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 (18 cr 100-level)

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTZ 105A</td>
<td>Visual Lang. Drawing</td>
<td>3</td>
<td>M</td>
</tr>
<tr>
<td>GDSN 149A</td>
<td>Digital Imaging 1</td>
<td>3</td>
<td>D</td>
</tr>
</tbody>
</table>

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

#### LOWER-LEVEL COURSES (21 cr 200-level)

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTH 201H</td>
<td>Intro Art Hist.</td>
<td>3</td>
<td>H/T</td>
</tr>
<tr>
<td>ARTZ/GDSN</td>
<td></td>
<td>3</td>
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</table>

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

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTH (3cr)</td>
<td>Contemp. Art Crit.</td>
<td>3</td>
<td>H/T</td>
</tr>
<tr>
<td>ARTZ (3cr)</td>
<td></td>
<td>3</td>
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#### Inside area of concentration (12 cr 300/400 level)

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTZ (3cr)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTZ (3cr)</td>
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#### Senior thesis (6 cr)

<table>
<thead>
<tr>
<th>Course Code</th>
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<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ARTZ 494</td>
<td>Professional Practices</td>
<td>3</td>
</tr>
<tr>
<td>ARTZ 499</td>
<td>Senior Thesis</td>
<td>3</td>
</tr>
</tbody>
</table>

### UNIVERSITY REQUIREMENTS

#### GENERAL EDUCATION

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>WRIT 101 or 201</td>
<td>English comp</td>
<td>3</td>
</tr>
<tr>
<td>Math above 100</td>
<td>(except M111)</td>
<td>3</td>
</tr>
<tr>
<td>Math</td>
<td>(except M111)</td>
<td></td>
</tr>
<tr>
<td>Ethic. &amp; Hum. Val.</td>
<td>(E)</td>
<td>3</td>
</tr>
<tr>
<td>Social Sciences</td>
<td>(S)</td>
<td>3</td>
</tr>
<tr>
<td>Cultl/Intl Diversity</td>
<td>(X)</td>
<td>3</td>
</tr>
<tr>
<td>WRIT 101 or 201</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ETH 101</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Additional Upper-level Course to meet 39 Univ. requirement (if needed).

(3cr)
**THEMATIC CATAGORIES**

For 200- and 300-level courses

**DIGITAL** utilizes digital media, spaces, technologies or coding.

- MART 214 Digital Publishing & Design
- MART 220 Creative Coding
- MART 232 Interactive Web II
- 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 333 3D Animation II
- MART 340 Principles of Interactive Media*
- MART 341 Intro to Web Design*
- MART 342 Art & Sci. Interactive Games
- 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 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
- MART 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 334
- 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
- MART 251 Digital Video Production
- MART 252 Screenwriting
- ARTZ 271 Print I: Book Arts
- ARTZ 284 Photo I Techs and Process
- 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).
- Many 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.