

FSU Art Dept. - BFA / BA Design

Suggested Course Sequences

& Areas of Emphasis guide

Updated Oct. 2007

All BFAs must complete at least 7 studio courses, and 3 art history courses

These sequences are optimized for focus, but students are welcome to mix & combine focus areas if they meet prerequisites, or by instructor permission.

Digital Foundations
Broad-based overview of contemporary digital arts including hands-on selected techniques

History & Theory of Design
Overview of major design evolution through history, primarily western. (ARH credit)

Print Design Focus

Graphic Design I
PSD Foundations, bytes, dpi, color space, codecs, senses vs. techology

Graphic Design II
Typography, symbol & image

Graphic Design III
Designed Objects, Installations, & Multimedia Campaigns

Adv. Wkshp:Print Projects
Poster, object, and packaging projects

Interactive Focus

Graphic Design I
PSD Foundations, bytes, dpi, color space, codecs, senses vs. techology

Graphic Design II
Typography, symbol & image

Web Design I
html, .css, rollovers, basics

Web Design II
Programming for artists

Animation I (fall only)
Time-based 2D/3D experimental projects

Animation Focus

Graphic Design I
PSD Foundations, bytes, dpi, color space, codecs, senses vs. techology

Animation I (fall only)
Time-based 2D/3D experimental projects

Vis. FX Fundamentals (fall only)
Time-based camera & special effects techniques

Animation II (spring only)
Character Animation, Intermediate techniques

Vis. FX Studio (spring only)
Film School collaborative FSU Special Effects Team

Advanced Workshops

Faculty driven topical workshops
(each faculty gives at least one per year)

Examples: Video Production, Physical Computing, Advanced Web Projects, Cross-Media Projects, Collaborative Design Projects, etc.

Cross-Disclipline Critique
Thesis Project Development - All Medias
Required for all BFA Design students before graduation exhibition

MFA/BFA Media Seminar
Critique/Lecture
Contemporary Design Topics

MFA/BFA Portfolio Development
web, video & print techniques