

| Bachelor of Fine Arts in Design & Animation with a Concentration in Graphic and Interactive Design | |
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| ART & DESIGN CORE REQUIREMENTS: 24 Credits Credits | |
| AR-113: Basic Design & Composition AR-114: Basic Design & Color AR-172: Introduction to Digital Design AR-181: Digital Photo I *OR* AR-183: Black & White Photography I AR-191: Drawing I AR-192: Drawing II AR-241: History of Western Art I AR-242: History of Western Art II AR-REV: Art and Design Student Portfolio Review*** AR-SHO: Senior Show | 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 0.0 0.0 |
| GRAPHIC DESIGN REQUIREMENTS: 42 Credits Credits | |
| AR-346: History of Graphic Design AR-269: Graphic Design Studio I AR-270: Graphic Design Studio II AR-273: Digital Illustration AR-287: Typography AR-335: BFA Internship/Seminar AR-371: Graphic Design Studio III AR-374: Digital Imaging AR-383: Web Design/Interactive I AR-384: Web Design/Interactive II AR-390: Animation/Motion Graphics I AR-401: Senior Portfolio 3 Credits at the 300+ level with Course*Type: ARHIS AR-381: Print: Intaglio/Relief *OR* AR-382: Print: Litho/Silkscreen | 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 |
| GRAPHIC DESIGN ADVANCED OPTION: 9 Credits Credits | |
| Take 9 Credits from the Following Courses: AR-323: Documentary Photography and Video AR-370: Advanced Typography AR-386: Principles of 3-D Animation AR-387: 3-D Character Rigging and Animation AR-391: Animation/Motion Graphics II AR-403: Advanced Digital Imaging and Illustration AR-306: Creative Book Arts AR-410: Advanced Project I AR-411: Advanced Project II | 9.0 |
| FREE ELECTIVES: 11 Credits Credits | |
| (Except AR-101) _____ _____ _____ _____ _____ | 11.0 |

| Bachelor of Fine Arts in Design & Animation a Concentration in Graphic and Interactive Design | | with |
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| GENERAL EDUCATION REQUIREMENTS: 42 Credits | | Credits |
| First Year Seminar | FY-101: First Year Seminar | 3.0 |
| Reading and Writing | EN-101: College Composition I | 3.0 |
| | EN-102: College Composition II | 3.0 |
| Mathematics | 3 Credits from MA excluding MA-050 and MA-101 | 3.0 |
| Natural Sciences | 6 Credits from subjects BY, CE, GL, PH, or SC | 6.0 |
| Literature | 3 Credits from courses designated with Course*Type: LIT | 3.0 |
| Aesthetics and Creativity | Fulfilled in Major Requirements with any AR course | 0.0 |
| Technological Literacy | Fulfilled in Core Requirements with AR-172 | 0.0 |
| Reasoned Oral Discourse | 3 Credits from courses designated with Course*Type: RD | 3.0 |
| Historical Perspective | 3 Credits from courses designated with Course*Type: HS.SV | 3.0 |
| Social Science | 3 Credits from courses designated with Course*Type: SS.SV | 3.0 |
| Historical Perspective/Social Sciences | 3 Credits from courses designated with Course*Type: HS.SV or 3 Credits from courses designated with Course*Type: SS.SV | 3.0 |
| Interdisciplinary Perspectives | 3 Credits from courses designated with Course*Type: ISP | 3.0 |
| Cultural Diversity and Global Understanding* or Foreign Language | 3 Credits from courses designated with Course*Type: CD and 3 Credits from courses designated with Course*Type: GU* or 6 Credits from SAME foreign language | 6.0 |
| Experiential Education | One course designated with Course*Type: EX | 0.0 |
| Writing Intensive | Two courses from Art (AR) designated with Course*Type: WT | 0.0 |
| | | 0.0 |

**Minimum Credits for Bachelor of Fine Arts in Design & Animation
with a Concentration in Graphic and Interactive Design = 128.0**

NOTES:

* 58 credits must be completed at the 200 level or higher.

** The Department of Art and Design awards departmental honors to those graduating seniors who successfully complete AR-410 and AR-411 with a "B" average, a 3.50 major GPA, and a 3.30 overall GPA.

*** B.F.A. majors must pass the Sophomore Review (AR-REV) given in the 4th semester of study.