D	egree: Art	, B.F.A.: Graphic Design Concentration 22-23		
Requirement Area	Course	Course Title First Semester (FALL)	Prerequisites	Units
E	GS 101A	Foundations of Success I		1
A1				3
B4 C1/ART Foundation	ART 101	Introduction to Photography		3
D1	7.111 202	mirroduction to t notography		3
ART Foundation	ART 102	2D Processes		3
			Total:	16
		Second Semester (SPRING)		
E	GS 101B ENGL	Foundations of Success II		1
A2	102	Accelerated College Writing		3
C2		<u> </u>		3
_				
F ART Foundation	ART 103	Ethnic Studies 3D Processes		3
ART Foundation	ART 104	4D Processes		3
			Total:	16
-	_	Third Semester (FALL)		
E A3				3
7.0				
C1/ART Foundation	ART 120	Art of Asia and the Pacific World		3
B2/B3				3
Art Foundation	ART 100	Fundamentals of Drawing		3
D2/Diversity Overlay	1		Total:	3 16
	1		IULAI.	16
		Fourth Semester (SPRING)		
Code 1 B1/B3				3
Code 2				3
Second Composition	ART 229	Writing about Art and Design	107.404	3
LD Major	ART 230	Graphic Arts	ART 101 and ART 102	3
LD IVIUJOI	AITI 250	Graphic Arts	Total:	15
		Fifth Semester (FALL)		
UD-B/Sustainability Overlay UD-D				3
00-0			ART 100 and	
LD Major	ART 152	Web Design 1	ART 102	3
LD Major	ART 226	History of Graphic Design	107.225	3
UD Major	ART 330	Typography	ART 226 Total:	3 15
		Sixth Semester (SPRING)	Totali	15
UD Major	ART 496	Special Topics		3
UD Major UD Major/Social Justice	ART 491	BFA Critique		1
Overlay	ART 323	Modern Media, Art & Culture 1	ART 226	3
UD Major	ART 331	Design Concepts & Narratives	ART 226	3
	ART 270,			
	272, 274, 361, 362,			
	363,			
IID Maine Dontainted Clarking	348A, or			,
UD Major Restricted Elective UD Major	349A ART 440	Forum		3
Elective	7411 110	- Cram		3
			Total:	17
	ART 420,	Seventh Semester (FALL)		I
UD-C/UD Major Restricted	423, or			
Elective	426	Upper Division Art History		3
UD Major UD Major	ART 491 ART 326	BFA Critique Contemporary Visual Studies 1		3
UD Major	ART 332	Design for Production		3
,	ART 245,			
	251, 255,			
	259, 345, 351, 352,			
	356, 378,			
UD Major Restricted Elective Elective	or 379		+	3
LIECTIVE			Total:	3 16
		Eighth Semester (SPRING)	1	
UD Maine	ADT 225	Daving Chartery and Cally 1	ART 330 and	_
UD Major UD Major	ART 335 ART 491	Design Strategy and Collaborations BFA Critique	ART 331	3
	+31	Sirrique	All of: ART	1
			152, ART 330,	
		Information Design	ART 331	3
UD Major	ART 336			1
	ART	Graphic Design Senior Proiect		3
UD Major Capstone		Graphic Design Senior Project	All of: ART	3
Capstone	ART 494C		152, ART 330,	
Capstone UD Major	ART	Graphic Design Senior Project Typography for Print and Interactive Publications		3
Capstone	ART 494C		152, ART 330,	

Note: No changes to, or from, the credit/no credit pattern are permitted after the Grade Type Change period. There are no exceptions to this rule. Courses in a student's major department, regardless of course prefix, may not be taken "CR/NC," unless that is the only grading pattern in the course.

	units): Communication in the English Language & Critical Thinking (Must earn passing grade of C-/CR or better)
⊔ A1. CC	MM 100 or 104, MLL 111
□ A2. EN □ A3. PH	GL 101, 102, or 104
□ AJ. FII	Area B (9 units) : Scientific Inquiry & Quantitative Reasoning
□ B1. Ph	ysical Science
☐ B2. Life	e Science
	poratory Activity
	antitative Reasoning (Must earn passing grade of C-/CR or better.)
	C (9 units): Arts & Humanities - Minimum of three different disciplines as designated by course prefix (e.g., ART, THEA, MUS)
☐ C1. Art	5
□ C2. Hu	manities
	onal Lower-division Area C Course in Arts (C1) or Humanities (C2)
	units): Social Sciences - Minimum of three different disciplines as designated by course prefix (e.g., ANTH, ECON, POSC)
□ D1.	
□ D2.	Area E (3 units): Lifelong Learning and Self-Development
□ E.	Area E (5 units) . Enclosing Economics und Sen-Development
	Area F (3 units): Ethnic Studies
	Composition : Requires completion of GE A2 with a C-/CR or better. Must be completed before attaining junior standing.
U.S. Code	(American Institutions Requirement) - Two courses (6 units) covering three L le Requirements of US-1 (U.S. History), US-2 (U.S. Constitution), and US-3 (California State & Local Government).
□ Code 1	
☐ Code 2 Upper Div	vision GE Requirements (9 units): Should be taken after completion of A1, A2
□ IID-B	A3, and B4 with a C- (CR) Upper-division Science Inquiry and Quantitative Reasoning
	Jpper-division Arts OR Humanities
	Upper-division Social Sciences
Overlay	Requirements (9 units): Courses may be upper or lower division, and GE or
	major
□ Divorci	h. (Div)
☐ Diversi	Justice (SJ)
	nability (S)
	Image Electives
Choose on	e (1) of the following for 3 units:
	Drawing II Units: 3
	Painting II Units: 3
	Figure Drawing I Units: 3
ADT 261 /	
	Color and Concept Units: 3
ART 362 - I	Color and Concept Units: 3 Ilustrating Dynamic Forms Units: 3
ART 362 - I ART 363 - I	Color and Concept Units: 3
ART 362 - I ART 363 - I	Color and Concept Units: 3 Ilustrating Dynamic Forms Units: 3 Narrative Illustration Units: 3
ART 362 - I ART 363 - I ART 348A -	Color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3
ART 362 - I ART 363 - I ART 348A -	Color and Concept Units: 3 Ilustrating Dynamic Forms Units: 3 Narrative Illustration Units: 3 - Studio Lighting and Product Photography Units: 3
ART 362 - I ART 363 - I ART 348A -	Color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A -	Color and Concept Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on	Color and Concept Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I	Lolor and Concept Units: 3 Ilustrating Dynamic Forms Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I	Color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives (1) of the following for 3 units: Motion Graphics I Units: 3 Interaction and Experience Design Foundations Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 255 - (color and Concept Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 255 - (Color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives (1) of the following for 3 units: Motion Graphics I Units: 3 Interaction and Experience Design Foundations Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 259 - I	Lolor and Concept Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 259 - I ART 259 - I ART 351 - I ART 351 - I	Color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives (1) of the following for 3 units: Motion Graphics I Units: 3 Interaction and Experience Design Foundations Units: 3 Same Design I Units: 3; G.E./G.R. Area: C1 Interaction Design Studio I: Tools for Designers Units: 3 Motion Graphics II Units: 3 Motion Graphics II Units: 3 Jeer Experience Theory and Design Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 259 - I ART 345 - I ART 351 - I ART 352 - I	color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives e (1) of the following for 3 units: Motion Graphics I Units: 3 Game Design I Units: 3; G.E./G.R. Area: C1 Interaction and Experience Design Foundations Units: 3 Motion Graphics II Units: 3 Josephics III Units: 3 Josephics III Units: 3 Josephics III Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 259 - I ART 345 - I ART 351 - I ART 352 - I	Color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives (1) of the following for 3 units: Motion Graphics I Units: 3 Interaction and Experience Design Foundations Units: 3 Same Design I Units: 3; G.E./G.R. Area: C1 Interaction Design Studio I: Tools for Designers Units: 3 Motion Graphics II Units: 3 Motion Graphics II Units: 3 Jeer Experience Theory and Design Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 259 - I ART 351 - I ART 351 - I ART 352 - I	color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives e (1) of the following for 3 units: Motion Graphics I Units: 3 Game Design I Units: 3; G.E./G.R. Area: C1 Interaction and Experience Design Foundations Units: 3 Motion Graphics II Units: 3 Josephics III Units: 3 Josephics III Units: 3 Josephics III Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 259 - I ART 345 - I ART 351 - I ART 352 - I	color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives e (1) of the following for 3 units: Motion Graphics I Units: 3 Game Design I Units: 3; G.E./G.R. Area: C1 Interaction and Experience Design Foundations Units: 3 Motion Graphics II Units: 3 Josephics III Units: 3 Josephics III Units: 3 Josephics III Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 259 - I ART 345 - I ART 351 - I ART 352 - I	color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives e (1) of the following for 3 units: Motion Graphics I Units: 3 Game Design I Units: 3; G.E./G.R. Area: C1 Interaction and Experience Design Foundations Units: 3 Motion Graphics II Units: 3 Josephics III Units: 3 Josephics III Units: 3 Josephics III Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 255 - I ART 259 - I ART 351 - I ART 352 - I ART 356 - I	color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives e (1) of the following for 3 units: Motion Graphics I Units: 3 Game Design I Units: 3; G.E./G.R. Area: C1 Interaction and Experience Design Foundations Units: 3 Game Design I Units: 3; G.E./G.R. Area: C1 Interaction Design Studio I: Tools for Designers Units: 3 Motion Graphics II Units: 3 Jser Experience Theory and Design Units: 3 Meb Design II: Screen Interactions Units: 3 Interaction Design Studio II: Prototyping the Internet of Things Units: 3 Interaction Design Studio II: Prototyping the Internet of Things Units: 3
ART 362 - I ART 363 - I ART 348A - ART 349A - Choose on ART 245 - I ART 251 - I ART 259 - I ART 351 - I ART 356 - I	color and Concept Units: 3 Illustrating Dynamic Forms Units: 3 Varrative Illustration Units: 3 Studio Lighting and Product Photography Units: 3 Portrait Photography Units: 3 Advanced Graphic Design Electives e (1) of the following for 3 units: Motion Graphics I Units: 3 Game Design I Units: 3; G.E./G.R. Area: C1 Interaction and Experience Design Foundations Units: 3 Game Design I Units: 3; G.E./G.R. Area: C1 Interaction Design Studio I: Tools for Designers Units: 3 Motion Graphics II Units: 3 Jser Experience Theory and Design Units: 3 Web Design II: Screen Interactions Units: 3