

Your Program Requirements

This program guide defines the 20.0 credits required for the Bachelor of Fine Arts (BFA) in Experimental Animation, including Major requirements (specific courses and course options), Arts & Science requirements and open electives.

Of the 20.0 credits required, the following applies:

- No more than 6.0 credits may be at the 1000 level
- At least 5.0 credits must be at the 3000 level or higher, including at least 1.0 credit at the 4000 level or higher
- At least 1.5 credits of Arts & Science courses must be at the 3000 or 4000 level

Reading Your Program Guide

Course Codes

Codes begin with a four letter subject code followed by four digits. The first digit indicates the year level of the course. For example, *GRPH-2004* designates a specific *Graphic Design* course at the *2000 level*. Generally, students complete 1000 and 2000 level courses before 3000 and 4000 level courses.

Course Weight

- 0.5 credit courses typically meet three hours per week for a 12-week term.
- 1.0 credit courses typically meet six hours per week for a 12-week term.

Major Requirements - Course Options

Although a specific number of credits are required from each category, you may choose to take additional courses from these lists as open electives.

Sample 4 Year Plan & Helpful Planning Information (at the end of this package)

The program is structured so that it can be completed in four years, by a student taking 2.5 credits per term in the fall and winter terms (a limited number of courses are also offered in the spring/summer terms). The sample plan will help you plan your courses.

In addition to general planning tips and suggested pathways, the helpful planning information can include recommended courses for your program and tips on meeting prerequisites for electives you may want to take.

If you want to accelerate your program progression, are attending part time or with a reduced course load, and require planning support, please contact **Student Advising** at ocadu.ca/services/academic-advising.

More Information

Your program and degree requirements are also reflected on your **My Progress** page within My OCAD U Records (Self-Service) at selfservice.ocadu.ca/student.

View course offerings (available sections), course descriptions, prerequisites and more in the **Course Catalogue** at selfservice.ocadu.ca/student/courses.

View **videos and guides** on program planning and registration at ocadu.ca/reg-guides.

Experimental Animation – 2024/2025 Program Guide

Major Requirements

Specific Courses:

Course Code	Course Title	Course Credit
EXAN-1001	Intro: Experimental Animation	0.5 credit
EXAN-1002	Animation Reframed	0.5 credit
GART-1040	Drawing Across Disciplines	1.0 credit
GART-1041	Form and Time	1.0 credit
CROS-2002	Contemporary Issues	0.5 credit
EXAN-2002	Animated Storytelling	0.5 credit
EXAN-2003	Blurring Boundaries	0.5 credit
EXAN-2006	2D Dig. Animation Principles	0.5 credit
EXAN-3002	Independent Project Studio 1	0.5 credit
EXAN-3003	Independent Project Studio 2	0.5 credit
Total Course Credits: 6.0 credits		

Course Options: Complete the identified number of courses from EACH of the categories below.

Course Code	Course Title	Course Credit
Category A – Complete 2.0 credits from the list below:		2.0 credits
DRPT-2015	Painting and Digital Imaging	
EXAN-2001	Drawing for Animation (<i>1.0 credit</i>)	
EXAN-2004	XR Space Jam	
EXAN-2005	Compositing & Digital Collage	
EXAN-2007	Stop-Motion Material Mashup	
EXAN-2008	Intro to 3D Modeling and Animation	
EXAN-2009	3D Modeling & Animation 2	
EXAN-2010	Visual Design for Animation	
EXAN-2011	Experimental Character Design	
EXAN-2012	Intro. 2D Character Animation	
INVC-2002	Materials & Methods: Media	
DRPT-3015	Paint & Digital: Collaboration	
DRPT-3017	Pixel Pusher	
DRPT-3026	Paint & Digital: Production	
EXAN-3001	Stop-Motion Puppet Show	
EXAN-3004	Advanced Compositing	
EXAN-3006	Sound Design for Animation	
EXAN-3007	Abstraction in Motion	
EXAN-3008	Adv. 2D Character Animation	
EXAN-3009	Animated Documentary	

