

COLLEGE OF VISUAL & PERFORMING ARTS • DEPARTMENT OF ART & ART HISTORY • BFA • APPLIED DIGITAL ARTS

Program: UVPAAPD

Version Number: 2188

Effective Date: 08/27/2018

GENERAL EDUCATION
I. UNIVERSITY CORE (12 credits)

	RC	CR	GR
A. Oral Communication: COM 010 or above			
COURSE:	3		
B. Written Communication: ENG 023, 024, or 025			
COURSE:	3		
C. Mathematics: MAT 017 or above			
COURSE:	3		
D. Wellness: HEA 102 + activity; or 3-credit Wellness course			
COURSE:	3		

II. UNIVERSITY DISTRIBUTION (15 credits)

	RC	CR	GR	CAC
A. Natural Sciences: Any lab or non-lab course with prefix AST, BIO, CHM, ENV, GEL, MAR, or PHY; or certain GEG courses (see note at right)				
COURSE:	3			
B. Social Sciences: Any course with prefix ANT, CRJ, ECO, HIS, INT, MCS, PSY, POL, SOC, or SWK; or certain GEG courses (see note at right)				
COURSE:	3			
C. Humanities: Any course with prefix ENG, HUM, PAG, PHI, WRI, WST, or Modern Language				
COURSE:	3			
D. Arts: Any course with prefix ARC, ARH, ART, CDE, CDH, CFT, DAN, FAR, FAS, MUP, MUS, or THE				
COURSE:	3			
E. Free Elective: Any course carrying university credit				
COURSE:	3			

III. COMPETENCIES CHECKLIST

A. Writing Intensive (WI) (9 credits)			
COURSE:	3		WI
COURSE:	3		WI
COURSE:	3		WI
B. Quantitative Literacy (QL) OR Computer-Intensive (CP) (3 credits)			
COURSE:	3		
C. Visual Literacy (VL) OR Communication-Intensive (CM) (3 credits)			
COURSE:	3		
D. Cultural Diversity (CD) (3 credits)			
COURSE:	3		CD
E. Critical Thinking (CT) (3 credits)			
COURSE:	3		CT

COMPETENCY ACROSS THE CURRICULUM (CAC) are not additional courses.

 They are "double counted" as fulfilling **both** the CAC requirement and another requirement in either General Education (except for the University Core), the major, or the minor.

RC = Minimum required number of credits

CR = Credits earned (fill in number of credits)

GR = Grade earned (fill in letter grade)

CAC = Competency Across the Curriculum (fill in designation.)

NOTE: GEG courses with a lab and 040, 322, and 323 may be used in II.A. and GEG courses 040, 204, 274, 305, 322, 323, 324, 347, 380, and 394 may NOT be used in II.B.

IV. COLLEGE DISTRIBUTION (12 credits)

	RC	CR	GR	CAC
A. Humanities (3 credits): Any course with prefix ENG, HUM, PAG, PHI, WGS, WRI, or Modern Language				
COURSE:	3			
B. Choose from the following (9 credits): ANT, ARA, ARC, ARH, AST, BIO, CDH, CHI, CHM, COM, CRJ, CSC, ECO, ENG, ENV, FRE, GEG, GEL, GER, HEA, HIS, HUM, INT, MAR, MAT, MCS, MUP, MUS, PAG, PEC, PHI, PHY, POL, PRO, PSY, RUS, SOC, SPA, SWK, THE, TVR, WGS, WRI				
COURSE:	3			
COURSE:	3			
COURSE:	3			

Advisor Notes:

Check Sheet Version #2188

Program effective dates are listed on other side.

MAJOR PROGRAM: 81 SH

I. Foundation requirements: 15 SH	GR	SH
FAR 015 Drawing I		3
FAR 016 Drawing II		3
ART 031 2D Design		3
ART 032 3D Design		3
CDE 010 Digital Foundations		3

II. General requirements: 36 SH	GR	SH
APD 141 Visual Storytelling and Character Design		3
ART 251 Sound Art		3
ART 231 Digital Animation		3
ART 171 Computer Aided Modeling and Rendering		3
CSC 120 Intro to Creative Graphical Coding		3
APD/CFT 271 3D Prototyping		3
APD 240 Intro to 3D Animation		3
APD 250 Advanced Animation Techniques I		3
APD 260 Advanced Animation Techniques II		3
APD 320 Digital Team Process		3
APD 370 Senior Project I		3
APD 380 Senior Project II		3

III. History and Theory: 12 SH	GR	SH
ARH 027 History of Applied Digital Arts		3
APD 302 Digital Futures		3
ARH 024, ARH 025, ARH 026, CDH 150 or CDH 151 3 SH		3
ENG 119, ENG 244, ENG 246 or ARH 300 level courses 3 SH		3

IV. Related required courses: 18 SH Δ Students will select one related discipline and take 18 SH	GR	SH

Course selections for Section IV. Related required courses

Δ Students will select one related discipline and take 18 SH as listed below.

Motion Graphics	SH
CDE 130 Typography	3
CDE 252 Digital Illustration	4
ART/FAR 182 Intro to Time-Based Media	3
CDE 366 Motion Graphics	2
CDE 346 Motion Graphics II	2
APD 390 Internship or Elective	4

Interactive Media	SH
CDE 130 Typography	3
CDE 140 Introduction to Web Design	3
CSC 220 Object-Oriented Multimedia Programming	3
CDE 347 Interactive Spaces	2
CDE 348 VR/AR/Mixed reality	2
CDE 349 Physical computing	2
APD 390 Internship or Elective	3

Game Development	SH
APD 148 Game Design and Prototyping	3
CSC 220 Object-Oriented Multi-Media Programming	3
CSC 240 Fundamentals of Game Development	3
CSC 320 Game Development I	3
CSC 423 Game Development II	3
APD 390 Internship or Elective	3

2D Studio Art	SH
FAR 162 Intro to Photo Digital	3
FAR 151 Intro to Life Drawing	3
FAR 220 Topics in Drawing	3
FAR 111 Intro to Painting	3
CDE 252 Digital Illustration	4
APD 390 Internship or Elective	2

3D Studio Art	SH
FAR 171 Intro to Sculpture	3
FAS 370 Sculpture Studio I	3
FAS 371 Sculpture Studio II or CFT 200 or higher	3
ART/FAR 386 Digital Sculpture	3
CFT 100 Level course	3
APD 390 Internship or Elective	3

Advisor Notes: