



# 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

Student Name	Student Number	Year Graduated
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LEVEL	BCIT COURSE	COURSE(S) COMPLETED	NO. OF CREDITS	GRADE ACHIEVED†
1	<b>MDAA 1183:</b> Texturing 1			
1	<b>MDAA 1335:</b> Rigging 1			
1	<b>MDAA 1542:</b> Lighting and Render 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.

LEVEL	BCIT COURSE	COURSE(S) COMPLETED	NO. OF CREDITS	GRADE ACHIEVED‡
1	<b>MDAA 1642:</b> 3D Animation 1			
1	<b>MDAA 1742:</b> 3D Modeling 1			
1	<b>MDAA 1415:</b> Art Foundations			
2	<b>MDAA 2183:</b> Texturing 2			
2	<b>MDAA 2335:</b> Rigging 2			
2	<b>MDAA 2542:</b> Lighting and Rendering 2			
2	<b>MDAA 2642:</b> 3D Animation 2			

LEVEL	BCIT COURSE	COURSE(S) COMPLETED	NO. OF CREDITS	GRADE ACHIEVED‡
2	<b>MDAA 2742:</b> 3D Modeling 2			
2	<b>MDAA 2195:</b> Digital Sculpting			
3	<b>MDAA 3183:</b> Texturing 3			
3	<b>MDAA 3335:</b> Rigging 3			
3	<b>MDAA 3542:</b> Lighting and Rendering 3			
3	<b>MDAA 3642:</b> 3D Animation 3			
3	<b>MDAA 3742:</b> 3D Modeling 3			

LEVEL	BCIT COURSE	COURSE(S) COMPLETED	NO. OF CREDITS	GRADE ACHIEVED‡
3	<b>MDAA 3040:</b> Game Design Pipeline 1			
3	<b>MDAA 3480:</b> Portfolio Production 1			
4	<b>MDAA 4030:</b> Collaborative Project			
4	<b>MDAA 4060:</b> Emerging Trends in 3D Arts			
4	<b>MDAA 4642:</b> 3D Animation 4			

LEVEL	BCIT COURSE	COURSE(S) COMPLETED	NO. OF CREDITS	GRADE ACHIEVED‡
4	<b>MDAA 4742:</b> 3D Modeling 4			
4	<b>MDAA 4040:</b> Game Design Pipeline 2			
4	<b>MDAA 4480:</b> Portfolio Production 2			
5	<b>MDAA 4007:</b> 3D Arts Directed Studies			
5	<b>MDAA 4025:</b> Demo Reel Capstone			
5	<b>MDAA 4035:</b> Professional Self Marketing			