

BFA ART [GRAPHIC DESIGN]

by semester

**SEMESTER ONE**

Fundamentals of Drawing I	3
Fundamentals of 2-D Design: Design Elements	3
Computer Proficiency Lab	0
Collaboration Lab I: Integrated Production Workshop	2
Relativity First Year Experience	1
English Composition	3
Story: Mediums + Genre	2
Story: Mediums + Genre (Lab)	1
TOTAL 15	

SEMESTER TWO

Fundamentals of Drawing II	3
Introduction to Illustration I	3
Innovation and the Entrepreneur	3
Graphic Design I	3
American Cinema	3
TOTAL 15	

SEMESTER THREE

Fundamentals of 2-D Design: Color Theory	3
Fundamentals of 3-D Design: Maya	3
Fundamentals of Painting	3
Introduction to Statistical Analysis	3
Digital Marketing + Social Media	3
Collaboration Lab 2: Branding Digital Platforms	1
TOTAL 16	

SEMESTER FOUR

Fundamentals of Typography	3
Oral Communication	3
Graphic Design II	3
Art History: Art of the Western World I	3
Visual Imaging Tools	3
TOTAL 15	

SEMESTER FIVE

Fundamentals of Life Drawing	3
Web Programming I	3
Brand Marketing	3
Art History: Art of the Western World II	3
Physics	3
Collaboration Lab III: Program Driven Collaborations	1
TOTAL 16	

SEMESTER SIX

Pre-Press Production	3
History of Graphic Design	3
Anthropology	3
Sustainability and the Environment	3
[Elective]	3
TOTAL 15	

SEMESTER SEVEN

Senior Portfolio I	3
Motion Graphics II	3
Advanced Web Project I	3
Psychology	3
Advanced Content Management	3
Collab Lab IV: Web Series Development	1
TOTAL 16	

SEMESTER EIGHT

Senior Portfolio 2	3
Device/Technology Specific Programming	3
Advanced Web Project II	3
Collaboration Lab V: Industry Portfolio	1
Philosophy	3
In-Depth Illustrator	3
TOTAL 16	

124 TOTAL PROGRAM HOURS

* Students are encouraged to take one elective per semester as schedule permits.

Please note this schedule is subject to change. View the latest version of the catalog online at RelativitySchool.org/Catalog.