**REQUEST FOR ADDITION OF NEW COURSE**

**PROPOSED COURSE DESCRIPTION**

<table>
<thead>
<tr>
<th>Rubric &amp; No.</th>
<th>ART 4270</th>
<th>Title</th>
<th>Digital Art Studio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Short Title</td>
<td>DIGITAL ART STUDIO</td>
<td></td>
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<tr>
<td>Semester Hours of Credit</td>
<td>3</td>
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<tr>
<td>If combination course type, # hrs. of credit for</td>
<td>Lecture:</td>
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<tr>
<td>Repeat Credit Max. (if repeatable)</td>
<td>Credit hours: Graduate Credit? Yes</td>
<td>No</td>
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<tr>
<td>Credit will not be given for this course and:</td>
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<tr>
<td>Course Type (Indicate hours in the appropriate course type.)</td>
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<tr>
<td>Lecture</td>
<td>Lab</td>
<td>Seminar</td>
<td>Recitation</td>
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<tr>
<td>Maximum enrollment per section: (use integer, e.g. 25 not 20-30)</td>
<td>20</td>
<td></td>
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<tr>
<td>Grading System:</td>
<td>Letter Grade x</td>
<td>Pass/Fail</td>
<td>Final Exam:**</td>
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</table>

**Course Description:**

(Concisely catalog statement exactly as you wish it to appear in the General Catalog)

Digital Art Studio (3) Prereq.: permission of instructor. 6 hrs. studio. Advanced studio focused on the development of a large scale digital media project.

**BUDGET IMPACT (IF ANSWER TO ANY QUESTION IS "YES", ATTACH EXPLANATION.)**

If this course is approved, will additional staff be needed? Yes x No

Will additional space, equipment, special library materials or other major expense be involved? Yes x No

Academic Affairs Approval: 

(Date)

**ATTACHMENTS (ATTACH THE FOLLOWING TO YOUR PROPOSAL)**

JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?

SYLLABUS: Including 14 week outline of the subject matter; titles of text, lab manual, and/or required readings; grading scale and criteria

(For 4000-level, specify graduate student grading criteria if requirements differ for graduate and undergraduate students.)

**APPROVALS**

Department Faculty Approval Date | 12-13-16 | College Faculty Approval Date | 12-8-2017

Department Chair Signature: 

12/4/17

Graduate Dean Signature: 

1/30/18

College Dean Signature: 

1/14/18

Chair, FS C&C Committee: 

2/1/18

Academic Affairs Approval: 

7/2/18

College Contact: 

E-mail:
ART 4270 Digital Art Studio Justification

ART 4270 will enable students to begin their "senior" projects during their 7th semester in order for them have a full year to work on a capstone project instead of the 1 semester they have now. This class will be focused on the conceptualization and pre-production stage of a large-scale group-based digital art project such as an animated short, game, or interactive art piece. Lectures will be given on the digital media pipeline, strategies for visual-development, ideation, project management, and portfolio creation. The full year gives students ample time to bring their work to a level suitable for potential employment. Historically, this has been an issue as year-long capstones are typical in many other Digital Art programs due to the large amount of time needed for pre-production tasks such as screenwriting and visual development, technical issues, and the collaborative nature of digital art production. Consequently, LSU's digital art student capstone projects are not as developed as other similar programs across the country. The proposed ART 4270 addresses this issue.

Justification for No Final Exam
The learning methods for the Digital Art Studio are discussion and critique of creative works as well as written, multimedia and oral presentations developed over the course of the semester. Coursework is evaluated throughout the semester which culminates in a final project; there is no final exam style evaluation.
LOUISIANA STATE UNIVERSITY

Digital Art Studio  
Fall 2017

<table>
<thead>
<tr>
<th>Course Number</th>
<th>ART 4270</th>
<th>Section Number</th>
<th>01</th>
</tr>
</thead>
<tbody>
<tr>
<td>Room</td>
<td>Art Building 330</td>
<td>Class Time</td>
<td>MW 12:30 - 3:20</td>
</tr>
<tr>
<td>Faculty</td>
<td>Derick Ostrenko</td>
<td>Office Location</td>
<td>Art Building 321b</td>
</tr>
<tr>
<td>Office Hours</td>
<td>MF 9:30 - 11:00</td>
<td>Email</td>
<td><a href="mailto:dostrenko@lsu.edu">dostrenko@lsu.edu</a></td>
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</table>

