

Student ID: \_\_\_\_\_

Student Name: \_\_\_\_\_

Advisor Name: \_\_\_\_\_

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**Catalog:** 2021-2022 CATALOG

**Program Name:** Planner for Explore Visual Arts

# PLANNER FOR EXPLORE VISUAL ARTS

**TOTAL CREDIT HOURS:** 60

**PURPOSE:** The courses on this planner are designed to lead students to a major listed in the chart below. The listed majors may prepare for career entry or for transfer to four-year colleges. Students who are interested in a 'Career Entry Major' but intend to transfer to a four-year college must consult with Academic Advising and may need to follow a transfer agreement (see Transfer Services.)

**CODE:** AA.TRANSFER.ART

## Career Entry Majors (A.A.S)

- Game Development
- Graphic Design
- Media Production
- Web Design

## Transfer Majors (A.A.)

- Art History and Museum Studies
- Game Art and Design
- Photography
- Studio Arts
- Graphic and Web Design
- Film Studies

## TERM 1

COURSE NAME	CREDITS	TERM TAKEN	GRADE
<b>ENGLISH</b> Choose one (1) English course from the following: <ul style="list-style-type: none"><li>• ENG-101 - Academic Writing and Research 1</li><li>• ENG-101A - Academic Writing and Research 1</li></ul>	3 Credit Hours		
<b>MATHEMATICS</b> Choose one (1) Mathematics course from the following: <ul style="list-style-type: none"><li>• MAT-100 - The Nature of Mathematics</li><li>• MAT-133 - Finite Mathematics</li><li>• MAT-135 - Statistics</li></ul>	3 Credit Hours		

COURSE NAME	CREDITS	TERM TAKEN	GRADE
<b>WELLNESS</b> Choose one (1) Wellness General Education course from the approved list.	3 Credit Hours		
<b>ART</b> Choose one (1) of the following Art courses: <b>Note: These courses satisfy Arts &amp; Humanities General Education Requirement</b> <ul style="list-style-type: none"> <li>ART-100 - Two-Dimensional Design (Applies to all majors except Film Studies)</li> <li>ART-160 - Video 1 (Applies only to Film Studies major)</li> </ul>	3 Credit Hours		
<b>EXPLORE</b> Choose one (1) EXPLORE course from the following: <b>Note: Each Explore course will meet a requirement only in the major(s) listed next to it.</b> <ul style="list-style-type: none"> <li>ART-209 - History of Western Art 1 (Photography, Studio Arts, Graphic and Web, Art History, Game Art and Design, and Museum Studies)</li> <li>ART-106 - Digital Design (Game Development, Graphic Design, Media Production, Web and Interactive Design, Game Art and Design, Graphic and Web, Photography)</li> <li>ART-125 - Drawing 1 (Photography, Studio Arts, Graphic and Web, Art History and Museum Studies, Game Art and Design, Graphic Design)</li> </ul> <p>Note: ART-106 satisfies the Technology Requirement for all majors.</p>	3 Credit Hours		

## TERMS 2-4

Below are the 45 credit hours of course requirements that should be met during Terms 2-4.

**Students must meet with an Academic Advisor before choosing any of these classes:**

3 credits of English General Education Requirement ENG-102 Academic Writing and Research 2, 3 credits Technology Requirement (ART-106 - Digital Design, if not taken in Term 1), 6 credits of Social & Behavioral Science GER (two different disciplines), 6-7 credits of Biological & Physical Sciences GER (including one lab), 3 credits of Arts & Humanities GER (other than ART), 12 credits from a single discipline, and electives. (Students must take the amount of elective credits to achieve a minimum of 60 credits that are required for this degree.)

### RECOMMENDED COURSES:

Note: Each course will meet a requirement or elective only in the majors listed next to it.

- ART-102 - Three Dimensional Design (Game Art and Design, Photography, Studio Arts)
- ART-120 - Digital Photography 1 (Graphic Design, Media Production, Photography)
- ART-121 - Black and White Photography (Graphic Design, Photography)
- ART-131 - Painting 1 (Photography, Studio Arts)
- ART-154 - 3D Computer Graphics (Game Art and Design, Game Development, Media Production)
- ART-155 - 2D Game Prototyping **OR** ART-157 - 3D Game Prototyping (Game Art and Design, Game Development)
- ART-160 - Video 1 (Film Studies and Media Production)
- ART-170 - Web Design 1 (Graphic and Web Design, Graphic Design, Web Design)
- ART-180 - Introduction to Film (Film Studies)
- ART-166 - Graphic Design 1: Fundamentals (Graphic and Web Design, Graphic Design, Media Production, Web Design)
- ART-200 - Drawing 2 (Studio Arts)
- ART-210 - History of Western Art 2 (Art History, Game Art and Design, Graphic and Web Design, Studio Arts)
- ART-212 - History of Photography (Art History, Photography)
- ART-247 - Lithographic Printmaking (Graphic Design, Graphic and Web Design, Studio Arts)

Or any Explore courses from Term 1