentration in Animation and Media Arts** is an intensive, professional degree preparing students to enter graduate Animation and Media Arts programs, to pursue artistic careers in animation and media art, and to receive industrial preparation for commercial animation studios and interactive creative industries. Students will achieve professional proficiency in commercially viable 2D, 3D, and Stop Motion Animation for Narrative Fiction, Documentary, and/or Fine Art / Experimental / Hybrid Storytelling, Video Installation, Projection Design, Interactive Narrative, VR/AR Design, Video Game and Playable Media Writing and Creative Design, and Experimental Media Design.

**Campus Location:** Main

**Program Code:** CA-FMA-BFA

## To Apply for a BFA in Film and Media Arts with Concentration in Animation and Media Arts

To be considered, incoming freshman students should complete the university application choosing Film and Media Arts and be in touch with TFMA Admissions at the contacts listed below to plan for portfolio or letter of interest submission. Portfolio review is not mandatory and students without portfolio material may apply with the letter of interest articulating their creative and academic interest in the program.

Josette Todaro, Associate Director of Admissions and Recruitment  
Annenberg Hall, Room 14F  
215-204-3209  
josettetodaro@temple.edu

Chet Pancake, Film and Media Arts Interim Chair  
chet.pancake@temple.edu

## To Apply for a BFA in Film and Media Arts with Concentrations in Directing or Screenwriting

Students need to complete 60 credits by the end of their sophomore year, earn an average of 3.0 in six foundational and intermediate courses (see each program page for details), submit a BFA application to the department, and provide a portfolio. The BFA application must be submitted to the department no later than the deadline announced on the Film and Media Studies Undergraduate Listserv in the spring semester in which the student reaches sixty credits. Students with less than an average of 3.0 in the six courses or who have only completed five of the six courses may petition the department for admission to one of the BFA concentrations. (See concentration faculty advisor.) Students who were not admitted to one of the BFA concentrations can continue in the BA in Film and Media Arts or the BA in Film and Media Arts with a Concentration in Screen Studies or apply for one of the three upper-level BA concentrations.

## Transfer Students Applying to the BFA in Film and Media Arts with Concentrations in Directing, Animation and Media Arts, or Screenwriting, or the BA in Film and Media Arts with Concentrations in Cinematography, Producing or Post Production

All internal and external transfer students who have transferred no equivalent FMA courses may apply to the BFA or the BA with an upper-level concentration in their second year as a Film and Media Arts student, provided they have completed all application requirements and a creative portfolio. Transfer students who have courses equivalent to the FMA core will be evaluated on a case-by-case basis and may be able to apply for the BFA or the

BA with an upper-level concentration in their first year as a Film and Media Arts student. Please see advisor for a long-term academic plan. All transfer students should be aware that completing either the BFA or the BA with an upper-level concentration may extend their time at Temple.

Exceptional cases for direct admission to the BFA or BA with upper-level concentrations will be evaluated on a case-by-case basis by the Concentration Faculty Advisor.

## Los Angeles Study-Away Program

The Department of Film and Media Arts offers a department-run study-away academic and internship program in Los Angeles every semester. Students may apply to attend in fall, spring and summer of their junior and senior years. They should complete FMA 2071 Creative Industry Head Start before attending the Los Angeles Program. Students interested in this option should contact the director of the Los Angeles Program, Alison Crouse, at [alison.crouse@temple.edu](mailto:alison.crouse@temple.edu).

### Special Considerations for Animation and Media Arts BFA Students:

Because the BFA has a more structured curriculum than that of the general Film and Media Arts program, Animation and Media Arts BFA students who wish to participate in the Los Angeles Program should consult with their academic advisor to determine the appropriate semester or summer to fit their degree path. They should meet with their advisor well before the semester they plan to attend the Los Angeles Program.

## Other Internships and Special Programs

FMA has an extensive internship program throughout the year in Philadelphia. Additionally, many organizations in New York, New Jersey, Delaware and Washington, D.C. provide regular opportunities for student professional internships. Temple University offers Temple-run special programs for study and research in Rome and Tokyo.

