

**Bachelor of Fine Arts in Art & Design, Game, Animation and Simulation Design
(B.F.A.)**

Suggested Plan of Study

2013-2014 Catalog

Fall - Semester 1		Spring - Semester 2	
ENGL 1113 Composition I	3	ENGL 1123 Composition II	3
Mathematics (MATH 1003, MATH 1023, MATH 1045 or MATH 1525)	3	Biology Science choice/Lab (BSCI 1013/1011 or BIOL 1103/1101)	4
ART 1013 Drawing I	3	ART 1113 Drawing II or ART 1033 Concept Art	3
ART 1043 Two-Dimensional Design	3	ART 2143 Art History I	3
ART 2123 Graphic Software Applications	3	ART 1023 Three-Dimensional Design	3
GSTD 1002 Freshman Seminar	2		
Total Semester Hours	17	Total Semester Hours	16
Fall - Semester 3		Spring - Semester 4	
Fine Arts/Humanities (HUM 2003, ENGL 2213, ENGL 2223, MUS 2013, PHIL 2403, THEA 2003 or Foreign Language)	3	World Literature I/II (ENGL 2213 or ENGL 2223)	3
HIST 1003 or 1013 World History I or II OR HIST 2013 or 2023 U.S. History I or II or PSCI 2003 American Government: National	3	HIST 1003 or 1013 World History I or II OR HIST 2013 or 2023 U.S. History I or II or PSCI 2003 American Government: National	3
ART 2173 Introduction to Game Art or ART 2183 Game Design Management	3	ART 2093 Introduction to Playgramming or ART 2103 Painting I	3
ART 2193 Introduction to 3D Modeling Tools	3	ART 2133 Basic Digital Photography or ART 2103 Painting I	3
CSCI 1102 Introduction to Computing	2	ART 2153 Art History II	3
Elective (recommend CSCI 1101 Introduction to Computing Lab)	1		
Total Semester Hours	15	Total Semester Hours	15
Fall - Semester 5		Spring - Semester 6	
Fine Arts/Humanities (HUM 2003, ENGL 2213, ENGL 2223, MUS 2013, PHIL 2403 or THEA 2003)	3	Physical Science choice/Lab (CHEM 1013/1011, CHEM 1023/1021, CHEM 1133/1131, GEOL 1003/1001, PHSC 2023/2021, PHYS 2003/2001, or PHYS 2203/2201)	4
ART 3053 Animation I	3	Social Science choice (ECON 2103, FIN 2003, GEOG 2003, PSCI 2003, PSYC 2003, SOC 1003 or SOC 2003)	3
ART 3093 Physics of Animation	3	ART 3133 3D Character Design and Sculpture	3
ART 3223 Illustration or ART 3233 Painting II or ART 3543 Figure Drawing	3	ART 3143 3D Character Rigging	3
ART 4033 History of Modern Art or ART 4063 Art History Seminar I	3	Elective	3
Total Semester Hours	15	Total Semester Hours	16
Fall - Semester 7		Spring - Semester 8	
ART 3153 Simulation Development I	3	ART 4134 Senior Capstone Review	4
ART 4153 Animation II	3	ART 4173 Simulation Development II	3
ART 3353 Multimedia and Web Design I or ART 3363 Advanced Digital Photography or ART 4353 Multimedia and Web Design II or MPRO 3333 Intermediate Digital Cinema	3	ART 3353 Multimedia and Web Design I or ART 3363 Advanced Digital Photography or ART 4353 Multimedia and Web Design II or MPRO 3333 Intermediate Digital Cinema	3
ART 4023 Advanced Art Studio I or ART 4113 Special Topics in Art II or ART 4123 Advanced Art Studio II	3	CSCI 4193 Game Development Senior Project	3
Elective	1		
Total Semester Hours	13	Total Semester Hours	13

Total hours required for major – 120

*Note: Must have six hours of history/government. Three hours must be World History I or II. Three hours must be U.S. History I, U.S. History II or American Government: National.