

BACHELOR OF ARTS IN STUDIO ART

MEDIA ARTS SCHOOL OF THE ARTS Name: Date: ID# Semester Admitted: STUDIO CORE I **ART HISTORY CORE & ELECTIVES** 12 hrs 12 hrs ART 1100 Foundation Drawing: 2D 3 ART 1050 Survey of Art History I 3 ART 1110 Foundation Drawing: 3D 3 Survey of Art History II ART 1060 3 Found Theory & Practice: Color & Visual ART 1210 3 Pre-Modern Art History Electives, Select ONE **ART 1220** Found Theory & Practice: Digital Media 3 **ART 2700** Introduction to Ancient Art History ART 2000 Core I Portfolio Review 0 ART 2710 Egyptian Art History **ART 2720** Greek Art History STUDIO CORE II 9 hrs. **ART 2730** Etruscan & Roman Art History ART 2100 Life Drawing I 3 **ART 2740** Western Medieval Art History GROUP A (Select one of the following): **ART 2750** Romanesque and Gothic Art History ART 1810 Watercolor I **ART 2810** Northern Renaissance Art History ART 2110 Life Drawing II **ART 2820** Italian Renaissance Art History ART 3100 Advanced Drawing I **ART 2830** 17th Century Art History ART 3410 3 **Elementary Painting ART** ART 3510 **Elementary Printmaking** Modern Art History Electives, Select ONE ART 3 **ART 2910** Modern Art I (Europe and the Americas 1850-1920) GROUP B (Select one of the following): **ART 2930** Modern Art II (Europe and the Americas 1918-1968) ART 3200 The Hand Produced Book: Typography & Book Design **ART 2940** Contemporary Art History Since 1968 ART 3250 Patterned Paper ART 3 ART 3310 **Elementary Sculpture** ART 3530 **Papermaking** ART 3610 **Elementary Ceramics** MEDIA ARTS CONCENTRATION 21 hrs. ART 3 (Adviser Approved) Media Arts I ART 3000 ART 3120 Media Arts II ART 3140 CGI: Computer Generated Imagery I Video Art ART 3150 Students who complete a Metropolitan Community College degree ART 3160 Game Design As Art in: ART 3170 Digital Game Design Design, Interactivity & Media Arts (DIMA), **ART 3520** Photographic Digital Printmaking Photography Video/Audio Communications Arts upon successfully completing the Core Portfolio Review, can transfer ART 4010 Special Topics In Studio Art up to 15 semester hours of their specific MCC concentration Media Arts III ART 4130 coursework to be applied in the Media Arts Concentration area. ART 4140 CGI: Computer Generated Imagery II ART 4180 Advanced Digital Game Design ART 4190 Game Design Studio If transfer hours are accepted for the Media Arts Concentration **ART 4530** Art Internship area, additional hours to complete the requirement will be advanced UNO coursework selected in consultation with a UNO CFAM ART 3 adviser. ART 3

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