# B.A. Arts and Technology Degree Plan

## 2010-2012 Catalog

120 hours; includes 51 upper division hours

### Minor (if applicable)

### Core Curriculum Requirements

<table>
<thead>
<tr>
<th>A. Communication</th>
<th>B. Humanities and Fine Arts</th>
<th>C. Social and Behavioral Sciences</th>
<th>D. Mathematics and Quantitative Reasoning</th>
<th>E. Sciences</th>
</tr>
</thead>
<tbody>
<tr>
<td>RHET 1302</td>
<td>HUMA 1301</td>
<td>GOVT 2301</td>
<td>MATH 1314 (recommended)</td>
<td>CS 3333, 3335, 3375, or 4336</td>
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<tr>
<td>ATEC 3320 or ATEC 3325</td>
<td>FILM 2332 [ARTS 1301 equiv.]</td>
<td>GOVT 2302</td>
<td>STAT 1342 (recommended)</td>
<td>Lab science</td>
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### Core Curriculum Requirements

#### A. Communication
- RHET 1302
- ATEC 3320 or ATEC 3325

#### B. Humanities and Fine Arts
- HUMA 1301
- FILM 2332 [ARTS 1301 equiv.]

#### C. Social and Behavioral Sciences
- GOVT 2301
- GOVT 2302
- HIST 1301
- HIST 1302

#### D. Mathematics and Quantitative Reasoning
- MATH 1314 (recommended)
- STAT 1342 (recommended)

#### E. Sciences
- CS 3333, 3335, 3375, or 4336

### Major Requirements, Lower Level

<table>
<thead>
<tr>
<th>ATEC 1316 Drawing Foundations</th>
<th>ATEC 2320 Intro Topics in ATEC</th>
<th>ATEC 2382 Computer Imaging</th>
<th>ATEC 2384 Basic Design Principles</th>
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### Major Requirements, Upper Level

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<tr>
<th>ATEC 3371, ARTS 3372, ARTS 3377 or ARTS 3379</th>
<th>ATEC 3317 Modeling &amp; Texturing I</th>
<th>ATEC 4340 Project Mgmt for ATEC</th>
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### Elective Requirements

#### A. Prescribed Electives

Choose five (5) of the following:
- AHST 3318 Contemporary Art
- ATEC 3318 Concept Dev.
- ATEC 3319 Voice Over
- ATEC 3327 Lighting and Comp. I
- ATEC 3330 Digital Video Prod. I
- ATEC 3351 Game Development
- ATEC 3352 Game Design
- ATEC 3354 Internet Studio I
- ATEC 3363 Basic Inter. Design
- ATEC 3365 Virtual Envir.
- ATEC 4335 Digital Video Prod. II
- ATEC 4337 Computer Animation
- ATEC 4345 Motion Capture Anim.
- ATEC 4347 Advanced Design
- ATEC 4348 Modeling & Text.
- ATEC 4349 Lighting & Comp. II
- ATEC 4350 Game Production Lab
- ATEC 4357 Advanced Digital Arts
- ATEC 4357 Advanced Game Dev.
- ATEC 4357 Game Design
- ATEC 4359 Advanced Game Design
- ATEC 4370 Topics in ATEC
- ATEC 4371 Topics in Animation
- ATEC 4373 Topics in Game Dev.
- ATEC 4374 Topics in Digital Design
- ATEC 4375 Topics in Sound Design
- MUSI 3389 Digital Music II

### B. Free Electives

Both upper-and lower-division courses may be used as electives, but students must complete at least 51 hours of upper-division credit to qualify for graduation.

### Course Descriptions

While advisors confer with students about courses and educational experiences, students are responsible for defining the content of their academic program and making progress toward an academic degree. Advisors will assist students in designing an appropriate course of study that will satisfy requirements for graduation as well as offer information on particular courses and University rules and procedures.