

BFA Animation/Illustration, Illustration Track 120–122 credits

Recommended *Four-Year Plan* (Fall 2017)

Provided as an outline towards completion of four-year degree requirements. *This plan is a recommendation*; use it in consultation with your program (i.e., major) advisor(s). This plan assumes that no developmental courses are required. If developmental courses are required as part of your studies, then you may need to complete other courses that do not appear on this four-year plan.

First year, Fall: 16–17 creds	hrs	✓	Spring: 15–16 creds	hrs	✓
GER A. GNED199 <i>New Student Seminar</i>	1		GER COMM. C2. WRIT106 <i>College Writing II</i>	3–4	
GER COMM. C1. WRIT105 <i>College Writing I</i>	3–4		CORE ARFD102 <i>Drawing as Research</i>	3	
CORE ARFD100 <i>Perceptual Drawing</i>	3		CORE ARFD103 <i>Color and Light</i>	3	
CORE ARFD101 <i>Process & Media I—Surface</i>	3		MAJ. REQ. ARIL101 <i>Intro. to Animation and Illustration</i>	3	
PROG. CORE REQ. ARHT102 <i>Visual Culture</i>	3		GER G. <i>Computer Science</i>	3	
GER COMM. C3. CMST101 <i>Fundamentals of Speech</i>	3				
Second year, Fall: 15 creds	hrs	✓	Spring: 15 creds	hrs	✓
CORE ARFD104 <i>Process & Media II—Space</i>	3		MAJ. ELECTIVE <i>or</i> ARHT201 <i>History of Design</i>	3	
ILLUS. TRACK ARDW201 <i>Life Drawing</i>	3		II: PROG. CORE REQ. ARFD200 <i>Process and Media III—Time</i>	3	
II: PROG. CORE REQ. ARFD106 <i>Digital Literacy</i>	3		MAJ. REQ. ARIL200 <i>Digital Painting Methods</i>	3	
MAJ. REQ. ARIL225 <i>Art of the Visual Narrative</i>	3		MAJ. REQ. ARIL202 <i>3D Character Building</i>	3	
ILLUS. TRACK ARIL210 <i>3D Painting Methods</i>	3		MAJ. REQ. ARIL262 <i>2D Animation</i>	3	
Third year, Fall: 15 creds	hrs	✓	Spring: 15 creds	hrs	✓
MAJ. REQ. ARIL310 <i>Compositing I</i>	3		MAJ. ELECTIVE	3	
MAJ. REQ. ENTR201 <i>Entrep. Mindset and Innovation</i>	3		ILLUS. TRACK ARIL311 <i>Illustration Studio: Cartooning</i>	3	
ILLUS. TRACK ARIL215 <i>Illustration Studio: Concepts</i>	3		MAJ. REQ. COED401 <i>Co-Op Educational Experience I</i>	3	
GER HUM. F1./II: PROG. CORE REQ. ARHT105/6 <i>Art in W. Civs</i>	3		MAJ. ELECTIVE	3	
GRAD. REQ. WRLD LANG. <i>World Language I</i>	3		GRAD. REQ. WRLD LANG. <i>World Language II</i>	3	
Fourth year, Fall: 16 creds	hrs	✓	Spring: 13 creds	hrs	✓
400 level MAJ. ELECTIVE <i>or</i> ARFD400 <i>Art & Design Forum</i>	3		MAJ. ELECTIVE	3	
ILLUS. TRACK ARIL401 <i>Illustration Studio: Editorial</i>	3		WRLD CULTRS ARHT101 <i>Art in Non-Western Societies</i> <i>or</i> ARTX201 <i>Culture and Appearance</i>	3	
MAJ. REQ. ARHT282 <i>History of Animation/Illustration</i>	3		MAJ. REQ. ARIL423 <i>Animation/Illustration Thesis II</i>	4	
MAJ. REQ. ARIL422 <i>Animation/Illustration Thesis I</i>	4		GER HUM. F2. <i>Philosophical and Religious Perspectives</i>	3	
GER K1. <i>American and European History</i>	3				

