**Specialization: CGI**  
**Studio Art, 42-Credit B.A.**

### 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)

### General Art History Courses (6 credits, *=Required)
- ARH 167 cannot be counted here
- Any 100 or 300 level Art History (ARH) Course (3 credits)
- Art History (ARH) Course (3 credits)

### General Studio Courses /Electives (9 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)
- **Studio**
  - ART 350 Variable Topics in Studio Art
  - ART 355 Seminar in Contemporary Art (3 credits)

*Note: if a student takes more than 4 classes from the Art Specialization list (below), the
additional classes can be counted in the General Studio Course section

**Art Specialization (12 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)