

Specialization: CGI

Art, B.F.A. (60 Credit Major)

Foundation Courses (15 credits, *=Required)

- *ART 100 Basic Drawing (3 credits)
 - *ART 101 Introduction to Two-Dimensional Design (3 credits)
 - *ART 102 Introduction to Three-Dimensional Design (3 credits)
 - *ART 112 Introduction to Digital Imaging (3 credits)
 - *ARH 167 Tradition and Innovation in the Art of the West (3 credits)
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General Art History Courses (9 credits, *=Required)

- *ARH 167 cannot be counted here
 - *Any 100 level Art History (ARH) Course (3 credits)
 - *Any 100 or 300 level Art History (ARH) Course (3 credits)
 - *Any 100 or 300 level Art History (ARH) Course (3 credits)
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General Studio Courses /Electives (12 credits total)

Recommended Elective Areas of Interest

Printmaking

- ART 103 Intro to Printmaking (3 credits)
- ART 203 Printmaking Workshop (3 credits)
- ART 313 The Artist's Multiple (3 credits)

Painting

- ART 105 Intro to Painting (3 credits)
- ART 205 Painting (3 credits)

Drawing

- ART 200 Intermediate Drawing (3 credits)
- ART 201 Life Drawing (3 credits)
- ART 323 Drawing for Animation (3 credits)

Sculpture

- ART 106 Introduction to Sculpture (3 credits)
- ART 206 Sculpture (3 credits)

Ceramics

- ART 107 Introduction to Ceramics (3 credits)
- ART 207 Ceramics II (3 credits)

Design

- ART 202 Intermediate Design (3 credits)

Photo

- ART 108 Intro to Photo (3 credits)
- ART 208 Photography (3 credits)
- ART 308 Advanced Black and White Photo (3 credits)

Studio

- ART 350 Variable Topics in Studio Art
- ART 355 Seminar in Contemporary Art (3 credits)

*Note: if a student takes more than 5 classes from the Art Specialization list (below), the additional classes can be counted in the General Studio Course section

Art Specialization (15 credits)

ART/CGI 221 Applied Imaging and Apps to the Web (3 credits, prereq: ART 112)
ART/CGI 222 Introduction to Animation (3 credits, pre/coreq: ART 112)
ART/CGI 321 Computer Modeling and Design I (3 credits, prereq: ART 112)
ART/CGI 322 Computer Modeling and Design II (3 credits, prereq: ART/CGI 321)
ART/CGI 325 Digital Multimedia (3 credits, prereq: ART 112)
ART/CGI 421 Computer Animation I (3 credits, prereq: ART/CGI 321)
ART/CGI 422 Computer Animation II (3 credits, prereq: ART/CGI 421)
ART/CGI 441 Broadcast Design (3 credits, prereq: ART/CGI 325)
ART/CGI 480 Senior Project (faculty permission required, 3 credits)
ART/CGI 487 Professional Experience in the Fine Arts (permission req., 3 credits)
ART/CGI 334 Digital Media Production: Theory and Practice (3 credits)
ART/CGI 335 Digital Media Production: Advancing the Narrative (3 credits)
ART/CGI 451 Topics in Computer Imaging (3 credits)
ART 212 Two-Dimensional Design for Digital Media (3 credits)
ART 312 Advanced Two-Dimensional Design for Digital Media (3 credits)
ART 486 Independent Study in CGI (3 credits)

Possible Alternatives:

(one of these courses can be substituted for 3 credits of specialization requirement):

ART 323 Drawing for Animation (3 credits)

ART 350 Variable Topics in Studio Art (*if the subject is animation or CGI)

Practicum (3 credits, *=Required)

*ART 488 Professional Practices in the Visual Arts (3 credits)

Thesis Project (6 credits, *=Required)

Thesis Project in the Specialization with a Thesis Advisor taken in two consecutive semesters after completion of Art Specialization credits

*ART 494 Bachelor of Fine Arts Thesis I (3 credits)

*ART 496 Bachelor of Fine Arts Thesis II (3 credits)