

BACHELOR OF FINE ARTS: ILLUSTRATION MAJOR, 120 CREDITS

Students beginning second year in 2018

- Course Load: Maximum of 12 credits of studio courses per semester. Maximum of 18 credits overall per semester.
- Bracketed number indicates number of credits required. All courses offered at the University are either 3 or 6 credits.
- Credit Hours per Week: 3 credits = 3 hours of instruction, 6 credits = 6 hours of instruction.
- Students may take Co-op or Internship in years 3 and 4, to a maximum of 9 credits as part of their Studio Elective or Open Elective requirements.

FOUNDATION	SECOND YEAR	THIRD YEAR	FOURTH YEAR
15 CREDITS PER SEMESTER	15 CREDITS PER SEMESTER	15 CREDITS PER SEMESTER	15 CREDITS PER SEMESTER
 FNDT 108 Creative Processes (3) FNDT 165 Core Interdisc Studio (6) Foundation Studio Elective (3) 	 ILUS 201 Illustration Methods/Materials (6) ILUS 206 Illustration Ideation/Sequence (6) Studio Elective 200/300/400 level (6) 	 PRAX 300 Dialogues with: (6) Studio Elective 300/400 level (6) Studio Elective 200/300/400 level (3) 	 ILUS 400 Illustration Senior Studio (6) ILUS 401 Illustration: Pro Applications (6) VAST 410 Senior Studio (6)
Choose ONE of: ▲ FNDT 160 Core Media Studio I (6) ▲ FNDT 161 Core Design Studio I (6)	 Elective, any subject/level (6) Choose 6 credits from: 	 Elective, any subject/level (6) AHIS/HUMN/MHIS/SOCS/SCIE 300/400 	 Studio Elective 300/400 level (3) SOCS 411 Professional Practices (3) AHIS/HUMN/MHIS/SOCS/SCIE 300/400
 FNDT 164 Core Visual Arts Studio I (6) HUMN 100 Academic Core I (6) HUMN 101 Academic Core II (6) 	 AHIS/DHIS/MHIS 200 level HUMN 205 Persp. in the Crit. Humn. (3) SOCS 201 Intro to Cultural Theory (3) SOCS 202 Ecological Persp. in Design (3) SOCS 217 Ergonomics I (3) 	level (9)	level (6)
% REQUIREMENTS BY TYPE	% REQUIREMENTS BY TYPE	% REQUIREMENTS BY TYPE	% REQUIREMENTS BY TYPE
60 studio 40 critical Studios - + Elective	60 Studio 20 Critical Studies 20 + Elective	50 Studio 30 Critical Studies 20 Elective	70 studio 30 critical Studies - + Elective

Critical Studies subject areas include: Art History, Design History, English, Humanities, Media History, Science, Social Science

Studio subject areas include: Animation, Ceramics, Communication Design, Community Projects, Computer Graphics, Design, Drawing, Film Video + Integrated Media, Film + Screen Arts, Foundation, Illustration, Industrial Design, Interaction Design, Interactive + Social Media Art, New Media Sound Arts, Painting, Photography, Praxis, Print Media, Sculpture, Sound, Visual Arts, Writing