## Contact Information

### Animation BFA Director

Zachary Vickers, Assistant Professor  
[zachary.vickers@temple.edu](mailto:zachary.vickers@temple.edu)

### Media Arts BFA Director

Sarah Drury, Associate Professor  
215-204-3859  
[sarah.drury@temple.edu](mailto:sarah.drury@temple.edu)

Learn more about the Bachelor of Fine Arts in Film and Media Arts.

*These requirements are for students who matriculated in academic year 2025-2026. Students who matriculated prior to fall 2025 should refer to the Archives to view the requirements for their Bulletin year.*

## Bachelor of Fine Arts in Film and Media Arts with Concentration in Animation and Media Arts

### Summary of Requirements for the Degree

The Bachelor of Fine Arts degree may be conferred upon a student majoring in Film and Media Arts with a concentration in Animation and Media Arts by recommendation of the faculty and upon satisfactory completion of a minimum of 120 credit hours. Students must complete:

1. University Requirements:
  - New students are required to complete the General Education (GenEd) curriculum.
  - All students must take a minimum of two writing-intensive courses specified by the major. The specific writing-intensive courses required for this major are listed below and identified with the code "WI".
2. No more than 21 FMA credits can be transferred to the major.
3. A student must earn a grade of "C-" or better in all Film and Media Arts courses that count towards the degree.
4. Students may take up to 8 internship credits in Film and Media Arts.
5. Students may count a maximum of 85 FMA credit hours toward the 120 credit hours required for the degree.

## FMA Foundation Courses

Students seeking to enter the BFA with a Concentration in Animation and Media Arts will complete the following courses by the end of the sophomore year:

Code	Title	Credit Hours
<b>Foundation Courses</b>		
FMA 1141	Film, Video and Interactive Foundations I <sup>1</sup>	4
FMA 1142	Film, Video and Interactive Foundations II <sup>1</sup>	4
FMA 1171	Media & Culture	3
FMA 1172	Introduction to Film and Video Analysis	3
<b>Introductory BFA Course</b>		
Select one of the following: <sup>2</sup>		3
FMA 1451	Survey of New Media	
THTR 2711	Drawing and Rendering for the Theater I	
ART 1503	Introduction to Visual Language, Drawing	

<sup>1</sup> The foundation production classes will have suggested animation and media arts labs for students interested in specializing in animation and media arts: FMA 1141 - Animation and Media Arts Lab Focus: Animation and New Media Principles / Stop Motion and FMA 1142 - Animation and Media Arts Lab Focus: Introduction to Computer Principles and 2D and 3D Animation.

<sup>2</sup> Students with an animation focus are strongly encouraged to take THTR 2711 Drawing and Rendering for the Theater I or ART 1503 Introduction to Visual Language, Drawing.

## Concentration Requirements

Courses required after completion of FMA Foundation Courses:

Code	Title	Credit Hours
<b>Required Courses</b>		
FMA 2453	Introduction to Animation	4
FMA 2396	Screenwriting I	4
FMA 2241	Filmmaking	4
FMA 2551	Editing Film and Video	4
FMA 2000+	Studies Elective	4
FMA 3000+	Advanced Writing Intensive Elective (WI)	4
<b>Film History Survey Course</b>		
Select one of the following:		4
FMA 2675	Film History I (1895-1950)	
FMA 2676	Film History II (1950-Present)	
FMA 2678	History of Experimental Film and Video Art	
FMA 4672	History of Documentary Film	
<b>Intermediate Concentration Course</b>		
Select one of the following:		4
FMA 2242	Videography	
FMA 2341	Directing Fundamentals	
FMA 2451	Experimental Video and Multi-Media	
<b>Junior BFA Thesis Gateway Course</b>		
Select one of the following:		4
FMA 3453	Interdisciplinary Media Studio	
FMA 3458	Junior BFA Animation Projects	
<b>Advanced BFA Elective Courses</b>		
Select four of the following:		16
FMA 2243	Audio: Production and Aesthetics	
FMA 3242	Experimental Media Workshop	
FMA 3244	Lighting for Film and Video	
FMA 3362	Video Game Design and Writing	
FMA 3441	Film Animation: Stop Motion	

