

BFA ART [DIGITAL MEDIA]

by semester

**SEMESTER ONE**

Fundamentals of Drawing I	3
Fundamentals of 2-D Design: Design Elements	3
Computer Proficiency Lab	0
Collaboration Lab I: Integrated Production Workshop	2
Relativity First Year Experience	1
English Composition	3
Story: Mediums + Genre	2
Story: Mediums + Genre (Lab)	1
TOTAL 15	

SEMESTER TWO

Innovation and the Entrepreneur	3
Fundamentals of Drawing II	3
Graphic Design I	3
American Cinema	3
Introduction to Illustration I	3
TOTAL 15	

SEMESTER THREE

CSS Technology (Cascading Style Sheets)	3
Fundamentals of 2-D Design: Color Theory	3
Fundamentals of 3-D Design: Maya	3
Introduction to Statistical Analysis	3
Digital Marketing + Social Media	3
Collaboration Lab II: Branding Digital Platforms	1
TOTAL 16	

SEMESTER FOUR

Device/Technology Specific Design	3
Fundamentals of Typography	3
Oral Communication	3
Art History: Art of the Western World I [Elective]	3
TOTAL 15	

SEMESTER FIVE

Fundamentals of Life Drawing	3
Web Programming I	3
Brand Marketing	3
Art History: Art of the Western World II	3
Physics	3
Collaboration Lab III: Program Driven Collaborations	1
TOTAL 16	

SEMESTER SIX

Pre-Press Production	3
History of Graphic Design	3
Anthropology	3
Sustainability and the Environment [Elective]	3
TOTAL 15	

SEMESTER SEVEN

Senior Portfolio I	3
Advertising Communications	3
Introduction to Flash	3
Psychology	3
Collab Lab IV: Web Series Development [Elective]	1
TOTAL 16	

SEMESTER EIGHT

Senior Portfolio II	3
Publication + Packaging	3
Advanced Advertising	3
Collaboration Lab V: Industry Portfolio	1
Philosophy	3
In-Depth Illustrator	3
TOTAL 16	

124 TOTAL PROGRAM HOURS

* Students are encouraged to take one elective per semester as schedule permits.

Please note this schedule is subject to change. View the latest version of the catalog online at RelativitySchool.org/Catalog.