## SCHOOL OF ARCHITECTURE AND DESIGN

## BACHELOR OF FINE ARTS IN DIGITAL ARTS

YEAR TERM		MAJOR						GENERAL EDUCATION		TOTAL CREDITS
YEAR 1	FALL	ARTW 101 3 DRAWING I	ARTD 103 3 SHAPE AND COLOR	ARTH 101 ART HISTORY I	3	ARTC 201 3 COMPUTER GRAPHICS I		FCWR 101/111 3 FOUNDATIONS OF COLLEGE COMPOSITION Pre-Req: Requires Placement or WRIT 100		15
	SPRING	ARTW 151 3 DRAWING II Pre-Req: ARTW 101	ARTD 102 3 FORM AND SPACE	ARTH 151 ART HISTORY II	3	ARTC 251 3 COMPUTER GRAPHICS II Pre-Req: ARTC 201		FCWR 151/1613FOUNDATIONS OFRESEARCH WRITINGPre-Req: FCWR 101/111		15
YEAR 2	FALL	ART_ 3 DEPARTMENT ELECTIVE	ARTD 155 3 TIME AND MOTION Pre-Req: ARTC 251			ARTC 301 3 MOTION GRAPHICS I Pre-Req: ARTC 251		SCIENCE CHOICE 3 (Any BIOL, CHEM or PHYS)	DATA 1013MAKING SENSE OF ADATA-ORIENTEDSOCIETY	15
	SPRING	ART_ 3 DEPARTMENT ELECTIVE	ART_ 3 DEPARTMENT ELECTIVE	\$		ARTC 351 3 DIGITAL COMPOSITION Pre-Req: ARTC 301	MATH 1153INTRODUCTORYCONCEPTS OFMATHEMATICS	GENERAL 3 ELECTIVE		15
YEAR 3	FALL	ART_ 3 DEPARTMENT ELECTIVE	GENERAL 3 ELECTIVE	ARTH 201 ART HISTORY III	3			ICXX 3XX* 3 SEMINAR CHOICE (ICBS, ICLT, ICPH, or ICSS) Pre-Req: FCWR 151/161	ICXX 3XX* 3 SEMINAR CHOICE (ICBS, ICLT, ICPH, or ICSS) Pre-Req: FCWR 151/161	15
	SPRING	ART_ 3 DEPARTMENT ELECTIVE	GENERAL 3 ELECTIVE			ARTC 400 3 THESIS PROPOSAL Pre-Req: ARTC 351		FCWR 3033COMMUNICATIONFOR ART & DESIGNPre-Req: FCWR 151/161	ICXX 3XX* 3 SEMINAR CHOICE (ICBS, ICLT, ICPH, or ICSS) Pre-Req: FCWR 151/161	15
34	FALL	ART_ 3 DEPARTMENT ELECTIVE	GENERAL 3 ELECTIVE	ARTH 301 AESTHETICS	3	ARTC 405 3 THESIS PRODUCTION I Pre-Req: ARTC 400		SCIENCE CHOICE 3 (Any BIOL, CHEM or PHYS)		15
YEAR	SPRING	ART_ 3 DEPARTMENT ELECTIVE	GENERAL 3 ELECTIVE			ARTC 406 3 THESIS PRODUCTION II Pre-Req: ARTC 405	ARTC 410 3 PORTFOLIO Pre-Req: ARTC 405 Co-Req: ARTC 406	ICXX 3XX* 3 SEMINAR CHOICE (ICBS, ICLT, ICPH, or ICSS) Pre-Reg: FCWR 151/161		15
CREDITS								120		

Of the four required ICXX seminar courses (ICBS, ICLT, ICPH, ICSS), at least three must be in different subject areas.

Course names, numbers and/or pre-requisites are subject to change.

Department Electives (Below is a sampling of the courses offered, please work with your advisor to select your courses)							
ARTB 300 – Academic Internship	ARTJ 403 – Special Topics						
ARTC 260 – Introduction to 3D Modeling & Animation	ARTM 301 – Motion Capture						
ARTC 360 – Intermediate 3D Modeling and Animation	ARTP 201 – Painting I						
ARTC 361 – Advanced 3D Modeling and Animation	ARTR 201 Printing I						
ARTC 370 – Game Design I	ARTS 201 – Sculpture I						
ARTC 371 – Game Design II	ARTS 251 – Sculpture II						
ARTC 380 – 2D Animation	ARTW 255 – Concept and Visual Storytelling						
ARTG 303 – Illustration	ARTW 265 Traditional to Digital Media						
ARTJ 301 – Independent Study							

(Rev. 3/24)