

## Undergraduate Program Requirements

### Cinema & Television Arts Program Requirements

Currently displaying program requirements for academic year: UNDG 2015-2016 ▼

#### CA+S BFA/Prod Design 15

77 CREDITS REQUIRED for this major. An overall total of 128 credits or more are required to graduate with this BFA:

#### CA+S CORE REQS - 9 cr

Courses: 3/3

Course	Title	Credits	Grade
<b>24-1000</b>	<b>Cinema Notebooks</b>	<b>3</b>	<b>C</b>
<b>24-1001</b>	<b>Cinema Image &amp; Process</b>	<b>3</b>	<b>C</b>
<b>24-2550</b>	<b>World Cinema I</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

<b>24-2551 World Cinema II</b>	<b>3</b>	<b>C</b>
--------------------------------	----------	----------

#### PROD DESIGN REQS - 28 cr

#### PROD DESIGN REQS - 28 cr

Courses: 9/9

Course	Title	Credits	Grade
<b>24-1015</b>	<b>Production Design I</b>	<b>3</b>	<b>C</b>
<b>24-1016</b>	<b>History and Techniques of Production Design</b>	<b>3</b>	<b>C</b>
<b>24-2010</b>	<b>Production Design II</b>	<b>3</b>	<b>C</b>
<b>24-2013</b>	<b>Cinema Set Design &amp; Construction</b>	<b>4</b>	<b>C</b>
<b>22-1102</b>	<b>Art History II: Renaissance to Modern</b>	<b>3</b>	<b>C</b>
<b>22-1210</b>	<b>Drawing for Non-Majors</b>	<b>3</b>	<b>C</b>
<b>22-1813</b>	<b>AutoCad Fundamentals</b>	<b>3</b>	<b>C</b>
<b>22-2420</b>	<b>Applied Drawing</b>	<b>3</b>	<b>C</b>
<b>22-1220</b>	<b>2-D Design for Non-Majors</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

<b>22-1230 3-D Design for Non-Majors</b>	<b>3</b>	<b>C</b>
--	----------	----------

#### THESIS REQS - 27 cr

Courses: 5/5

Course	Title	Credits	Grade
<b>24-4020</b>	<b>BFA Studio</b>	<b>9</b>	<b>C</b>
<b>24-4030</b>	<b>BFA Thesis</b>	<b>6</b>	<b>C</b>
<b>24-4030</b>	<b>BFA Thesis</b>	<b>6</b>	<b>C</b>
<b>24-4040</b>	<b>BFA Research and Presentation</b>	<b>3</b>	<b>C</b>

Course	Title	Credits	Grade
<b>24-4040</b>	<b>BFA Research and Presentation</b>	<b>3</b>	<b>C</b>
<b>PROD DESIGN ELECS-13 cr</b>			
<b>PROD DESIGN ELECS - 13cr</b>			Courses: 4/5
<b>24-2013</b>	<b>Cinema Set Design &amp; Construction</b>	<b>4</b>	<b>C</b>
<b>24-2014</b>	<b>Production Design Rendering Techniques</b>	<b>3</b>	<b>C</b>
<b>24-2015</b>	<b>Cinema Models and Miniatures</b>	<b>4</b>	<b>C</b>
<b>24-2201</b>	<b>Image Design for Cinema</b>	<b>3</b>	<b>C</b>
<b>24-3006</b>	<b>Cinema Mechanical and Special Effects</b>	<b>4</b>	<b>C</b>
<b>22-2802</b>	<b>History of Furniture Seminar</b>	<b>1</b>	<b>C</b>
<b>22-3460</b>	<b>Digital Illustration</b>	<b>3</b>	<b>C</b>
<b>22-3821</b>	<b>Rendering and Presentation</b>	<b>3</b>	<b>C</b>
<b>31-1605</b>	<b>Makeup for the Performer</b>	<b>3</b>	<b>C</b>
<b>31-1615</b>	<b>Costume Design I</b>	<b>3</b>	<b>C</b>
<b>31-1525</b>	<b>Costume Construction I</b>	<b>3</b>	<b>C</b>
<b>31-2526</b>	<b>Costume Construction II</b>	<b>3</b>	<b>C</b>
<b>31-3605</b>	<b>Make-Up II</b>	<b>3</b>	<b>C</b>
<b>31-3606</b>	<b>Make-Up III</b>	<b>3</b>	<b>C</b>

This page displays information from the OASIS Catalog.

The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.