
动画专业本科培养方案

Undergraduate Program for Animation

I Educational Objectives

This program is focusing on cultivating the innovative spirit and practical ability of undergraduate students. It will teach them the fundamental knowledge and skills for animation creation and foster their artistic awareness and the capacity for expression. The emphasis of studying in the program is to understand the basic principles of animation for film and television, and to master the skills and technologies required for participating related production, especially those skills in relate to professional computer software for animation production. The students of this program will be able work in the industries related to cartoon & animation production, film & TV production, game development or advertisement as animator, producer, and creative designer.

II Cultivation Standards

Arts

III Core Courses

IV Main Internship and Practical Training

V Hours/Credits

Table of Hours and Credits

Courses Classified		/	Credits		Proportion of Credits
			Theory	Practice	
		160.			

Division of Credits of Each Term

Division of Credits of Each Term		Term							
		1st	2nd	3rd	4th	5th	6th	7th	8th
		160							



Course Code	Course Names	Crs.	Hrs.	Period Classification				Division of class-hour in Every Week of Each Term								Notes		
				The.	Exp.	Pra..	Ueb	1st	2nd	3rd	4th	5th	6th	7th	8th			
												4						

B

/Form I (B): General Elective Courses

Course Classi-fied	Crs.

Form II. Basic Course Platform

Course Classi- fied	Numbers of courses
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Courses Classi- fied	Course Code	Courses Names	Crs.	Hrs.	Period Classification				Division of class-hour in Every Week of Each Term								Notes	
					Lec.	Exp.	Ope.	Pra.	1st	2nd	3rd	4th	5th	6th	7th	8th		

Notice :

Form V: Innovation & Entrepreneurship Platform

Category	Cr.

执笔人:

审核人: