GRAPHIC DESIGN FOUNDATION CORE COMPETENCIES - 27 credits

☐ 1. GAND 101: Visual Problem Solving for Design — 1.5 credits
☐ 2. GAND 102: Drawing for Design — 1.5 credits
☐ 3. GAND 103: Handcraft and Color — 3 credits
☐ 4. GAND 104: Digital Craft and Color — 3 credits
☐ 5. GAND 105: Research, Critique, and Presentation for Design — 3 credits
☐ 6. GAND 204: Surface, Space, and Time I — 3 credits
☐ 7. GAND 205: Surface, Space, and Time II — 3 credits
☐ 8. GAND 301: History of Graphic Design — 3 credits
☐ 9. ART 262: History of Western Art: Renaissance to Modern — 3 credits
☐ 10. ART 362: Modern Art — 3 credits

Total credits — *27 credits*

MAJOR REQUIREMENTS FOR BRAND IDENTITY AND MEDIA DESIGN CONCENTRATION - 22 credits

☐ 1. GAND 221: Graphic Design and Production — 3 credits
☐ 2. GAND 226: Typography I — 3 credits
☐ 3. GAND 322: Graphic Design and Production II — 3 credits
☐ 4. GAND 326: Typography II — 3 credits
☐ 5. GAND 330: Illustration and Digital Imaging — 3 credits
☐ 6. GAND 421: Portfolio — 3 credits
☐ 7. GAND 425: Interactive Design — 3 credits
☐ 8. GAND 462: Senior Professional Project (1 credit for Goal 14) — 2 credits

Total credits — *22 credits*

MAJOR REQUIREMENTS FOR SIMULATION, ANIMATION, AND TIME-BASED MEDIA DESIGN CONCENTRATION - 25 credits

☐ 1. GAND 210: Animation - Simulation I — 3 credits
☐ 2. GAND 202: Action Analysis I — 3 credits
☐ 3. GAND 212: Narrative Sequencing and Storyboards — 3 credits
☐ 4. GAND 310: Animation - Simulation II — 3 credits
☐ 5. GAND 325: Introduction to 3-D Modeling — 3 credits
☐ 6. GAND 330: Illustration and Digital Imaging — 3 credits
☐ 7. GAND 410: Intermediate 3-D Modeling — 3 credits
☐ 8. GAND 421: Portfolio — 3 credits
☐ 9. GAND 462: Senior Professional Project (1 credit for Goal 14) — 2 credits

Total credits — *25 credits*

Design Lab, the student-operated design agency, may be applied for in the second semester of the sophomore year, and may be taken up to four times **(Design Lab 246, 345, 346, and 445)**.
Admission to Design Lab is not automatic, and the student should discuss application to Design Lab with the student's advisor.

Graphic & Animation Design check list

Required General Education classes for BFA degree in Graphic and Animation Design

GENERAL EDUCATION - 38 credits

GOAL	CREDITS
☐ 1. Longwood Seminar	1
☐ 2. English 150	3
☐ 3. Literature	3
☐ 4. Humanities *(Music, Theatre)*	3
☐ 5. Mathematics	3
(CMSC 121 recommended)	
☐ 6. Science	4
☐ 7. History	3
☐ 8. Social Science	3
(PSYC 101 or SOCL 101)	
☐ 9. Cultural Diversity	3
☐ 10. Foreign Language	3
☐ 11. Physical Activities	2
☐ 12. Ethics	3
☐ 13. Writing Seminar (English 400)	3
☐ 14. Internship *(one credit taken from GAND 462)*	1

Total credits   *38 credits*

ADDITIONAL BFA DEGREE REQUIREMENTS - 6 credits

☐ 1. Humanities *(cannot be a GAND course)*	3
Communications Studies, Dance, Literature, Modern Language, Music, Philosophy, Religion, and Theatre are Humanities	
☐ 2. Foreign Language/Social Science	3
History 200, 354, or 360 or Geography 241 or Foreign Language *(202 or above)*	

Total credits   *6 credits*

Graphic & Animation Design check list

MAJOR ELECTIVES FOR BRAND IDENTITY AND MEDIA DESIGN CONCENTRATION
  15 credits

THEORY - Choose six (6) credits
- [ ] 1. ENGL 302: History of Rhetoric   3 credits
- [ ] 2. ENGL 303: Visual Rhetoric and Document Design 3 credits
- [ ] 3. ENGL 350: Linguistics   3 credits
- [ ] 4. PHIL 300: Logic   3 credits
- [ ] 5. GEOG 358: Map design and Analysis   3 credits
- [ ] 6. MARK 280: Fundamentals of Marketing   3 credits
- [ ] 7. PSYC 360: Consumer Psychology   3 credits
- [ ] 8. PSYC 384: Cross Cultural Psychology   3 credits
- [ ] 9. PSYC 400: Human Factors in Psychology   3 credits
- [ ] 10. THEA 340: Scene Design   3 credits

CRITICAL - Choose three (3) credits
- [ ] 1. ENGL 301: Rhetorical Criticism   3 credits
- [ ] 2. THEA 339: Fashion History and Décor   3 credits
- [ ] 3. SOCL 302: Sociology of Popular Culture   3 credits

PRACTICAL Choose six (6) credits
- [ ] 1. ART 250: Relief   3 credits
- [ ] 2. ART 252: Instaprint   3 credits
- [ ] 3. ART 370: Watercolor   3 credits
- [ ] 4. ART 457: Editions   3 credits
- [ ] 5. ENGL 301: Rhetorical Criticism   3 credits
- [ ] 6. ENGL 319: Technical Writing   3 credits
- [ ] 7. GEOG 358: Map design and Analysis   3 credits
- [ ] 8. THEA 225: Elements of Theatrical Design   3 credits
- [ ] 9. THEA 240: Technical Theatre   3 credits
- [ ] 10. THEA 241: Drafting for Theatre   3 credits
- [ ] 11. THEA 339: Fashion History and Décor   3 credits
- [ ] 12. THEA 340: Scene Design   3 credits
- [ ] 13. THEA 345: Costume Design   3 credits

Students interested in Business courses should consider a minor in Business.

Graphic & Animation Design check list

MAJOR ELECTIVES FOR ANIMATION, SIMULATION, AND TIME-BASED MEDIA CONCENTRATION
  15 credits

THEORY - Choose six (6) credits
- [ ] 1. GAND 226: Typography I — 3 credits
- [ ] 2. GAND 302: Action Analysis II — 3 credits
- [ ] 3. GAND 402: Action Analysis III — 3 credits
- [ ] 4. GAND 430: Motion Capture — 3 credits
- [ ] 5. PHIL 300: Logic — 3 credits
- [ ] 6. THEA 225: Elements of Theatrical Design — 3 credits
- [ ] 7. THEA 340: Scene Design — 3 credits
- [ ] 8. ENGL 356: Film I — 3 credits
- [ ] 9. ENGL 357: Film II — 3 credits
- [ ] 10. ENGL 360: Genre Studies — 3 credits

CRITICAL - Choose six (6) credits
- [ ] 1. GAND 232: Character Design and Animation Layout — 3 credits
- [ ] 2. GAND 280: Character Animation — 3 credits
- [ ] 3. GAND 311: History of Animation — 3 credits
- [ ] 4. GAND 312: Advanced Storyboards — 3 credits
- [ ] 5. ENGL 356: Film I — 3 credits
- [ ] 6. ENGL 357: Film II — 3 credits
- [ ] 7. ENGL 358: Women in Film — 3 credits
- [ ] 8. THEA 339: Fashion History and Décor — 3 credits

PRACTICAL Choose three (3) credits
- [ ] 1. GAND 221: Graphic Design and Production I — 3 credits
- [ ] 2. CMSC 210: Web Page and Scripting — 3 credits
- [ ] 3. CMSC 325: Mathematical Modeling & Simulation 3 credits
- [ ] 4. CMSC 381: Introduction to Graphic Programming 3 credits
- [ ] 5. GEOG 358: Map design and Analysis — 3 credits
- [ ] 6. THEA 240: Technical Theatre — 3 credits
- [ ] 7. THEA 241: Drafting for Theatre — 3 credits
- [ ] 8. THEA 345: Costume Design — 3 credits
- [ ] 9. THEA 339: Fashion History and Décor — 3 credits

Students interested in Business courses should consider a minor in Business.

Both the Brand Identity and Media Design, and the Animation, Simulation, and Time-Based Media Design concentrations require fifteen (15) credits of major electives. Select the electives from the appropriate major elective list from the preceding two pages.

MAJOR ELECTIVES FOR GRAPHIC and ANIMATION DESIGN - 15 credits

☐ 1. _____ 3
☐ 2. _____ 3
☐ 3. _____ 3
☐ 4. _____ 3
☐ 5. _____ 3

Total credits   *15 credits*

GENERAL/OPEN ELECTIVES FOR BRAND IDENTITY AND MEDIA DESIGN CONCENTRATION - 11 credits
General electives may be taken from any of the courses offered by the University.

☐ 1. _____ 3
☐ 2. _____ 3
☐ 3. _____ 3
☐ 4. _____ 2

Total credits   *11 credits*

**GENERAL/OPEN L ELECTIVES FOR ANIMATION, SIMULATION,
    AND TIME-BASED MEDIA CONCENTRATION - 8 credits**
General electives may be taken from any of the courses offered by the University.

☐ 1. _____ 3
☐ 2. _____ 3
☐ 3. _____ 2

Total credits   *8 credits*

Each student must participate in each of five assessments scheduled over the student's four-year course of study. Each student must enroll in the appropriate Zero-credit class in the assessment semester.

Zero-credit Class Schedule
☐ 1. GAND 100 - First-year Assessment   0 credits
☐ 2. GAND 200 - Second-year Assessment   0 credits
☐ 3. GAND 300 - Third-year Assessment   0 credits
     choose the section specific to the student's area of study.
☐ 4. GAND 350 - Fourth-year Assessment - Senior Project Mid Assessment   0 credits
     choose the section specific to the student's area of study.
☐ 5. GAND 400 - Senior Project Final Assessment   0 credits
     choose the section specific to the student's area of study.