FMA 3451	Animation Workshop	
FMA 3454	Digital Effects and Compositing	
FMA 3455	3D Modeling	
FMA 3456	3D Animation	
FMA 3457	Video Game and Playable Media Design	
FMA 4452	Episodic Animation	
FMA 4454	Advanced 3D Animation Projects	
FMA 4453	Interactive Exhibition Design	
FMA 4461	Beyond Linear Narratives	
<b>Required Courses for BFA Thesis Development and Final Exhibition</b>		
FMA 4442	Animation/Media Arts BFA Thesis I	4
FMA 4443	Animation/Media Arts BFA Thesis II	4
<b>Total Required FMA Credit Hours</b>		<b>77</b>

## Suggested Academic Plans

Please note that these are **suggested** academic plans. Depending on your situation, your academic plan may look different.

### Bachelor of Fine Arts in Film and Media Arts with Concentration in Animation and Media Arts

#### Suggested Plan for New Students Starting in the 2025-2026 Academic Year

- 2D Animation (p. 4)
- 3D Animation (p. 5)
- Stop Motion and Experimental Animation (p. 7)
- Interdisciplinary/Interactive Media Arts (p. 8)

#### Suggested Plan for 2D Animation Students

<b>Year 1</b>		
<b>Fall</b>		<b>Credit Hours</b>
FMA 1141	Film, Video and Interactive Foundations I	4
FMA 1171	Media & Culture	3
ENG 0802	Analytical Reading and Writing [GW]	4
or ENG 0812	or Analytical Reading and Writing: ESL [GW]	
or ENG 0902	or Honors Analytical Reading and Writing [GW]	
GenEd Quantitative Literacy Course [GQ]		4
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 1142	Film, Video and Interactive Foundations II	4
FMA 1172	Introduction to Film and Video Analysis	3
Select one of the following Introductory BFA Courses:		3
FMA 1451	Survey of New Media	
THTR 2711	Drawing and Rendering for the Theater I	
ART 1503	Introduction to Visual Language, Drawing (Recommended)	
IH 0851	Intellectual Heritage I: The Good Life [GY]	3
or IH 0951	or Honors Intellectual Heritage I: The Good Life [GY]	
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>16</b>
<b>Year 2</b>		
<b>Fall</b>		
FMA 2396	Screenwriting I [WI]	4
FMA 2453	Introduction to Animation	4
Film History Survey Course		4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>

<b>Spring</b>		
FMA 2241	Filmmaking	4
FMA 2551	Editing Film and Video	4
IH 0852 or IH 0952	Intellectual Heritage II: The Common Good [GZ] or Honors Intellectual Heritage II: The Common Good [GZ]	3
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>14</b>
<b>Year 3</b>		
<b>Fall</b>		
FMA 2341	Directing Fundamentals <sup>1</sup>	4
FMA 3458	Junior BFA Animation Projects <sup>2</sup>	4
FMA 4452	Episodic Animation <sup>3</sup>	4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 3244	Lighting for Film and Video <sup>3</sup>	4
FMA 3454	Digital Effects and Compositing <sup>3</sup>	4
FMA 3000+ Writing-Intensive Elective [WI]		4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Year 4</b>		
<b>Fall</b>		
FMA 3457	Video Game and Playable Media Design <sup>3</sup>	4
FMA 4442	Animation/Media Arts BFA Thesis I	4
FMA 2000+ Studies Elective		4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 4443	Animation/Media Arts BFA Thesis II	4
GenEd Breadth Course		3
Elective		4
Elective		4
<b>Credit Hours</b>		<b>15</b>
<b>Total Credit Hours</b>		<b>120</b>

