Computer Graphics and Imaging, B.S.
(58 Credit Major)

Foundation Art Courses (18 credits)
* ART 100 Basic Drawing (3 credits)
* ART 101 Introduction to Two-Dimensional Design (3 credits)
* Choose ART 102 or ART 106:
  ART 102 Introduction to Three-Dimensional Design (3 credits)
  OR ART 106 Introduction to Sculpture (3 credits)
* ART 108 Introduction to Photography (3 credits)
* ART 112 Introduction to Digital Imaging (3 credits)
* Choose ARH 167 or ARH 141:
  ARH 167 Tradition and Innovation in the Art of the West (3 credits)
  OR ARH 141 Introduction to the History of Modern Art of the 19th and 20th Centuries in Europe and the US (3 credits)

Computer Science Courses (11 credits)
* CMP 167 Programming Methods I (3 credits, prereq: MAT 104 or dept. placement)
* CMP 267 OR CMP 168 Programming Methods II (4 credits, prereq: CMP 167)
* CMP 342 Internet Programming OR CMP 464 Topics in Comp Sci (4 credits)

Math Courses (5 credits)
* MAT 155 Calculus I Laboratory (1 credit)
* MAT 175 Calculus I (4 credits, prereq: MAT 172 or MAT 103 + MAT 171)

ART/CGI Courses (24 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)
* Choose ART/CGI 441, 480 or 487:
  ART/CGI 441 Broadcast Design (3 credits, prereq: ART/CGI 325)
  OR ART/CGI 480 Senior Project (faculty permission required, 3 credits)
  OR ART/CGI 487 Professional Experience in the Fine Arts (permission required, 3 credits)