

STUDENT:



STUDENT ID NUMBER:

COLLEGE OF VISUAL & PERFORMING ARTS • DEPARTMENT OF ART & ART HISTORY • BFA • APPLIED DIGITAL ARTS

Program Number: UVPAAPD

Version Number: 2168

Effective Date: 8/22/2016

GENERAL EDUCATION

I. UNIVERSITY CORE (12 credits)

	RC	CR	GR
A. Oral Communication: COM 010 or above			
COURSE:	3		
B. Written Communication: ENG 023, 024, or 025			
COURSE:	3		
C. Mathematics: MAT 017 or above			
COURSE:	3		
D. Wellness: HEA 102			
COURSE:	3		

II. UNIVERSITY DISTRIBUTION (15 credits)

	RC	CR	GR	CAC
A. Natural Sciences: Any lab or non-lab course with prefix AST, BIO, CHM, ENV, GEL, MAR, NSE or PHY; or certain GEG courses (see note at right)				
COURSE:	3			
B. Social Sciences: Any course with prefix ANT, CRJ, ECO, HIS, INT, MCS, PSY, POL, SOC, SSE or SWK; or certain GEG courses (see note at right)				
COURSE:	3			
C. Humanities: Any course with prefix ENG, HUM, PAG, PHI, WRI, WGS, or Modern Language				
COURSE:	3			
D. Arts: Any course with prefix ARC, ARH, ART, CDE, CDH, CFT, DAN, FAR, FAS, MUP, MUS, or THE				
COURSE:	3			
E. Free Elective: Any course carrying university credit				
COURSE:	3			

III. COMPETENCIES CHECKLIST

A. Writing Intensive (WI) (9 credits)			
COURSE:	3		WI
COURSE:	3		WI
COURSE:	3		WI
B. Quantitative Literacy (QL) OR Computer-Intensive (CP) (3 credits)			
COURSE:	3		
C. Visual Literacy (VL) OR Communication-Intensive (CM) (3 credits)			
COURSE:	3		
D. Cultural Diversity (CD) (3 credits)			
COURSE:	3		CD
E. Critical Thinking (CT) (3 credits)			
COURSE:	3		CT

COMPETENCY ACROSS THE CURRICULUM (CAC) are not additional courses.

They are "double counted" as fulfilling **both** the CAC requirement and another requirement in either General Education (except for the University Core), the major, or the minor.

RC = Minimum required number of credits

CR = Credits earned (fill in number of credits)

GR = Grade earned (fill in letter grade)

CAC = Competency Across the Curriculum (fill in designation.)

NOTE: GEG courses with a lab and 040, 322, and 323 may be used in II.A. and GEG courses 040, 204, 274, 305, 322, 323, 324, 347, 380, and 394 may NOT be used in II.B.

IV. COLLEGE DISTRIBUTION (12 credits)

	RC	CR	GR	CAC
A. Humanities (3 credits): Any course with prefix ENG, HUM, PAG, PHI, WGS, WRI, or Modern Language.				
COURSE:	3			
B. Choose from the following (9 credits): ANT, ARA, ARC, ARH, AST, BIO, CDH, CHI, CHM, COM, CRJ, CSC, ECO, ENG, ENV, FRE, GEG, GEL, GER, HEA, HIS, HUM, INT, MAR, MAT, MCS, MUP, MUS, PAG, PEC, PHI, PHY, POL, PRO, PSY, RUS, SOC, SPA, SWK, THE, TVR, WGS, WRI.				
COURSE:	3			
COURSE:	3			
COURSE:	3			

Advisor Notes:

Check Sheet Version #2168

Program effective dates are listed on other side.

MAJOR PROGRAM: 81 SH

III. Concentration Requirements [12-15cr]

Note: A minimum of one concentration must be completed for graduation. 12cr if taking internship. 15 if not. *Required ONLY if NOT taking internship.