EXAN-3010	Adv. Drawing for Animation	
EXAN-3011	Adv. XR Space Jam	
EXAN-3012	3D Bodies in Motion	
VISM-3003	Animation: Critical Perspect.	
Category B – Complete 1.0 credit from the list below:		
DRPT-4004	Painting & Digital Imaging 3	
EXAN-4002	Animation, Identity & Culture	
EXAN-4004	Creating Animated Performance	
EXAN-4897	Field Placement	
EXAN-4898	Independent Study	
EXAN-4901	Thesis Research & Concept (<i>1.0 credit</i>) (Must be taken with EXAN-4902 Thesis Production (<i>1.0 credit</i>), which may fulfill another requirement as needed)	
Category C – Complete 0.5 credit from the list below:		0.5 credit
CROS-3001	Professional Practice	
CROS-3023	Learning in the Field I (Must be taken with CROS-3024 Learning in the Field II, which may fulfill another requirement as needed)	
EXAN-3897 or EXAN-4897	Field Placement	
EXAN-3898 or EXAN-4898	Independent Study	
Category D – Choose ONE course from the list below:		
CROS-3018	Networks and Post-Digital Art	
CROS-3019	Complicated Bodies	
CROS-3020	Stories in Expanded Worlds	
CROS-3021	Land at the Centre	
Total Course Credits: 4.0 credits		

Arts & Science Requirements:

Course Code	Course Title	Course Credit
Category E – Choose ONE course from the list below:		0.5 credit
ENGL-1003	The Essay & the Argument	
ENGL-1004	Essay and the Argument: ELL	
Category F – Choose TWO courses from the list below:		1.0 credit
IVCV-1001	Turtle Island Visual Culture	
VISC-1001	Global Vis & Mat Cult: to 1800	
VISC-1002	Global Vis & Mat Cult: to Pres	
VISC-1004	Contemporary Art and Design	
Category G – Complete requirements below:		
Level 2000/ 3000/4000	Visual culture courses (IVCV, VISA, VISC, VISD, VISM)	1.0 credit*

Category H – Complete requirements below:		
Level 2000/ 3000/4000	Breadth elective course (HUMN, IVCL, SCTM, SOSC)	0.5 credit
Level 2000/ 3000/4000	Breadth elective courses (ENGL, HUMN, IVCL, SCTM, SOSC)	1.0 credit
Category I – Complete requirements below:		
Level 2000/ 3000/4000	Breadth elective and/or visual culture courses (ENGL, HUMN, IVCL, IVCV, SCTM, SOSC, VISA, VISC, VISD, VISM)	1.0 credit
Total Course Credits: 5.0 credits*		
<p>* Visual culture courses (IVCV, VISA, VISC, VISD, VISM) taken to fulfill Major requirements may also fulfill Arts & Science requirements. In this case, replace the credit value in this section with an open elective(s).</p> <p>For example: If you take VISM-3003 as a course option for your Major, it will also fulfill 0.5 credit visual culture course requirement in this section. Replace this 0.5 credit with an open elective.</p>		

Open Electives:

Course Code	Course Title	Course Credit
Level 1000/ 2000/3000/ 4000 or higher	Open electives	5.0 credits
Total Course Credits: 5.0 credits		

Notes:

An **open elective** may be chosen from any of the following subject areas: ADVR, ASOC, BUSI, CRCP, CROS, CRWR, DIGF, DRPT, ENVR, ENGL, EXAN, FABR, GART, GDES, GRPH, HUMN, ILLU, INDS, INTM, INVC, IVCA, IVCD, IVCL, IVCV, LIFE, MAAD, PHOT, PRNT, PRPB, SCIN, SCTM, SOSC, VISA, VISC, VISD, VISM.

Senior undergraduate students in good academic standing may take graduate courses at the **5000 level** from any of the following subject areas: CADN, CRCP, DHEA, DIGF, INCD, SFIN. Inquiries regarding access to 5000 level courses should be directed to the student's Faculty Office.

Students who have completed a minimum of 4.0 credits and are in good academic standing may **declare a minor**. Only open electives and general Arts & Science courses may fulfill both degree and minor requirements, subject to the credit limits stipulated in this program guide. For more information on minors: ocadu.ca/academics/minors.

