



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.

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

BCIT COURSE	COURSE(S) COMPLETED	NO. OF CREDITS	GRADE ACHIEVED‡	OFFICIAL CALENDAR COURSE DESCRIPTION (BCIT RESERVES THE RIGHT TO ASK FOR DETAILED COURSE OUTLINE)
MDIA 1182: Compositing 1				
MDIA 1183: Texturing 1 for Animation				
MDIA 1335: Introduction to Rigging; OR MDIA 1490: Project / Portfolio for Animation 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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MDIA 1630: 3D Design 1				
MDIA 1640: 3D Animation 1				
MDIA 1660: 3D Production 1				
MDIA 1850: Traditional 2D Animation				
MDIA 2182: Compositing 2				

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MDIA 2183: Texturing 2 for Animation				
MDIA 2222: Career Preparation in 3D Arts; OR MDIA 2210: Career Preparation				
MDIA 2335: Character Rigging; OR MDIA 3195: Audio for Animation				
MDIA 2630: 3D Design 2				
MDIA 2640: 3D Animation 2				

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MDIA 2660: 3D Production 2				
MDIA 3040: Game Design Pipeline <i>(Certificate in 3D Modeling Only)</i>				
MDIA 3182: Compositing 3				
MDIA 3183: Texturing 3				
MDIA 3480: Portfolio Production				

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MDIA 3630: 3D Design 3				
MDIA 3640: 3D Animation 3				
MDIA 3660: 3D Production 3				