I. Foundation Art: 15 CR	GR	SH
FAR 015 Drawing I		3
FAR 151 Intro to Life Drawing <i>Animation or</i>		
FAR 162 Intro to Photo - Digital <i>Game Art & Interactive Media</i>		3
ART 031 2D Design		3
ART 032 3D Design		3
FAR/ART 182 Intro to Digital Media		3

ANIMATION CONCENTRATION: 18 SH		
Program UVPA STDD, Version # 2168		
Program Effective: August 22, 2016		
APD 1XX Animation 1: Modeling & Rigging		3
APD 2XX Animation 2: Character Animation		3
APD 3XX Animation 3: Visual Development		3
APD 3XX Post-Production & Visual Effects		3
APD 3XX Animation 4: Thesis *		3

II. Studio Courses: 48-51 CR	GR	SH
Required Applied Digital Arts Studios [12cr]		
APD 1XX Intro to Applied Digital Art		3
APD 1XX Visual Storytelling & Character Design		3
APD 1XX Game Design & Prototyping ² , APD 2XX 3D Print, Scan & Capture ³ , or APD 2XX level or higher		3
APD 3XX Capstone		3
APD 399 Senior Exhibition		3
Elective Applied Digital Arts Studios [12-21cr]		
Any APD 1XX		3
Any APD 2XX		3
Any APD 3XX		3
Three credits of APD 1XX or twelve (12) if taking internship		
APD 2XX or higher		3
or		
APD 3XX Internship		12
Required ART/CDE/FAR [12cr]		
CDE 130 Typography		3
ART/FAR 231 Digital Animation		3
ART 171 3D Modeling & Rendering		3
CDE 140 Digital Translation		3
Elective ART/CFT/CDE/FAR/FAS Studios [6-12cr]		
		3
		3

GAME ART: 18 SH		
Program UVPA STDD, Version # 2168		
Program Effective: August 22, 2016		
APD 1XX Game Art 1: Art Direction & Art Creation for Games		3
APD 2XX Game Art 2: Character Modeling & Game Animation		3
APD 3XX Game Art 3: Lighting, Textures & Level Assembly		3
APD 3XX Game Art 4: Game Development		3
APD /CDE 335 Interdisciplinary Team Projects*		3

INTERACTIVE MEDIA: 18 SH		
Program UVPA STDD, Version # 2168		
Program Effective: August 22, 2016		
APD 1XX Interactive Media 1: Art & Code		3
APD 2XX Interactive Media 2: Int. Spaces/Phys. Computing		3
APD 3XX Interactive Media 3: Touch		3
APD 3XX Interactive Media 4: Thesis		3
APD /CDE 335 Interdisciplinary Team Projects*		3

IV. Required Academic [18cr]		
Note: Some courses fulfill General Education requirements as indicated on the other side of this sheet. These courses should be checked off on BOTH sides of the sheet.		
ADH 1XX History of Applied Digital Arts Fulfills University Distribution requirement D.		3
Nine credits of ARH/CDH or other film/video history or theory course. Fulfills College Distribution requirement A.		
		3
		3
		3
TVR 050 Sound Production or MUS 276 Audio Engineering Fulfills College Distribution requirement A.		3
CSC 120 Intro to Creative Graphical Coding Counts ONLY in the major.		3

Guide To a Proposed Course Progression — Animation Concentration

Existing Course | Existing w/Revision | New Course

Year 1

Fall/1st Semester | Foundation Art

ART 031 — 2D Design (Digital Section)	3cr
FAR 015 — Drawing 1	3cr
APD 1XX — Intro to Applied Digital Art	
CDE XXX Digital Foundation	3cr
MAT 017 — Intro to Mathematics (University Core C)	3cr
ENG 023 — Intro to College Composition (University Core B)	3cr

Total CR 15

Spring/2nd Semester | Foundation Art

ART 032 — 3D Design (Digital — modeling & sculpture)	3cr
FAR 151 — Intro to Life Drawing	3cr
ARH 1XX — History of Applied Digital Art (U. Distribution D)	3cr
ART/FAR 182 — Intro to Digital Media (4D)	3cr
COM 010 — Fundamentals of Oral Comm. (University Core A)	3cr

Total CR 15

Year 2

Fall/3rd Semester | Foundation Applied

TVR 050 — Sound Production (Academic College Distribution A)	3cr
CDE 130 — Typography	3cr
APD 1XX — Visual Storytelling & Character Design	3cr
ART/FAR 231 — Digital Animation (Intro to)	3cr
CSC 120 — Intro to Creative Coding (In the major)	3cr

Total CR 15

Spring/4th Semester | Foundation Applied

ART 171 — Computer Aided Modeling & Render	3cr
CDE 140 — Digital Translation (Intro to Web)	3cr
Applied Digital Art Studio Elective or	
APD 2XX — 3D Print, Scan & Capture (From other tracks)	3cr
ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr
HEA 102 — Intro to Health Management (University Core D)	3cr

Total CR 15

*English and TVR courses that could meet the art, design, film/video history and theory requirement re: NASAD are:

ENG 119 American Genre Film
 ENG 141 Literature and Film
 ENG 242 International Cinema
 ENG 246 Feminist Film Theory