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Fall 2017 Curriculum Guide

Program Coordinator: Prof. Lauren Carr

Program Advisors: Profs Lauren Carr, Chris Gash, Fafar Bayat

I. General Education Requirements	16–21
<input type="checkbox"/> A. GNED199 New Student Seminar	1
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C. Communication	9–11
<input type="checkbox"/> C1. WRIT105 <i>College Writing I</i>	3–4
<input type="checkbox"/> C2. WRIT106 <i>College Writing II</i>	3–4
<input type="checkbox"/> C3. CMST101 <i>Fundamentals of Speech</i>	3
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F. Humanities	6
<input type="checkbox"/> F1. ARHT105 <i>Art in Western Civ: Ancient – Med.</i> [■] or ARHT106 <i>Art in Western Civ: Ren. – Mod.</i> [■]	3
<small>Above ARHTs fulfill Graduation Writing Requirement</small>	
<input type="checkbox"/> F2. <i>Philosophical and Religious Perspectives</i>	3
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<input type="checkbox"/> G. Computer Science	0–3
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K. Social Science	3
<input type="checkbox"/> K1. <i>American and European History</i>	3
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II. Graduation Requirements	3–6
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1. World Languages Requirement	3–6
<input type="checkbox"/> <i>World Language I</i>	0–3
<input type="checkbox"/> <i>World Language II</i>	3
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2. World Cultures Requirement (choose one of two)	0
<input type="checkbox"/> ARHT101 <i>Art in Nonwestern Societies</i> [♦] or	
<input type="checkbox"/> ARTX201 <i>Culture and Appearance</i> [♦]	
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Notes:

 Student _____
 MSU ID# _____
 Phone _____
 E-mail _____
 Date admitted into the program _____
 Program Advisor(s) _____

III. Major Requirements	95
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A. I: Core Requirements	36
<input type="checkbox"/> ARFD100 <i>Perceptual Drawing</i>	3
<input type="checkbox"/> ARFD101 <i>Process & Media I—Surface</i>	3
<input type="checkbox"/> ARFD102 <i>Drawing as Research</i>	3
<input type="checkbox"/> ARFD103 <i>Color and Light</i>	3
<input type="checkbox"/> ARFD104 <i>Process & Media II—Space</i>	3
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II: Program Core Requirements	
<input type="checkbox"/> ARFD106 <i>Digital Literacy</i>	3
<input type="checkbox"/> ARFD200 <i>Process & Media III—Time</i>	3
<input type="checkbox"/> ARFD400 <i>Art & Design Forum</i>	3
<input type="checkbox"/> ARHT102 <i>Visual Culture</i>	3
<input type="checkbox"/> ARHT201 <i>History of Design</i>	3
<input type="checkbox"/> ARHT101 <i>Art in Nonwestern Societies</i> [♦] or ARTX201 <i>Culture and Appearance</i> [♦]	3
<input type="checkbox"/> ARHT105 <i>Art in Western Civ: Ancient – Med.</i> [■] or ARHT106 <i>Art in Western Civ: Ren. – Mod.</i> [■]	3
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B. Major Requirements	35
<input type="checkbox"/> ARIL101 <i>Intro. to Animation and Illustration</i>	3
<input type="checkbox"/> ENTR201 <i>Entrepreneurial Mindset and Innovation</i>	3
<input type="checkbox"/> ARIL202 <i>Character Building</i>	3
<input type="checkbox"/> ARHT282 <i>History of Animation and Illustration</i>	3
<input type="checkbox"/> ARIL200 <i>Digital Painting Methods</i>	3
<input type="checkbox"/> ARIL262 <i>2D Animation</i>	3
<input type="checkbox"/> ARIL310 <i>Compositing I</i>	3
<input type="checkbox"/> ARIL225 <i>Art of the Visual Narrative</i>	3
<input type="checkbox"/> COED401 <i>Co-Op Educational Experience I</i>	3
<input type="checkbox"/> ARIL422 <i>Animation/Illustration Thesis I</i>	4
<input type="checkbox"/> ARIL423 <i>Animation/Illustration Thesis II</i>	4
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C. Illustration Track	15
<input type="checkbox"/> ARIL210 <i>Painting Methods</i>	3
<input type="checkbox"/> ARDW201 <i>Life Drawing</i>	3
<input type="checkbox"/> ARIL215 <i>Illustration Studio: Concepts</i>	3
<input type="checkbox"/> ARIL311 <i>Illustration Studio: Cartooning</i>	3
<input type="checkbox"/> ARIL401 <i>Illustration Studio: Editorial</i>	3
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D. Illustration Track Electives (choose three for nine credits)	9
<input type="checkbox"/> ARIL321 <i>Animation: 3D Computer Animation</i>	3
<input type="checkbox"/> ARIL330 <i>Animation: Visual Effects/Compositing II</i>	4
<input type="checkbox"/> ARIL350 <i>Business Practice for Illustration</i>	3
<input type="checkbox"/> ARIL325 <i>Animation: Game Development</i>	3
<input type="checkbox"/> ENTR301 <i>Creating Your Startup Business Model</i>	3
<input type="checkbox"/> ENTR302 <i>Pitch and Launch Your Startup</i>	3
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IV. Free Electives	0–8
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Students are encouraged to use free electives to build an additional area of expertise relevant to their major program.