The School of Visual and Media Arts is comprehensive, with courses in Art, Design, Sonic Arts, Filmmaking, Gaming, Digital Art & Technology, and Art History. To benefit from these broad offerings, majors take foundations courses across four thematic areas: Time, Material, Digital, and History/Theory. 57 SVMA credits, 120 total UM credits.

## SCHOOL REQUIREMENTS

### FOUNDATION COURSES (18cr 100-level)

| ARTZ 105A (3cr) | Visual Lang. Drawing | ARTH 150HX (3cr) | Intro to Art Hist. |
| GDSN 149A (3cr) | Digital Imaging 1 | MART 101L (3cr) | Intro to Media Arts |

If ARTZ 108A is not taken in Foundation, then must take 3D studio course at 200-level.

### LOWER-LEVEL COURSES (18cr 200-level)

| ARTH (3cr) | ARTZ/GDSN MART 200 or 300 (3cr.) |
| ARTZ/GDSN MART 200 or 300 (3cr.) | |

### UPPER-LEVEL COURSES (18 cr 300/400 level)

| ARTH (3cr) | ARTH or MART 450 |
| ARTZ/GDSN/MART (3cr) | ARTZ/GDSN/MART (3cr) |
| ARTZ/GDSN/MART (3cr) | ARTZ 495 Sr. Studio (3cr) |

### UNIVERSITY REQUIREMENTS

#### GENERAL EDUCATION

| WRIT 101 or 201 (3cr) | Intermediate Write (3cr) |
| Math above 100 (3cr) (except M111) | Modern Language I (3cr) |
| Expressive Arts (A) (3cr) ARTZ 105, 108, MART 112 | Lit. & Artistic St (L) (3cr) MART 101, ARTH 250 |
| Social Sciences (S) (3cr) | Ethic. & Hum. Val. (E) (3cr) |
| Cultl/Intl Diversity (X) (3cr) ARTH 150 | Natural Science (N) (3cr) |

#### ADDITIONAL UPPER-LEVEL COURSES

(21cr to meet 39 cr Univ. requirement )

| (3cr) | (3cr) | (3cr) | (3cr) | (3cr) |

11/13/2019
THEMATIC CATEGORIES
For 200-level and above courses

DIGITAL utilizes digital media, spaces, technologies or coding.

- MART 220 Creative Coding
- MART 235 Fundamentals of Type
- MART 245 Lang. & Practice of Sonic Arts
- MART 256 Illustrator: Vector & Layout
- MART 255 Photoshop Art & Design
- MART 305 3D Animation*
- MART 322 Digital Composting I
- MART 325 Intro to Animation*
- MART 330 Principles of Sound Design
- MART 340 Principles of Interactive Media*
- MART 341 Intro to Web Design*
- MART 342 Art & Sci. Interactive Games
- ARTZ 351 Sculpt. II Digital Fab
- ARTZ 380 Data Arts*
- ARTZ 385 Art of Digital Photography*
- MART 391 Special Topics (mult. versions)*

MATERIAL explores direct experience with physical materials.

- ARTZ 211 Drawing: the Figure
- ARTZ 214 Illustration
- ARTZ 221 Painting I
- ARTZ 231 Ceramics I
- GDSN 231 Graphic Design Applications
- ARTZ 251 Sculpture I
- ARTZ 271 Printmaking I (mult. versions)
- ARTZ 284 Photo I Techs and Process
- ARTZ 311 Drawing II* (mult. versions)
- ARTZ 321 Painting II (mult. versions)
- ARTZ 331 Ceramics II (mult. versions)
- ARTZ 335 Clay and Glaze
- ARTZ 351 Sculpture II* (mult. versions)
- ARTZ 371 Printmaking II (mult. versions)
- ARTZ 384 Photo II*
- ARTZ 388 Alternative Process Photo*
- ARTZ 394 Environmental Drawing
- MAR 442 Experimental Film*

HISTORY & THEORY examines historical and theoretical context across art and media.

- ARTH 200 Art of World Civilization I
- ARTH 201 Art of World Civilization II
- MART 201H History Digital Arts
- ARTH 202 Alternative Art History
- ARTH 250 Introduction to Art Criticism (W)
- ARTH 300-399 Various Topics*
- MART 300 Visions of Film (W)
- MART 304 Modern Horror Film
- ARTH 333 Architectural History I*
- ARTH 334 Architectural History II*
- MART 350L Contemp Art Crit (W)*
- ARTH 391 ST: Native American Art*
- ARTH 400-499 Various Topics*
- MART 450 Topics in Film/Media Studies*

TIME investigates the design of time in visual, sonic, and narrative approaches.

- MART 210 Creation of Media Story
- MART 245 Intro to Sonic Art
- MAR 251 Digital Video Production
- MAR 252 Screenwriting
- ARTZ 271 Print I: Book Arts
- MART 302 Intro to Motion Design
- ARTZ 311 Drawing II: Performance*
- MART 327 Cinematography
- MART 332 Intro to Film Scoring
- MART 336 Directing the Fiction Film
- MART 345 Sound for Film*
- ARTZ 371 Print II: Artist Books

- Asterix (*) denotes courses with prerequisites.
- Select 200-level Material courses from different Divisions (Ceramics, Drawing, Painting, Photo, Print, Sculpture).
- Most upper-level studio courses are repeatable up to 12 credits; not all courses offered every term.
- If ARTZ 108A is not taken in Foundation, then student must take three credits of a 3D studio course at 200-level.
- To apply for the BFA, students must have 3.0 SVMA GPA, and complete or concurrently enroll in:
  All foundation courses
  Four lower-level courses
  Two upper-level courses.

10/08/2019