



# COURSE-BY-COURSE SELF-ASSESSMENT 3D MODELING, ART & ANIMATION

## Admissions

3700 Willingdon Avenue, Burnaby, BC, Canada V5G 3H2

**Instructions:** 1) Save this PDF to your desktop, 2) Open with Adobe Reader or Adobe Acrobat, 3) Complete all required fields, 4) Save, 5) Close PDF then re-open to ensure the content you filled in has saved, 6) Submit to BCIT.

Applying for re-admission into level:  2  3  4  5

Applying for direct entry into level:  4

Student Name	Student Number
<input type="checkbox"/> <b>Graduated:</b> Certificate 3D Modeling, Art & Animation (69.0 credits) <input type="checkbox"/> <b>Graduated:</b> Certificate Digital Animation (68.0 credits)	Year Graduated

LEVEL	BCIT COURSE	COURSE(S) COMPLETED	NO. OF CREDITS	GRADE ACHIEVED‡	OFFICIAL CALENDAR COURSE DESCRIPTION (BCIT RESERVES THE RIGHT TO ASK FOR DETAILED COURSE OUTLINE)
1	<b>MDIA 1183:</b> Texturing 1				
1	<b>MDIA 1415:</b> Drawing and Painting				
1	<b>MDIA 1542:</b> Lighting and Rendering 1				

\* If courses are from more than one institution are used to complete this table, please indicate the institution for each course listed.

† Per Policy 5103, section 3, students are allowed a maximum of three attempts to successfully complete a course.

‡ If the official transcript provides letter grades, this self-assessment table must be accompanied by a conversion of percent to letter grades for the institution in question.

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1	<b>MDIA 1742:</b> Introduction to 3D Modeling				
1	<b>MDIA 2084:</b> Node Based Compositing 1				
1	<b>MDIA 2642:</b> 3D Animation 1				
2	<b>MDIA 1335:</b> Rigging Essentials				
2	<b>MDIA 2183:</b> Texturing 2				
2	<b>MDIA 2195:</b> Digital Sculpting <b>OR</b> <b>MDIA 2315:</b> Traditional 2D Animation 2				
2	<b>MDIA 2542:</b> Lighting and Rendering 2				

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2	<b>MDIA 2742:</b> 3D Modeling 1				
2	<b>MDIA 3084:</b> Node Based Compositing 2				
2	<b>MDIA 3642:</b> 3D Animation 2				
3	<b>MDIA 2335:</b> Character Rigging <b>OR</b> <b>MDIA 3195:</b> Audio for Animation				
3	<b>MDIA 3040:</b> Game Design Pipeline				
3	<b>MDIA 3183:</b> Texturing 3				
3	<b>MDIA 3742:</b> 3D Modeling 2				

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3	<b>MDIA 4084:</b> Video Editing and Compositing				
3	<b>MDIA 3480:</b> Portfolio Production  <b>OR</b> <b>MDIA 3542:</b> Lighting and Rendering 3				
3	<b>MDIA 4642:</b> Advanced Animation				
4	<b>MDIA 1642:</b> Acting in Animation				
4	<b>MDIA 3335:</b> Advanced Rigging				

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4	<b>MDIA 4030:</b> Collaborative Project				
4	<b>MDIA 4045:</b> Reel and Pervisualization				
4	<b>MDIA 4050:</b> Game Design Pipeline 2				
4	<b>MDIA 4060:</b> Emerging Trends in 3D Arts				
4	<b>MDIA 4742:</b> 3D Modeling 3				

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5	<b>MDIA 4007:</b> 3D Arts Directed Studies				
5	<b>MDIA 4025:</b> Demo Reel Production Capstone Project				
5	<b>MDIA 4035:</b> Professional Self Marketing and Presentation				