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

### Suggested Plan of Study

#### Fall - Semester 1
- **ENGL 1113 Composition I** 3
- **Mathematics** (MATH 1023, MATH 1053, MATH 1045, or MATH 1525) 3
- **1102 ART Introduction to Game Development** 2
- **ART 1013 Drawing I** 3
- **GSTD 1002 Freshman Seminar** 2

**Total Semester Hours: 16**

#### Spring - Semester 2
- **ENGL 1123 Composition II** 3
- **Biology Science choice/Lab** (BIOL 1043/1041 or BIOL 1203/1201) 4
- **ART 1043 Two-Dimensional Design** 3
- **Total Semester Hours: 16**

#### Fall - Semester 2
- **ART 1113 Drawing II or ART 1033 Concept Art** 3
- **CSCI 1102/1101 Introduction to Computing/Lab** 3
- **ART 1043 Three-Dimensional Design** 3
- **Total Semester Hours: 16**

#### Spring - Semester 3
- **ENGL 2213 World Literature I/II** 3
- **ART 2093 Introduction to Playgramming** 3
- **ART 2143 Art History I** 3
- **Total Semester Hours: 15**

#### Fall - Semester 3
- **ART 2123 Graphic Software Applications** 3
- **ART 2133 Basic Digital Photography** 3
- **ART 2183 Game Design Management** 3
- **ART 2193 Introduction to 3D Modeling Tools** 3
- **ART 2143 Art History I** 3
- **Total Semester Hours: 15**

#### Spring - Semester 4
- **ENGL 2223 World Literature I/II** 3
- **ART 3053 Animation I** 3
- **ART 3153 Simulation Development I** 3
- **ART 3123 Art History II** 3
- **Total Semester Hours: 15**

#### Fall - Semester 4
- **Fine Arts/Humanities** (HUM 2003, ENGL 2213, ENGL 2223, MUS 2013, PHIL 2403 or THEA 2003) 3
- **ART 3353 Multimedia and Web Design I or ART 3363 Advanced Digital Photography or ENGL 4043 World Creation and Design or MPRO 3333 Intermediate Digital Cinema or CSCI 2103 Computer Science I or CSCI 3043 Game Studio Workshop** 4
- **Total Semester Hours: 16**

#### Spring - Semester 5
- **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
- **ART 3223 Illustration or ART 3543 Figure Drawing** 3
- **Total Semester Hours: 16**

#### Fall - Semester 5
- **World History I or II or U.S. History I or II or American Government: National** 3
- **Social Science choice** (ECON 2103, FIN 2003, GEOG 2003, PSCI 2003, PSYC 2003, SOC 1003 or SOC 2003) 3
- **ART 3353 Multimedia and Web Design I or ART 3363 Advanced Digital Photography or ENGL 4043 World Creation and Design or MPRO 3333 Intermediate Digital Cinema or CSCI 2103 Computer Science I or CSCI 3043 Game Studio Workshop** 4
- **Total Semester Hours: 16**

#### Spring - Semester 6
- **ART 4153 Animation II** 3
- **Physical Science choice/Lab** (CHEM 1013/1011, CHEM 1023/1021, CHEM 1133/1131, GEOL 1003/1001, PHYS 2023/2021, PHYS 2033/2001, PHYS 2133/2131, or PHYS 2203/2201) 4
- **ART 4023 Advanced Art Studio I or ART 4113 Special Topics in Art II or ART 4123 Advanced Art Studio II** 3
- **ART 4132 Senior Capstone Review** 2
- **Total Semester Hours: 14**

**Total hours required for major – 120**

*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*