

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	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 Creative Coding	D	
				MART 112A (3cr) Intro to Film Editing	T	
				ARTH 161H (3cr) Topics in Art History	H/T	

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)	H/T	ARTZ/GDSN MART 200 or 300 (3cr.)	M	ARTZ/GDSN MART 200 or 300 (3cr.)	T
ARTZ/GDSN MART 200 or 300 (3cr.)		ARTZ/GDSN MART 200 or 300 (3cr.)		ARTZ/GDSN MART 200 or 300 (3cr.)	D

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

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

ADDITIONAL UPPER-LEVEL COURSES

(21cr to meet 39 cr Univ. requirement)

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

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 Composting I
MART 325 Intro to Animation*
MART 330 Princiles 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.
- ✓ 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.