

## **Computer Graphics and Imaging, B.S.**

**(58 Credit Major)**

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### **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)

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### **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)

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### **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)

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### **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)