Course Description

This course is an advanced studio focused on the development of a large scale digital media project. It combines 3d modeling, animation, compositing, and storytelling. Students will be expected to create an animated short or narrative driven interactive experience either individually or in small groups. The class will explore traditional narrative arcs including: exposition, rising action, climax, falling action, and resolution in addition to learning how when to break from the mold and take on more experimental structures for storytelling. After crafting production schedules, outlines, stories and scripts students will move on to develop concept art, characters, and environments in order to start the process of modeling, layout, animations, and lighting. By the end of the course students should have an animation or game "pitch book" and teaser to be used for further development in ART 4290 Digital Art Synthesis the following semester.

Learning Outcomes

After completing this course students will be able to...

- Technical Competencies
  - Take advantage of ideation techniques to refine a digital media idea.
  - Conceptualize a story and develop an outline or script.
  - Use storyboards to communicate a narrative.
  - Produce vocal tracks for lip sync work.
  - Create a 2D animatic that represents a 3D animation.
  - Utilize motion capture to speed up the animation process.
  - Manage a small scale animation project and team members.
  - Manage the necessary data for a complex digital media project.
  - Create a 3D animatic complete with camera and animation blocking.

- General Competencies
  - Analyze and incorporate historical and contemporary ideas and strategies across various digital genres.
  - Speak and write effectively through medium-specific writing forms and speaking exercises.
  - Develop innovative, artistically and culturally relevant projects through a process of idea formulation, planning, researching, experimenting, producing, seeking feedback, and refining.
  - Work efficiently through adopting collaboration, project management and workflow skills.
Methods of Instruction

- Exercises that are due at the end of each class.
- Homework that is due at the beginning of each class.
- Lectures that open each new topic to provide a creative context within each unit.
- Tutorials and lab Instruction focused on developing technological craft.
- Individual meetings and in-class work time.
- Readings and accompanying discussions.
- Critiques during and after each unit project.

Methods for Assessment

- Course Grading Rubric
  - Development Assignment 20%
  - Pre-production Assignment 20%
  - Production Assignment 20%
  - Portfolio 20%
  - Final Project 20%

- Unit Project Grading Rubric
  - Creative Direction 25%
    - Is your project original or innovative? Can the class hold a discussion about it?
  - Design and Intent 25%
    - How well did you execute your aesthetic choices? Do they help achieve your desired result?
  - Conceptual Approach 25%
    - Is your project historically, culturally, theoretically relevant? What is the context? What is the backstory?
  - Technical Mastery 25%
    - How far have you pushed yourself with the pertinent technology? How ambitious is the project? Do you understand the tools you are working with?

- Grading Scale
  - A+ (100 - 97), A (96 - 93), A- (92 - 90)
    - The letter grade A, including A+ and A-, denotes distinguished mastery of the course material.
  - B+ (89 - 87), B (86 - 83), B- (82 - 80)
    - The letter grade B, including B+ and B-, denotes good mastery of the course material.
  - C+ (79 - 77), C (76 - 73), C- (72 - 70)
    - The letter grade C, including C+ and C-, denotes acceptable mastery of the course material.
  - D+ (69 - 77), D (66 - 63), D- (62 - 60)
    - The letter grade D, including D+ and D-, denotes minimally acceptable achievement.
  - F (59 - 0)
    - F denotes failure.

Course Schedule

Week 1 - 4: Development Assignment
During this phase you will be expected to create a pitch book with the following items:
• Conceptualize the Story
  o Logline and short description of project. See here for examples: https://goo.gl/3tzB2R.
• Outline / Script
  o Create an outline or script.
• Character Designs
  o Create thumbnail sketches.
• Concept Images
  o Create complete scenes establishing a look and feel.
• Reference Materials
  o Collect sources of inspiration.
• Team
  o Contact Information and Roles of each member on your team. See the following for a description of roles: http://creativeskillset.org/job_roles.
• Storyboard
  o Draw each scene and shot with a short description beneath it.
• Data Management
  o Figure out where everything will be saved and a naming schema.


