

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**. 75 SVMA credits, 120 total UM credits.

SCHOOL REQUIREMENTS

FOUNDATION COURSES (18cr 100-level)

ARTZ 105A (3cr) Visual Lang. Drawing	M	ARTH 150HX (3cr) Intro to Art Hist.	H/T	ARTZ 108A (3cr) Visual Lang. 3D Design	M	OR
GDSN 149A (3cr) Digital Imaging 1	D	MART 101L (3cr) Intro to Media Arts	H/T	MART 120 (3cr) Creative Coding	D	
				MART 112A (3cr) Intro to Film Editing	T	

CORE COURSES (12 cr 300/400 level)

MAR 210 (3cr) Creation of Media Story	T	MART 330 (3cr) Princ. of Sound Design	D	MART 450 (3cr) Topics Film/Media St.	H/T
				MART 499 (3cr) Professional Portfolio	

D.A.T. TRACK COURSES (45 credit track)

MART 201H (3cr) Hist Dig. Arts & Culture		MART 302 (3cr) Intro Motion Design		MART 416 (3cr) Production Studio I	
MART 220 (3cr) Creative Coding II		MART 305 (3cr) 3D Animation I		MART 440 (3cr) Tech Inter. Media Des.	
MART 251 (3cr) Dig Video Prod Tech		MART 325 (3cr) Intro to Animation		MART 441 (3cr) Web Technologies	
MART 255 (3cr) Photoshop: Art/Design		MART 340 (3cr) Princ. of Inter. Media		MART 445 (3cr) Sound for Digital Media	
MART 256 (3cr) Illustrator: Vector/Layout		MART 341 (3cr) Intro to Web Design		MART 457 (3cr) Production Studio II	

UNIVERSITY REQUIREMENTS

GENERAL EDUCATION

WRIT 101 or 201 (3cr) English comp		MART 300, ARTH 250 (3cr) Intermediate Writing		MART 450 (3cr) Advanced Writing	
Math above 100 (3cr) (except M111)		Lit. & Artistic St (L) (3cr) MART 101, ARTH 250		Historical Studies (H) (3cr) ARTH 150	
Expressive Arts (A) (3cr) ARTZ 105, 108, MART 112		Ethic. & Hum. Val. (E) (3cr)		Dem. & Citizen (Y) (3cr) ARTH 201	
Social Sciences (S) (3cr)		Natural Science (N) (3cr)		Nat Sci. w Lab (NL) (4cr)	
Cultl/Intl Diversity (X) (3cr) ARTH 150					

THEMATIC CATEGORIES

For 200-level and above courses

D

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 Compositing 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)*

M

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*

H/T

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*

T

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.
- ✓ Many upper-level studio courses are repeatable up to 12 credits; not all courses offered every term.