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)

<table>
<thead>
<tr>
<th>ARTZ 105A (3cr)</th>
<th>Visual Lang. Drawing</th>
<th>MART 101L (3cr)</th>
<th>Intro to Media Arts</th>
</tr>
</thead>
<tbody>
<tr>
<td>GDSN 149A (3cr)</td>
<td>Digital Imaging 1</td>
<td>MART 255 (3cr)</td>
<td>Photoshop: Art/Design</td>
</tr>
<tr>
<td></td>
<td></td>
<td>MART 256 (3cr)</td>
<td>Illustrator: Vector/Layout</td>
</tr>
</tbody>
</table>

#### CORE COURSES, LOWER-LEVEL (9 cr)

<table>
<thead>
<tr>
<th>MART 201H (3cr)</th>
<th>Hist. Dgtl Arts &amp; Cltr</th>
<th>MART 101L (3cr)</th>
<th>Intro to Media Arts</th>
</tr>
</thead>
<tbody>
<tr>
<td>MART 302 (3cr)</td>
<td>Intro Motion Design</td>
<td>MART 340 (3cr)</td>
<td>Princ. Interactive Media</td>
</tr>
<tr>
<td>MART 330 (3cr)</td>
<td>Princ. Sound Design</td>
<td>MART 341 (3cr)</td>
<td>Intro Web Design</td>
</tr>
</tbody>
</table>

#### ELECTIVE COURSES (9cr 200-level or above)

<table>
<thead>
<tr>
<th>MART, ARTZ, ARTH or GDSN (3cr)</th>
</tr>
</thead>
</table>

#### CORE COURSES, UPPER-LEVEL (21 cr)

<table>
<thead>
<tr>
<th>MART 342 (3cr)</th>
<th>Art &amp; Sci Inter. Games</th>
</tr>
</thead>
<tbody>
<tr>
<td>MART 441 (3cr)</td>
<td>Web Technologies</td>
</tr>
<tr>
<td>MART 450 (3cr)</td>
<td>Topics Film/Media St.</td>
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</table>

#### UNIVERSITY REQUIREMENTS

**GENERAL EDUCATION**

<table>
<thead>
<tr>
<th>WRIT 101 or 201 (3cr)</th>
<th>ARTH 250 (3cr)</th>
<th>Intermediate Writing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Math above 100 (3cr)</td>
<td>ARTH 350 (3cr)</td>
<td>Advanced Writing</td>
</tr>
<tr>
<td>(except M111)</td>
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<td></td>
</tr>
<tr>
<td>Expressive Arts (A) (3cr)</td>
<td>Modern Language I (3cr)</td>
<td></td>
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<tr>
<td>ARTZ 105, 108, MART 112</td>
<td>Lit. &amp; Artistic St (L) (3cr)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>MART 101, ARTH 250</td>
<td></td>
</tr>
<tr>
<td>Social Sciences (S) (3cr)</td>
<td>Ethic. &amp; Hum. Val. (E) (3cr)</td>
<td></td>
</tr>
<tr>
<td>Cultl/Intl Diversity (X) (3cr)</td>
<td>Natural Science (N) (3cr)</td>
<td></td>
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<tr>
<td>ARTH 150</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**ADDITIONAL UPPER-LEVEL COURSES**

(9 TO 18 CR, ANY 300/400 TO MEET 39 UNIV. REQUIREMENT.)

10/08/2019
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*
ARTH 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
ARTH 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.
✓ Many upper-level studio courses are repeatable up to 12 credits; not all courses offered every term.