Week 5 - 8: Pre-production Assignment
During this phase, your will be expected to create the following:

• Vocal Tracks
  o Record voice over.
• 2D Animation
  o Animate your storyboards.
• Modeling
  o Model your characters and environments
• Materials & Textures
  o Apply materials and textures to your model.
• Character Rigging
  o Rig your characters.
• Motion Capture and Animation Tests
  o Make sure your rig works.
• Pre-Visualization
  o Test out renders

Create a new folder under your project called "02-preproduction." Create a new folder for each of the above items here.

Week 9 - 12: Production Assignment
During this phase, you will be expected to do the following:

• Camera Blocking
  o Place your virtual cameras in each scene.
• Animatic Animation Blocking
  o Rough out your character animations. Have keys for each of your character poses.
• Animatic Polishing
  o Use simple tweens to check timing of your animation
• Animation and Motion Capture
- Start animating your characters and scenes.
  - Trailer / Teaser Creation
    - Compile the work you've done so far into a small teaser or trailer.

Create a new folder under your project called "03-production." Create a new folder for each of the above items here.

**Week 13 - 15: Portfolio Development**
At the end of this course you will also be expected to create an online portfolio with the following elements:

- Personal Statement
- Project Statement
- Final Project Documentation
- Documentation of 3 past projects
- Resume or CV

**Outside Lectures**
During this class, you are expected to attend at least one outside lecture sponsored by one of the following departments: School of Art, College of Art & Design, or Center for Computation and Technology. If there is a relevant lecture outside of one these departments check with the instructor beforehand if it will count. Upload a picture of yourself in attendance at the lecture.

**Project Policies**

- Late work will have 10 percentage points deducted right-away and 10 more for every 24-hours it is not turned in. **You must email the Instructor if you turn work in late otherwise you will receive a 0.**
- If you are not present during a critique of an homework, exercise, or unit assignment you will receive a 0. See LSU PS-22 for valid excuses.
- All video assignments should be uploaded to Moodle as H.264 2 - 5 Mbps encoded video files.
- All course work must be original to this class. No work or project components may be used for this course and another unless approved by the Instructors of both classes.

**Resources**

- **Software**
  - Pixologic ZBrush
    - Available in Design 217 and Art Building 330
  - Autodesk (Free: [http://students.autodesk.com](http://students.autodesk.com))
    - Maya
    - Mudbox
    - Motionbuilder
- **Class Website**
  - [http://moodle.lsu.edu](http://moodle.lsu.edu)
- **File Server Access**
  - Mac: smb://desn-knox.lsu.edu
  - PC: \\desn-knox.lsu.edu\DigitalArt
    - Instructions here: [https://goo.gl/szOmxq](https://goo.gl/szOmxq)
- **Facilities & Equipment**
  - [The CxC Design Studio](http://moodle.lsu.edu)
• This is a valuable resource to add CoAD students. Students should use
the studio to help prepare for critiques, integrating content into
portfolios, and assisting with any writing done in the course.
  o Art Building Room 330, 108, and 106a (24-hours)
  o Have your ID card scanned by the Art Office for access.
  o Equipment List: https://goo.gl/kKVadJ
  o CADGIS Hours
    ▪ 8:30 - 8 M-Th
    ▪ 8:30 - 6 F
    ▪ Saturdays Closed
    ▪ Sundays 12pm - 6pm
• Other Resources
  o College Student Insurance for equipment checked out from CxC
  o CxC Equipment Checkout Form
  o Past Student Work
  o Travel Insurance Form
• Maya Tutorials
  o 1hr: https://goo.gl/5y3Anq
  o 3hr: https://goo.gl/cYkPHg
  o 11hr: https://goo.gl/pMLXP8
• Learning Resources
  o Lynda Video Tutorials (Free with LSU email)
  o Digital Tutors Video Tutorials (Free with LSU email)
• Inspiration
  o http://polycount.com
  o http://www.cg society.org
  o https://www.artstation.com
  o http://www.deviantart.com
  o http://www.gameartisans.org
  o http://tech-artists.org
  o http://www.3dtotal.com
  o https://www.behance.net
• Textures
  o http://cgtextures.com
  o http://www.3d.sk
  o http://dirtytexel.com
  o http://handpaintedtextures.com
  o http://gametextures.com

