

Computer Graphics and Imaging, B.S. (58 Credit Major)

The required credits are distributed as follows:

24 credits in ART/CGI:

(May be taken as CGI or ART)

ART 221/ART 221/CGI 221	Applied Imaging and Applications to the World Wide Web I	3
ART 222/ART 222/CGI 222	Introduction to Animation	3
ART 321/ART 321/CGI 321	Computer Modeling and Design I	3
ART 322/ART 322/CGI 322	Computer Modeling and Design II	3
ART 325/ART 325/CGI 325	Digital Multimedia	3
ART 421/ART 421/CGI 421	Computer Animation I	3
ART 422/ART 422/CGI 422	Computer Animation II	3
ART 441/ART 441/CGI 441	Broadcast Design	3

11 credits in Computer Science:

CMP 167	Programming Methods I	3
CMP 326	Programming Methods II	3
CMP 342	Internet Programming	4

5 credits in Mathematics:

MAT 155	Calculus I Laboratory	1
MAT 175	Calculus I	4

18 credits in Art:

ART 100	Basic Drawing	3
ART 101	Introduction to Two-Dimensional Design	3
ART 102	Introduction to Three-Dimensional Design	3
ART 106	Introduction to Sculpture	3
ART 108	Introduction to Photography	3
ART 112	Introduction to Digital Imaging	3
ARH 167	Tradition and Innovation in the Art of the West	3
	Or	
ARH 141	Intro to the History of Modern Art of the 19th & 20th Centuries in Europe & the US	3

No minor is required.