<sup>1</sup> Course recommended from "Intermediate Concentration" array

<sup>2</sup> Course recommended from "Junior BFA Thesis Gateway" array

<sup>3</sup> Course recommended from "Advanced BFA Elective" array

### Suggested Plan for 3D Animation Students

<b>Year 1</b>		
<b>Fall</b>		<b>Credit Hours</b>
FMA 1141	Film, Video and Interactive Foundations I	4
FMA 1171	Media & Culture	3
ENG 0802 or ENG 0812 or ENG 0902	Analytical Reading and Writing [GW] or Analytical Reading and Writing: ESL [GW] or Honors Analytical Reading and Writing [GW]	4
GenEd Quantitative Literacy Course [GQ]		4
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 1142	Film, Video and Interactive Foundations II	4
FMA 1172	Introduction to Film and Video Analysis	3
Select one of the following Introductory BFA Courses:		3

FMA 1451	Survey of New Media	
THTR 2711	Drawing and Rendering for the Theater I	
ART 1503	Introduction to Visual Language, Drawing (Recommended)	
IH 0851 or IH 0951	Intellectual Heritage I: The Good Life [GY] or Honors Intellectual Heritage I: The Good Life [GY]	3
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>16</b>
<b>Year 2</b>		
<b>Fall</b>		
FMA 2396	Screenwriting I [WI]	4
FMA 2453	Introduction to Animation	4
Film History Survey Course		4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 2241	Filmmaking	4
FMA 3455	3D Modeling <sup>1</sup>	4
IH 0852 or IH 0952	Intellectual Heritage II: The Common Good [GZ] or Honors Intellectual Heritage II: The Common Good [GZ]	3
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>14</b>
<b>Year 3</b>		
<b>Fall</b>		
FMA 2551	Editing Film and Video	4
FMA 3456	3D Animation <sup>1</sup>	4
FMA 3458	Junior BFA Animation Projects <sup>2</sup>	4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 2451	Experimental Video and Multi-Media <sup>3</sup>	4
FMA 3244	Lighting for Film and Video <sup>1</sup>	4
GenEd Breadth Course		3
Elective		4
<b>Credit Hours</b>		<b>15</b>
<b>Year 4</b>		
<b>Fall</b>		
FMA 3457	Video Game and Playable Media Design <sup>1</sup>	4
FMA 4442	Animation/Media Arts BFA Thesis I	4
FMA 3000+ Writing-Intensive Elective [WI]		4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 4443	Animation/Media Arts BFA Thesis II	4
FMA 2000+ Studies Elective		4
GenEd Breadth Course		3
Elective		4
<b>Credit Hours</b>		<b>15</b>
<b>Total Credit Hours</b>		<b>120</b>

<sup>1</sup> Course recommended from "Advanced BFA Elective" array

<sup>2</sup> Course recommended from "Junior BFA Thesis Gateway" array

<sup>3</sup> Course recommended from "Intermediate Concentration" array

**Suggested Plan for Stop Motion and Experimental Animation Students**

<b>Year 1</b>		<b>Credit Hours</b>
<b>Fall</b>		
FMA 1141	Film, Video and Interactive Foundations I	4
FMA 1171	Media & Culture	3
ENG 0802 or ENG 0812 or ENG 0902	Analytical Reading and Writing [GW] or Analytical Reading and Writing: ESL [GW] or Honors Analytical Reading and Writing [GW]	4
GenEd Quantitative Literacy Course [GQ]		4
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 1142	Film, Video and Interactive Foundations II	4
FMA 1172	Introduction to Film and Video Analysis	3
Select one of the following Introductory BFA Courses:		3
FMA 1451	Survey of New Media	
THTR 2711	Drawing and Rendering for the Theater I	
ART 1503	Introduction to Visual Language, Drawing (Recommended)	
IH 0851 or IH 0951	Intellectual Heritage I: The Good Life [GY] or Honors Intellectual Heritage I: The Good Life [GY]	3
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>16</b>
<b>Year 2</b>		
<b>Fall</b>		
FMA 2396	Screenwriting I [WI]	4
FMA 2451	Experimental Video and Multi-Media <sup>1</sup>	4
FMA 2453	Introduction to Animation	4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 2241	Filmmaking	4
Film History Survey Course		4
IH 0852 or IH 0952	Intellectual Heritage II: The Common Good [GZ] or Honors Intellectual Heritage II: The Common Good [GZ]	3
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>14</b>
<b>Year 3</b>		
<b>Fall</b>		
FMA 2551	Editing Film and Video	4
FMA 3441	Film Animation: Stop Motion <sup>3</sup>	4
FMA 3458	Junior BFA Animation Projects <sup>2</sup>	4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 3244	Lighting for Film and Video <sup>3</sup>	4
FMA 3454	Digital Effects and Compositing <sup>3</sup>	4
FMA 3000+ Writing-Intensive Elective [WI]		4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Year 4</b>		
<b>Fall</b>		
FMA 4442	Animation/Media Arts BFA Thesis I	4
FMA 4452	Episodic Animation <sup>3</sup>	4

