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)

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)

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

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**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)

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**Practicum (3 credits,*=Required)**

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

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**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)