

Bachelor of Fine Arts in Art & Design, Game, Animation and Simulation Design (BFA)

Suggested Plan of Study

2020-2021 Catalog

Fall - Semester 1		Spring - Semester 2	
ENGL 1113 Composition I	3	ENGL 1123 Composition II	3
Mathematics (MATH 1023, MATH 1053, MATH 1045, or MATH 1525)	3	ART 1113 Drawing II or ART 1033 Concept Art	3
ART 1013 Drawing I	3	ART 2123 Graphic Software Applications	3
ART 1043 Two-Dimensional Design	3	ART 1023 Three-Dimensional Design	3
GSTD 1002 Freshman Seminar	2	ART 1103 Introduction to Game Development	3
Total Semester Hours	14	Total Semester Hours	15
Fall - Semester 3		Spring - Semester 4	
ART 2193 Introduction to 3D Modeling Tools	3	World Literature I/II (ENGL 2213 or ENGL 2223)	3
ART 2133 Basic Digital Photography	3	ART 3053 Animation I	3
ART 2143 Art History I	3	ART 3153 Simulation Development I	3
CSCI 2103/2101 Computer Science I/Lab	4	ART 2183 Game Design Management	3
CSCI 2133 Game Development	3	ART 3123 Art History II	3
Total Semester Hours	16	Total Semester Hours	15
Fall - Semester 5		Spring - Semester 6	
ART 3143 3D Character Rigging	3	ART 2093 Introduction to Playgramming	3
ART 3353 Multimedia and Web Design I or ART 3363 Advanced Digital Photography or ART 4353 Multimedia and Web Design II or ENGL 4043 World Creation and Design or DC 2333 Fundamentals of Digital Cinema or DC 3333 Intermediate Digital Cinema or CSCI 2113/2111 Computer Science II/Lab	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 3133 3D Character Design and Sculpture	3	ART 3093 Physics of Animation	3
CSCI 3043 Game Studio Workshop or CSCI 3913 Virtual Reality Workshop	3	ART 4033 History of Modern Art	3
ART 3223 Illustration or ART 3543 Figure Drawing	3	Biology Science choice/Lab (BIOL 1043/1041 or BIOL 1203/1201)	4
Total Semester Hours	15	Total Semester Hours	16
Fall - Semester 7		Spring - Semester 8	
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	Social Science choice (ECON 2103, FIN 2003, GEOG 2003, PSCI 2003, PSYC 2003, SOC 1003 or SOC 2003)	3
Fine Arts/Humanities (ENGL 2213, ENGL 2223, HUM 2003, MUS 2003 or MUS 2013, PHIL 2403, THEA 2003, or Foreign Language)	3	Physical Science choice/Lab (CHEM 1013/1011, CHEM 1023/1021, CHEM 1133/1131, GEOL 1003/1001, PHSC 2023/2021, PHYS 2003/2001, PHYS 2133/2131, or PHYS 2203/2201)	4
ART 4153 Animation II	3	ART 4173 Simulation Development II	3
ART 4013 Special Topics in Art I or ART 4023 Advanced Art Studio I or ART 4113 Special Topics in Art II or ART 4123 Advanced Art Studio II or ART 4163 Advanced Level Visual Design	3	ART 3353 Multimedia and Web Design I or ART 3363 Advanced Digital Photography or ART 4353 Multimedia and Web Design II or ENGL 4043 World Creation and Design or DC 2333 Fundamentals of Digital Cinema or DC 3333 Intermediate Digital Cinema or CSCI 2113/2111 Computer Science II/Lab	3
ART 4193 Game Development Senior Project	3	ART 4132 Senior Capstone Review	2
Total Semester Hours	15	Total Semester Hours	15

Total hours required for major – 121 *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