

BFA Visual Communication

BFA Program Course Sequence. Meet with your faculty advisor for specific recommendations.

YEAR Follow this sequence

1

FOUNDATIONS:

Intro to 2D Design or
Intro to 2D Digital



STUDIO DISTRIBUTION:

Graphic Design I
Image and Typography



2

Graphic Design II *Fall*
Interactive Media Design *Spring*
Illustration I
Design for Word Press *Fall*
or, Web Design *Summer*



3

3000-LEVEL STUDIO ART CHOICE:

ONE of ARTV 3000s:

Art Choice in the DegreeWorks
Package Design*
3D Computer Modeling (Q2)*
3D Animation (Q2)*
Illustration Seminar*
Photoshop I or Photoshop II*
* Check Pre-requisites



4

Sr. Project in Visual Comm I
(available Fall and Spring)



Sr. Project in Visual Comm II
Exhibition
(available Fall and Spring)

Meet with your Faculty Advisor

FOUNDATIONS:

Intro to Drawing
Form Color and Content
Intro to 3D Design

STUDIO DISTRIBUTION: THREE from:

Painting I; Printmaking I;
Photo:Film and Darkroom (Q2);
Sculpture I;

ART HISTORY COURSES:

Art History I
Art History II
Art History Elective



ONE of:

Visual Comm. Internship*
Design for Community Partners*

VISUAL ARTS ELECTIVES:

Check with your Advisor
Exploring Animation*; Design
Object*; Digital Photography*

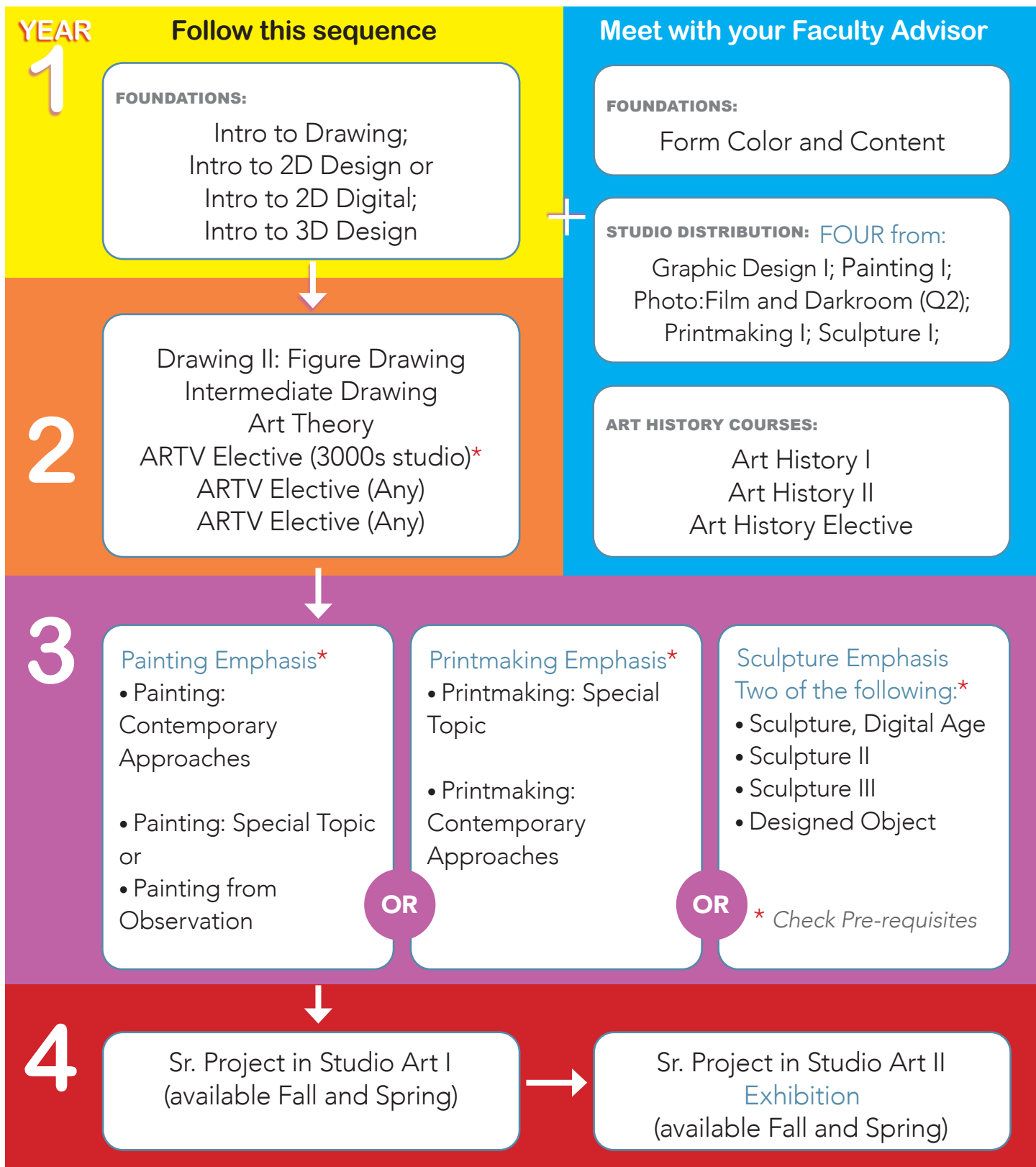
BFA Illustration

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BFA Studio Art

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BFA Photography

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