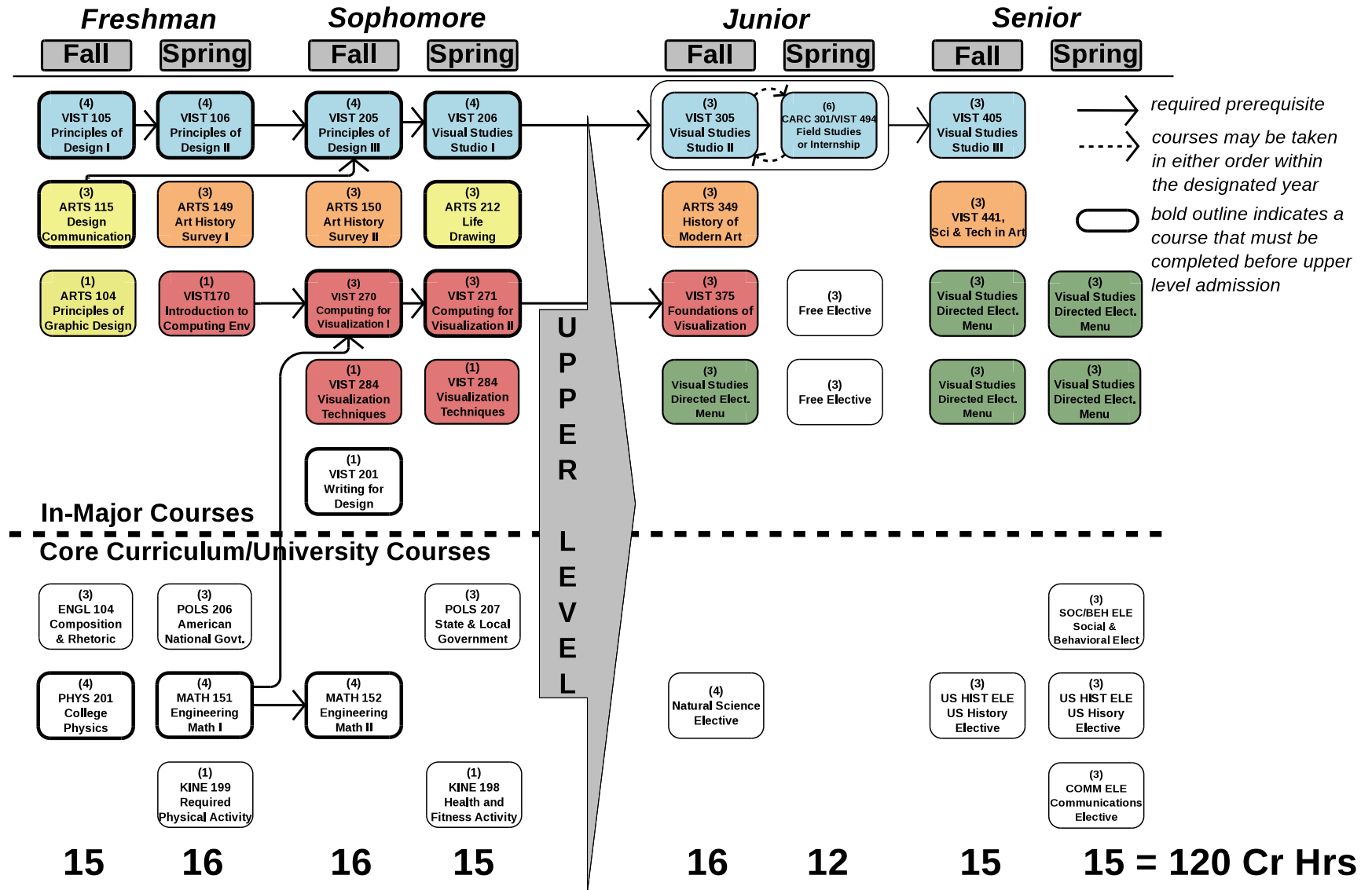


Bachelor of Science in Visualization



A grade of C or better must be made in all College of Architecture courses (ARCH, ARTS, CARC, ENDS, LAND, LDEV, PLAN and VIST) and in all optional course work. Students must also make a grade of C or better in a course used as an equivalent substitution for College of Architecture courses that satisfy degree requirements.

Students who meet the entrance requirements for the College of Architecture enter with lower level classification in Construction Science (COSL), Environmental Design (ENDL), Landscape Architecture (LANL) or Visualization(VISL). The lower level consists of University Core Curriculum requirements and introductory courses. Admission into the upper level, which consists of advanced work in the major field of study, will be based on the following criteria:

1. Students must have satisfactorily completed at least 60 hours of degree plan course work with a minimum GPR of 2.5 for those courses completed at Texas A&M University.
2. Students must have satisfactorily completed the following courses as part of the 60 hours of degree plan course work with a minimum of a 2.5 GPR for those completed at Texas A&M University.

| | | | |
|----------|----------------------------|----------|--------------------------------|
| ARTS 115 | Drawing for Visualization | VIST 205 | Principles of Design III |
| ARTS 212 | Life Drawing | VIST 206 | Visual Studies Studio I |
| MATH 151 | Engineering Mathematics I | VIST 201 | Writing for Design |
| MATH 152 | Engineering Mathematics II | VIST 270 | Computing For Visualization I |
| VIST 105 | Principles of Design I | VIST 271 | Computing For Visualization II |
| VIST 106 | Principles of Design II | PHYS 201 | College Physics |

Communication Elective (6 hours): Refer to Core Curriculum Requirements in the Undergraduate Catalog, #134.

Natural Science Elective (4 hours): Refer to Core Curriculum Requirements in the Undergraduate Catalog, #134.

Social & Behavioral Science Electives (3 Hours): Refer to Core Curriculum Requirements in the Undergraduate Catalog, #134.

History Electives (6 hours): Refer to Core Curriculum Requirements in the Undergraduate Catalog, #134.

Free Electives (6 hours):

Select two 3-hour courses not used elsewhere in the program. Both courses must be 300-400 level. If the International and Cultural diversity requirement is not satisfied by degree plan course work, students should select courses for the free elective that will satisfy this Core Curriculum requirement, Texas A&M University Undergraduate Catalog 134.

Visualization Directed Electives

Listed below are 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
ARTS 403 Graphic Design III
VIST 406 Visual Studies Studio IV

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 486 Introduction to Game Design
VIST 487 Game Development

Students should select one of the following focus areas:

- A. *Animation/VFX*
- 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 | I. Traditional Arts Electives | II. New Media Electives | III. Computing/Math Electives |
|------------------------------------|--------------------------------------|--------------------------------|--------------------------------------|
| A. <i>Animation/VFX</i> | any course | any course | VIST 372, 470 + 1 course |
| B. <i>Gaming/Simulation</i> | any course | ARTS 325 | VIST 486, 487 + 1 course |
| C. <i>Graphic Design</i> | any course | ARTS 303, 304, 403 | VIST 374 or 474 |