TVR 130 Media Theory and Aesthetics
 TVR 206 Masterpieces in Film History

Year 3

Fall/5th Semester | Specialization

APD 1XX— Animation 1: Modeling & Rigging	3cr
Applied Digital Art Studio Elective (From other tracks)	3cr
ART/CDE/CFT/FAR Art Studio Elective	3cr
Natural Science (University Distribution A)	3cr
Humanities (University Distribution C)	3cr

Total CR 15

Spring/6th Semester | Specialization

APD 2XX— Animation 2: Character Animation	3cr
Applied Digital Art Studio Elective (From other tracks)	3cr
ART/CDE/CFT/FAR Art Studio Elective	3cr
ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr
Social Science (University Distribution B)	3cr

Total CR 15

Year 4

Fall/7th Semester | Specialization Completion

APD 3XX — Animation 3: Visual Development	3cr
APD 3XX — Post-production & Visual Effects	3cr
Applied Digital Art Studio Elective (From other tracks)	3cr
ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr
Academic Free Elective (University Distribution E)	3cr

Total CR 15

Spring/8th Semester | Specialization Completion

APD 3XX — APD Capstone (reel, portfolio, etc. as applies) online	3cr
FAR 399 — Senior Exhibition (Pass/Fail)	0cr
APD Internship	12cr

or

APD 3XX — APD Capstone (reel, portfolio, etc. as applies) online	3cr
APD 3XX — Animation 4: Thesis	3cr
Applied Digital Art Studio Elective (From other tracks)	3cr
Art Studio Electives (ART/CFT/CDE/FAR)†	6cr

Total CR 15

NASAD Recommended Credit Breakdown:

25-35% in Program by prefix/APD — 39cr no internship - 45cr internship = 32.5-37.5%
 Supporting Art 20-30% — 36 internship - 42cr no internship = 30-35%
 Art, design film/video history or theory 10-15% — 12cr = 10%
 General Education 25-35% (PASSHE 39cr min) — 39cr = 32.5% (cross counts ARH etc...)

Guide To a Proposed Course Progression — Game Art Concentration

Existing Course | Existing w/Revision | New Course

Year 1	Fall/1st Semester Foundation Art	
	ART 031 — 2D Design (Digital Section)	3cr
	FAR 015 — Drawing 1	3cr
	APD 1XX — Intro to Applied Digital Art	
	CDE XXX Digital Foundation	3cr
	MAT 017 — Intro to Mathematics* (University Core)	3cr
	ENG 023 — Intro to College Composition* (University Core)	3cr
	Total CR 15	
	Spring/2nd Semester Foundation Art	
	ART 032 — 3D Design (Digital — modeling & sculpture)	3cr
FAR 162 — Intro to Photo: Digital	3cr	
ARH 1XX — History of Applied Digital Art (U. Distribution D)	3cr	
ART/FAR 182 — Intro to Digital Media (4D)	3cr	
COM 010 — Fundamentals of Oral Comm. (University Core)	3cr	
Total CR 15		

Year 3	Fall/5th Semester Specialization	
	APD 1XX — Game Art 1: Surfaces & Textures	3cr
	Applied Digital Art Studio Elective (From other tracks)	3cr
	ART/CDE/CFT/FAR Art Studio Elective	3cr
	Natural Science* (University Distribution)	3cr
	Humanities* (University Distribution)	3cr
	Total CR 15	
	Spring/6th Semester Specialization	
	APD 2XX — Game Art 2: Character Modeling & Game Animation	3cr
	Applied Digital Art Studio Elective (From other tracks)	3cr
ART/CDE/CFT/FAR Art Studio Elective	3cr	
ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr	
Social Science (University Distribution)	3cr	
Total CR 15		

Year 2	Fall/3rd Semester Foundation Applied	
	TVR 050 — Sound Production (Academic College Distribution A)	3cr
	CDE 130 — Typography	3cr
	APD 1XX — Visual Storytelling & Character Design	3cr
	ART/FAR 231 — Digital Animation (Intro to)	3cr
	CSC 120 — Intro to Creative Graphical Coding (In the major)	3cr
	Total CR 15	
	Spring/4th Semester Foundation Applied	
	ART 171 — Computer Aided Modeling & Render	3cr
	CDE 140 — Digital Translation (Intro to Web)	3cr
APD 1XX — Game Design & Prototyping	3cr	
ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr	
HEA 102 — Intro to Health Management (University Core)	3cr	
Total CR 15		

