ANIMATION REVIEW
TO DO CHECK LIST

I KNOW THAT IN ORDER TO BE ELIGIBLE FOR THE JULY 19, 2019 REVIEW, I NEED TO HAVE:

☐ Earned at least a grade of “C” or better in ADS 101, AFA 101, ADS 102, and AFA 202 (pending Summer grades).

☐ Changed my major from BA to a BFA (if applicable) Questions? See the School of Art Advisor.

☐ An overall GPA of 2.0 or higher by the conclusion of Summer 2019 semester.

☐ Registered for Section 3 of ART 211 Traditional Animation for the Fall Semester.
   This is a “placeholder” for Sections 1 and 2 of ART 211 and ART 210. I know that I will need to rearrange my Fall schedule after the results of the review are available.

I TURNED IN THE FOLLOWING TO ART OFFICE (AJ 401) / FRIDAY JULY 12 BY 4PM:

☐ Animation Review Application Form – filled out in ink (below). Cut along line at bottom and attach to DegreeWorks

☐ Printout of my Degree Works – includes Section 3 of ART 211 on my Fall schedule.
   It also shows that I have signed up for at least 15 credits for the Fall Semester, which includes ART 211 Section 3.

I KNOW TO BRING THE FOLLOWING ON THE DAY OF THE ANIMATION REVIEW:

☐ A portfolio of artwork that includes the nine items listed below. This artwork can come from ADS 101, AFA 101, ADS 102, AFA 202, transfer courses, AP courses, and/or other BSU 200-level or above art studio coursework.
   ☐ 1. Sketchbook with 100+ drawings
   ☐ 2. Figure Drawing, Line study
   ☐ 3. Figure Drawing, Value study
   ☐ 4. One 18” x 24” page of Gesture sketches; full figure, including feet (3 or more figures on page)

☐ 5. Self-portrait, direct observation looking in mirror
   ☐ 6. Student choice
   ☐ 7. Student choice
   ☐ 8. Student choice
   ☐ 9. Student choice

**To avoid complications on the day of the Review, follow ALL Review materials.**

Animation Review Application Form:

Name ________________________________________

Student ID ________________________________________

BSU Email ________________________________________

If applying for both Animation and VISCOM reviews, please indicate preference with a 1 and 2:

ANIMATION ☐ VISCOM ☐