Sample 4 Year Plan		Experimental Animation
<i>Course offerings and scheduling vary by year; in some cases, it may not be possible to follow the sample plan exactly as listed.</i>		
YEAR	REQUIREMENTS	COURSE CREDIT
Year 1	Specified Course(s): Take EXAN-1001, EXAN-1002, GART-1040 and GART-1041	3.0 credits
	Arts & Science: Choose one course from Category E option list	0.5 credit
	Arts & Science: Choose two courses from Category F option list	1.0 credit
	Open Elective(s): Choose one course	0.5 credit
Year 2	Specified Course(s): Take CROS-2002, EXAN-2002, EXAN-2003 and EXAN-2006	2.0 credits
	Course Option(s): Choose two courses from Category A option list	1.0 credit
	Arts & Science: Choose one course from Category G	0.5 credit
	Arts & Science: Choose two courses from Category H and/or I	1.0 credit
	Open Elective(s): Choose one course	0.5 credit
Year 3	Specified Course(s): Take EXAN-3002 and EXAN-3003	1.0 credit
	Course Option(s): Choose two courses from Category A option list	1.0 credit
	Course Option(s): Choose one course from Category C option list	0.5 credit
	Course Option(s): Choose one course from Category D option list	0.5 credit
	Arts & Science: Choose two courses from Category G, H and/or I	1.0 credit
	Open Elective(s): Choose two courses	1.0 credit
Year 4	Course Option(s): Choose 1.0 credit from Category B option list	1.0 credit
	Arts & Science: Choose two courses from Category G, H and/or I	1.0 credit
	Open Elective(s): Choose six courses	3.0 credits
Notes:		
Open electives, Arts & Science courses, and Year 3 and 4 requirements, may be taken in any order, subject to meeting course prerequisites.		
Ensure that overall requirements are met (minimum and maximum requirements for year level and Arts & Science).		

Helpful Planning Information – Experimental Animation

This document has been put together to help you, as a new or continuing student in Experimental Animation, navigate through the program guide and give general planning tips and expectations for your exciting time with us at OCAD U.

Required Courses vs Course Options

Required Courses give you foundational, conceptual and technical skills for developing your animation practice, such as drawing, visual art principles, animation timing, storyboarding etc.

Course Options support further experimentation and areas of interest specific to each student. This would include specific techniques of interest like 2D character animation, 3D, stop-motion, XR. You can use these courses to engage themes, genres and techniques of interest, allowing for further flexibility.

Course Option

The Course Options are courses that are tailored to the Experimental Animation program and offer an array of exciting options.

You are required to take 4.0 credits from this area in order to graduate.

Category A offers a selection of courses that relate directly to the animation practice. In Category B you must take 1.0 credit in this selection of 4000 level courses. Category C offers experiential learning and a minimum of 0.5 credit is required. Category D offers a selection of Cross-Disciplinary Art (CROS) courses, and you are required to take 0.5 credit. These CROS courses will allow Experimental Animation students to work with other Faculty of Art students on deepening their conceptual research on a topic of their choice.

Arts & Science Requirements

All OCAD U undergraduate students are required to take 5.0 credits of Arts & Science courses, as specified in this program guide, in order to graduate. This is meant to help your conceptual and theoretical growth. It also offers a breadth of options and flexibility.

Open Electives

Finally, you are required to take 5.0 credits in Open Electives which are courses from any program at OCAD U. Although you can take Experimental Animation (EXAN) animation courses to fulfil open electives, we do encourage a multi-disciplinary practice and hope you take this opportunity to engage with other programs (such as Photography, Sculpture/Installation, Indigenous Visual Culture, Life Studies, Printmaking, Drawing & Painting, etc.)

Knowledge acquired in open electives is meant to further your artistic engagement, understanding and overall knowledge base, and help develop your experimental animation projects (eg. Fabrication (FABR) mouldmaking courses to build stop-motion puppets, Digital Futures (DIGF) game design courses, etc.)

Year by Year - Helpful Planning Information

First Year: Beginning your Artistic Journey in the Experimental Animation Program

Required courses give you the fundamental theoretical and practical skills to start a path towards creating meaningful artworks, building on both conceptual and technical aspects of the discipline. *Intro: Experimental Animation* and *Animation Reframed* introduce key techniques, concepts and themes as you start experimenting with animation as a contemporary art-form. These courses are fundamental to all you enrolled in Experimental Animation.

Consider electives in different areas: Drawing & Painting for example, if you wish to expand your understanding of colour theory, mark making or drawing.

Second Year: Building Upon Skill

Your second year continues to build upon your first year skills. In this second year, you can expect to expand your knowledge on themes like storytelling, drawing for animation and interdisciplinary approaches to animation.

Use the Course Options section in your program guide to help you acquire the knowledge around your areas of interest - for example Stop-Motion, XR or 2D or 3D animation.

Experimentation and cross-disciplinarity is an important aspect of our program, and we encourage you to think about a broad spectrum of courses outside of EXAN, like installation, wood working, photography, mould making or a variety of courses in Integrated Media.

What hybrid interests do you have? This is a good year to explore those areas. Allow yourself to be surprised by disciplines and mediums you did not know before entering the program.

Third Year: Practicing and Deepening Technical and Conceptual Skills

Preparing for thesis or your final year at OCAD U is an exciting time to reflect on your research initiatives and choose courses that support your interests.

Advanced Animation Studio 1 & 2 (0.5 credit in the fall term, 0.5 credit in the winter term) require you to develop an individual or group short project in the fall (pre-production: concept building, concept art, script, storyboarding, animatic) and execute it in the winter (animation, sound, post-production).

Experiencing all stages of the production of an animated film or art project will provide you with the appropriate concept-building and technical skill sets to complete a longer thesis project in fourth year, a year-long project to create a final animated work.

Third year is a terrific time to work through those questions, deepen areas of specialization and explore experiential learning opportunities like Professional Practice, Learning in the Field, Field Placement or Independent Study (all courses in the Course Options section).

The requirements in Category C for professional experience offer a range of options, allowing you to gain professional knowledge. Such experience can provide a significant head start into future opportunities.

- A field placement is the best opportunity to get hands-on experience in an area of interest with an animation studio, film festival, gallery or other setting of your choice. This will require personal initiative, but the *Centre for Emerging Artists and Designers* is

there to assist you. You may take up to 1.5 credits of field study over years 3 and 4. This way you can plan for varied experiences.

- The course Learning in the Field provides more support and structure, but also places you in the field as an intern in the same way.
- If you feel unready for such external professional experience, you may take an independent study with a faculty member, designing your own extended project.

Fourth Year: Final Year

In your final year, you combine all the skills you have learned so far and put them in practice. You take advanced animation courses to prepare for thesis work and/or your creative career after graduation. Remaining open electives allow you to explore and experiment and take courses at any year-level before graduation.

You need a minimum of 1.0 credit from Category B at the 4000 level. You can choose to fulfil this by completing thesis courses, advanced animation courses or other 4000 level elective courses within the university.

The EXAN thesis course comprises 2.0 credits over fall and winter to work on a single project that will become your calling card upon graduation.

Advanced 4000 level skills-building courses include: Adv. 2D Character Animation, Painting & Digital Imaging 3 and Animation, Identity & Culture.

Need help choosing a path?

Here are a few examples of the type of courses we offer, and how they differ:

Critical Thinking & Conceptual Development:

- Pixel Pusher
- Indigenous Media Practice
- CROS courses like Complicated Bodies or Networks and Post-Digital Art
- Consider Arts & Science courses to boost critical theoretical thinking more broadly

Building & Developing Your Art Practice:

- Paint & Digital: Collaboration
- Drawing for Animation
- Stop Motion Materials & Puppet Show
- Xr Space Jam
- EXAN thesis

Industry Requirements:

- learn industry standard software like ToonBoom & Maya
- 3D Modelling
- Character Design
- Animation Studio House

If you are interested in pursuing particular directions within your Experimental Animation studies, plan your Option and Elective courses to gain the knowledge and experiences that

will support you. For example, if you are interested in studio animation, be it for art or commercial approaches, be sure to take the Drawing for Animation and/or Character Design & Animation courses in second and third year. This will prepare you well for your final animation project in fourth year.

Or, if you know that you will go on to a Master's program after OCAD U, plan for the elective concept and theory-focused courses in both Experimental Animation and Arts & Science.

Ensure that you review the course description and prerequisites for all courses so you can plan correctly from year to year.

Lastly, if you have other questions or concerns, please connect with the Chair of the Program or the Faculty of Art Office.

We are happy to help guide you!