Year 4	Fall/7th Semester Specialization Completion	
	APD 3XX — Game Art 3: Lighting, Textures & Level Assembly	3cr
	APD 3XX — Game Art 4: Game Development	3cr
	Applied Digital Art Studio Elective (From other tracks)	3cr
	ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr
	Academic Free Elective (University Distribution)	3cr
	Total CR 15	
	Spring/8th Semester Specialization Completion	
	APD 3XX — APD Capstone (reel, portfolio, etc. as applies) online	3cr
	FAR 399 — Senior Exhibition (Pass/Fail)	0cr
APD Internship	12cr	
or		
APD 3XX — APD Capstone (reel, portfolio, etc. as applies) online	3cr	
APD/CDE 335 — Interdisciplinary Team Projects	3cr	
Applied Digital Art Studio Elective (From other tracks)	3cr	
Art Studio Electives (ART/CFT/CDE/FAR)†	6cr	
Total CR 15		

Guide To a Proposed Course Progression — Interactive Media Concentration

Existing Course | Existing w/Revision | New Course

Year 1	Fall/1st Semester Foundation Art	
	ART 031 — 2D Design (Digital Section)	3cr
	FAR 015 — Drawing 1	3cr
	APD 1XX — Intro to Applied Digital Art	
	CDE XXX Digital Foundation	3cr
	MAT 017 — Intro to Mathematics* (University Core)	3cr
	ENG 023 — Intro to College Composition* (University Core)	3cr
	Total CR 15	
Year 2	Spring/2nd Semester Foundation Art	
	ART 032 — 3D Design (Digital — modeling & sculpture)	3cr
	FAR 162 — Intro to Photo: Digital	3cr
	ARH 1XX — History of Applied Digital Art (U. Distribution D)	3cr
	ART/FAR 182 — Intro to Digital Media (4D)	3cr
	COM 010 — Fundamentals of Oral Comm. (University Core)	3cr
	Total CR 15	

Year 3	Fall/5th Semester Specialization	
	APD 1XX — Int. Media 1: Art & Code	3cr
	Applied Digital Art Studio Elective (From other tracks)	3cr
	ART/CDE/CFT/FAR Art Studio Elective CDE 276 — Int. Design 1	3cr(4cr)
	Natural Science (University Distribution A)	3cr
	Humanities (University Distribution C)	3cr
	Total CR 15	
Year 4	Spring/6th Semester Specialization	
	APD 2XX — Int. Media 2: Phys. Computing / Int. Spaces	3cr
	APD 2XX — 3D Print, Scan & Capture	3cr
	ART/CDE/CFT/FAR Art Studio Elective	3cr
	ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr
	HEA 102 — Intro to Health Management (University Core D)	3cr
	Total CR 15	

Year 2	Fall/3rd Semester Foundation Applied	
	TVR 050 — Sound Production (Academic College Distribution A)	3cr
	CDE 130 — Typography	3cr
	APD 1XX — Visual Storytelling & Character Design	3cr
	ART/FAR 231 — Digital Animation (Intro to)	3cr
	CSC 120 — Intro to Creative Graphical Coding (In the major)	3cr
	Total CR 15	
Year 3	Spring/4th Semester Foundation Applied	
	ART 171 — Computer Aided Modeling & Render	3cr
	CDE 140 — Digital Translation (Intro to Web)	3cr
	Applied Digital Art Studio Elective (From other tracks)	3cr
	ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr
	Free Elective (University Distribution B) Advise CSC 220: Obj. Oriented Multimedia	3cr
	Total CR 15	

Year 4	Fall/7th Semester Specialization Completion	
	APD 3XX — Int. Media 3: Touch	3cr
	APD 3XX — Int. Media 4: Thesis	3cr
	Applied Digital Art Studio Elective (From other tracks)	3cr
	ARH/CDH /...*/— History, related to APD (College Distribution B)	3cr
	Social Science (University Distribution B)	3cr
	Total CR 15	
Year 5	Spring/8th Semester Specialization Completion	
	APD 3XX — APD Capstone (reel, portfolio, etc. as applies) online	3cr
	FAR 399 — Senior Exhibition (Pass/Fail)	0cr
	APD Internship	12cr
	or	
	APD 3XX — APD Capstone (reel, portfolio, etc. as applies) online	3cr
	APD/CDE 335 — Interdisciplinary Team Projects	3cr
	Applied Digital Art Studio Elective (From other tracks)	3cr
	Art Studio Electives (ART/CFT/CDE/FAR)†	6cr
	Total CR 15	