

CGI BA



Bachelor of Arts in Studio Art
with specialization in Computer Graphics and Imaging
42 Credit Major

Courses marked with * are required. All courses are 3 credits unless otherwise noted.

FOUNDATION REQUIREMENTS 15 Credits		COMPLETED
*ART 100	Basic Drawing	
*ART 101	Introduction to 2-Dimensional Design	
*ART 102	Introduction to 3-Dimensional Design	
*ART 112	Introduction to Digital Imaging	
*ARH 167	Tradition & Innovation in the Art of the West	
CGI SPECIALIZATION 12 Credits (Take four courses from the following)		COMPLETED
ART/CGI 221	Applied Imaging & Applications to the Web I (PREREQ: ART 112)	
ART/CGI 222	Introduction to Animation (PREREQ: ART 112 & one 100-level Art course)	
ART/CGI 321	Computer Modeling & Design I (PREREQ: ART 112)	
ART/CGI 322	Computer Modeling & Design II (PREREQ: ART 321)	
ART/CGI 325	Digital Multimedia (PREREQ: ART 112)	
ART/CGI 421	Computer Animation I (PREREQ: ART 321)	
ART/CGI 422	Computer Animation II (PREREQ: ART 421)	
ART/CGI 334	Digital Media Production: Theory & Practice	
ART/CGI 335	Digital Media Production: Advancing the Narrative	
One advanced Drawing / Printmaking class: ART 323 OR ART 313		
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GENERAL ART HISTORY REQUIREMENTS 6 Credits (Not including ARH 167)		COMPLETED
* Any 100-level Art History course: ARH _____		
* Any 100- or 300-level Art History course: ARH _____		
GENERAL STUDIO ELECTIVES 9 Credits		COMPLETED
* Any Art course: ART _____		
* Any Art course: ART _____		
* Any Art course: ART _____		
<p>Recommended for the CGI specialization:</p> <p>ART 208 Photography</p> <p>ART 223 Drawing for Animation</p> <p>ART 336 Advanced Stop Motion</p> <p>ART 106 Introduction to Sculpture</p>		