



Visualization Directed Electives

Listed below are the Visualization directed electives by category.

Category I: TRADITIONAL ARTS Electives

ARTS 305	Painting I
ARTS 308	Sculpture
ARTS 311	Black and White Photography
ARTS 353	Color Theory

Category II: NEW MEDIA Electives

ARTS 303	Graphic Design I
ARTS 304	Graphic Design II
ARTS 312	Advanced Photography
ARTS 325	Digital Painting
ARTS403	Graphic Design III
VIST 310	Photography for Vis.

Category III: COMPUTING/MATH Electives

MATH 304	Linear Algebra
VIST 370	Virtual Environments
VIST 372	Creating Digital Environments
VIST 374	Media Design and Development
VIST 474	Designing for the Web
VIST 470	Digital Rendering
VIST 472	Digital Compositing
VIST 486	Introduction to Game Design
VIST 487	Game Development

Students should select one of the following focus areas:

- A. *Animation/FX*
- B. *Gaming/Simulation*
- C. *Graphic Design*

Based on the focus area, electives should be selected from the three directed elective categories listed below.

Focus Area	Traditional Arts	New Media	Computing/Math
A. Animation/FX	Any course	Any course	VIST 372, 470 + 1 course
B. Gaming/Simulation	Any course	ARTS 325	VIST 486, 487 + 1 course
C. Graphic Design	Any course	ARTS 303, 304, 403	VIST 374 or 474