

2024 Summer A Liberal Arts Choices + Departmental Electives

Please be aware that our elective lists and planning schedules are for planning purposes only and know that section offerings are based on needs and enrollment levels each term. To be fiscally responsible we target having minimum course enrollments of 12 or more. However, there may be a variety of reasons that we might keep low enrollment sections if we can be confident that enrollment levels will be maintained, or if we need to meet student graduation timelines or financial aid eligibility. There may also be classrooms with lower enrollment caps to maintain safety, or due to resource limitations.

Final section offerings are determined approximately three weeks prior to the start of each term. Term section lists should not be considered final until that time. Lists will be updated on this site three weeks prior to each term. We do our best to estimate needs and make initial adjustments to offerings approximately five weeks prior to term starts, just before schedules are released to students for the upcoming term(s).

Students must meet prerequisites for courses in order to register for them. Students may also be able to take courses not listed here, or from a program outside their major as electives and should reach out to their Academic Advisor and obtain Program Department Chair approval to do so.

LIBERAL ARTS - areas for student choices

Specific credits required in Humanities and Social + Behavioral Science vary by department. Please review your program department catalog requirements to determine department-specific requirements.

| department catalog requirements to determine department-specific requirements. | |
|--|--|
| Campus | Online |
| Humanities HU 3300 - Topics in Humanities | Art History AH 3000 - Topics in the History of Art: Museum Practice + Hacking the Museum (Dr. Kat Medill) AH 3000 - History of Film Studies (Dr. Stephanie Kang) |
| | Communication + Critical Thought CCT 2100 - Interpersonal Communication CW 2110 - Creative Writing Multi-Genre |
| | Humanities HU 2212 - Modern + Contemporary World History |
| | Mathematics MA 1220 - Financial Principles + Practices |



| Physical + Natural Science |
|---------------------------------------|
| NS 3050 - Human Ecology |
| Social + Behavioral Science |
| SBS 1140 - Introduction to Psychology |
| SBS 1150 - Introduction to Sociology |

2D Animation

Studio Electives - choose 2 courses during Jr./Sr. years. Students may select electives from across 2D, 3D, and Game Art that are not required for their major - see the Academic Catalog for details.

| Campus | Online |
|--|---|
| Fine Arts: • ART 1110 - Ceramics I (Ground Only) • ART 1140 - Painting I (Ground only) | Animation/Game Art: • AN3D 3230 - 3D Computer Animation Motion Studies |
| Graphic Design: ■ GD 2220 - Raster Image Processing | Graphic Design: ■ GD 2220 - Raster Image Processing |
| Photography: ● PH 2300 - Darkroom I (Ground only) | Photography: ● PH 1000 - Survey of Photography |

3D Animation

Studio Electives - Studio Electives - choose 3 courses during Jr./Sr. years. Students may select electives from across 2D, 3D, and Game Art that are not required for their major - see the Academic Catalog for details.

| Campus | Online |
|---|--|
| Animation/Game Art: • AN2D 3230 - Character Animation + Motion Studies Fine Arts: • ART 1110 - Ceramics I (Ground only) • ART 1140 - Painting I (Ground only) | Animation/Game Art: • AN2D 3230 - Character Animation + Motion Studies • GA 3120 - 3D Modeling Graphic Design: • GD 2220 - Raster Image Processing |
| Graphic Design: GD 2220 - Raster Image Processing Photography: | Photography: PH 1000 - Survey of Photography |
| PH 2300 - Darkroom I (Ground only) | |



| Fashion Design Studio Electives - choose 2 courses during Jr./Sr. years | |
|---|---|
| Campus | Online |
| None | Fashion Design • FS 4211 Fashion Entrepreneurship |

Game Art

Studio Electives - Studio Electives - choose 3 courses during Jr./Sr. Years. Students may select electives from across 2D, 3D, and Game Art that are not required for their major - see the Academic Catalog for details.

| Campus | Online |
|--|--|
| Animation/Game Art: • AN2D 3230 - Character Animation + Motion Studies | Animation/Game Art: • AN2D 3230 - Character Animation + Motion Studies • AN3D 3330 - 3D Character + Production |
| Fine Arts: • ART 1110 - Ceramics I (Ground only) • ART 1140 - Painting I (Ground only) | Design • AN3D 4260 - Advanced 3D Computer Topics |
| Graphic Design: • GD 2220 - Raster Image Processing | Graphic Design: ■ GD 2220 - Raster Image Processing |
| Photography: • PH 2300 - Darkroom I (Ground only) | Photography: • PH 1000 - Survey of Photography |

| Graphic Design Studio Electives - choose 3 courses during Jr./Sr. Years. | |
|--|---|
| Campus | Online |
| None | Graphic Design ■ GD 3601 Graphic Design Internship Part I ■ GD 4220 Storytelling + Video II |

| Illustration Illustration Concentration: Choose 2 courses during Jr./Sr. Years | |
|---|--------|
| Campus | Online |
| IL 2840 - Animal Anatomy + Drawing Illustration Concept Art Emphasis: Choose 1 course during Jr./Sr. Years IL 2840 - Animal Anatomy + Drawing | |



| Illustrative Design Choose 1 course during Jr./Sr. years | |
|--|---|
| Campus | Online |
| Illustration: IL 2840 - Animal Anatomy + Drawing | Illustration: IL 3850 - Digital Illustration I |

| Interior Design Specialization Choose 2 courses during Jr./Sr. Years | |
|--|--|
| Campus | Online |
| Graphic Design: ■ GD 1000 - Typography | Graphic Design: ■ GD 1000 - Typography |
| Interior Design: • IDSD 3200 - Sustainable Design Strategies + Technologies | Interior Design: • IDSD 3200 - Sustainable Design Strategies + Technologies |
| Illustration: • IL 1510 - Perspective | Illustration: ■ IL 1510 - Perspective |
| | Photography: • PH 1000 - Survey of Photography |

| Photography Choose 2 courses during Jr./Sr. Years | |
|---|--|
| Campus | Online |
| | PH 2350 - Digital Black + White PH 3621 Advanced Projects + Internships Part I PH 3775 - Night Photography |