FMA 2000+ Studies Elective		4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 4443	Animation/Media Arts BFA Thesis II	4
GenEd Breadth Course		3
Elective		4
Elective		4
<b>Credit Hours</b>		<b>15</b>
<b>Total Credit Hours</b>		<b>120</b>

<sup>1</sup> Recommended course from "Intermediate Concentration" array

<sup>2</sup> Recommended course from "Junior BFA Thesis Gateway" array

<sup>3</sup> Recommended course from "Advanced BFA Elective" array

### Suggested Plan for Interdisciplinary/Interactive Media Arts Students

<b>Year 1</b>		
<b>Fall</b>		<b>Credit Hours</b>
FMA 1141	Film, Video and Interactive Foundations I	4
FMA 1171	Media & Culture	3
ENG 0802	Analytical Reading and Writing [GW]	4
or ENG 0812	or Analytical Reading and Writing: ESL [GW]	
or ENG 0902	or Honors Analytical Reading and Writing [GW]	
GenEd Quantitative Literacy Course [GQ]		4
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 1142	Film, Video and Interactive Foundations II	4
FMA 1172	Introduction to Film and Video Analysis	3
Select one of the following Introductory BFA Courses		3
FMA 1451	Survey of New Media (Recommended)	
THTR 2711	Drawing and Rendering for the Theater I	
ART 1503	Introduction to Visual Language, Drawing	
IH 0851	Intellectual Heritage I: The Good Life [GY]	3
or IH 0951	or Honors Intellectual Heritage I: The Good Life [GY]	
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>16</b>
<b>Year 2</b>		
<b>Fall</b>		
FMA 2396	Screenwriting I [WI]	4
FMA 2451	Experimental Video and Multi-Media <sup>1</sup>	4
FMA 2453	Introduction to Animation	4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 2241	Filmmaking	4
Film History Survey Course		4
IH 0852	Intellectual Heritage II: The Common Good [GZ]	3
or IH 0952	or Honors Intellectual Heritage II: The Common Good [GZ]	
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>14</b>
<b>Year 3</b>		
<b>Fall</b>		
FMA 2551	Editing Film and Video	4

FMA 3453	Interdisciplinary Media Studio <sup>2</sup>	4
FMA 3457	Video Game and Playable Media Design <sup>3</sup>	4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 3000+ Writing Intensive Elective [WI]		4
FMA 3242	Experimental Media Workshop <sup>3</sup>	4
FMA 4453	Interactive Exhibition Design <sup>3</sup>	4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Year 4</b>		
<b>Fall</b>		
FMA 3454	Digital Effects and Compositing <sup>3</sup>	4
FMA 4442	Animation/Media Arts BFA Thesis I	4
FMA 2000+ Studies Elective		4
GenEd Breadth Course		3
<b>Credit Hours</b>		<b>15</b>
<b>Spring</b>		
FMA 4443	Animation/Media Arts BFA Thesis II	4
GenEd Breadth Course		3
Elective		4
Elective		4
<b>Credit Hours</b>		<b>15</b>
<b>Total Credit Hours</b>		<b>120</b>

<sup>1</sup> Recommended course from "Intermediate Concentration" array  
<sup>2</sup> Recommended course from "Junior BFA Thesis Gateway" array  
<sup>3</sup> Recommended course from "Advanced BFA Elective" array