Presence and Participation

"Class attendance is the responsibility of the student. The student is expected to attend all
classes. A student who finds it necessary to miss class assumes responsibility for making up
examinations, obtaining lecture notes, and otherwise compensating for what may have been
missed. The course instructor will determine the validity of a student's reason(s) for absences
and will assist those students who have valid reasons." - LSU PS-22

• Please see the full LSU Policy Statement for a list of valid reasons that you might be
  late or absent: http://sites01.lsu.edu/wp/policiesprocedures/policies-procedures/22/.

Expectations

LSU's general policy states that for each credit hour, you (the student) should plan to spend at
least two hours working on course related activities outside of class. Since this course is for
three credit hours, you should expect to spend a minimum of six hours outside of class each
week working on assignments for this course. For more information see:

Notes

- This syllabus is a working document and is subject to change. It will be posted on the class website where any changes will be published if they do occur. Students will be notified in class of any modifications.
- Please backup your work. Please use an external hard drive or online service like Backblaze to keep your work safe especially if you are working in the school labs. You should expect all lab hard drives to be wiped clean each semester.
REQUEST FOR ADDING, CHANGING, SUSPENDING
OR DROPPING AN
UNDERGRADUATE CONCENTRATION

Department: School of Art
College: College of Art and Design
Name of Concentration: Digital Art
Name of Curriculum/Major: Studio Art
Type of Degree: B.F.A.

Date: 8/28/17

Has this change been discussed with and approved by all departments/colleges affected? Yes ( ) No ( ) N/A (X)

ATTACH JUSTIFICATION for all actions: Use separate sheet.
ATTACH RESPONSE from any departments affected [i.e. any department whose course(s) are to be added.]
ATTACH FORM D ADDENDUM for all new concentration or changes involving General Education courses.

ACTION (check appropriate box):

( ) ADDING: The entire new concentration, by semester, must be typed on plain sheets and attached to Form E.
(See sample layout attached.)
( X ) CHANGING: Regardless if all semesters of a concentration are to be changed or only parts, the present and proposed (eight-semester) recommended path should be attached on separate pages. On the Present recommended path, use strikeout and on the Proposed recommended path, highlight areas to identify deletions and additions. Do not use boldface to designate changes as boldface is reserved for critical requirements within the recommended path. Explain all changes adequately on attachment.
( ) SUSPENDING: Provide an adequate explanation for suspending the concentration on plain sheets and attach.
( ) DROPPING: Provide an adequate explanation for dropping the concentration on plain sheets and attach.

CONCENTRATION

<table>
<thead>
<tr>
<th>PRESENT</th>
<th>PROPOSED</th>
</tr>
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<tbody>
<tr>
<td>Total semester hours in current concentration:</td>
<td>120</td>
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</table>

APPROVALS:
Department Faculty Approval Date: 12/13/16

Department Chair’s Signature: 
(Date): 12/4/17
Chair, FS C & C Committee: 
(Date): 1/14/18

College Faculty Approval Date: 12/3/17

College Dean’s Signature: 
(Date): 1/4/18

Academic Affairs Approval: 
(Date): 7/2/18

College/Division/Department Contact: 
Contact E-mail: 
## GENERAL EDUCATION REQUIREMENTS

When a department adds a new curriculum or makes changes in an existing one, a Form D Addendum must also be submitted. This form is simply a list of those courses in the curriculum that satisfy the General Education requirement. Include course rubric, number, and credit hours when curricula differ from the default values. Indicate the curriculum semester for all General Education courses.

<table>
<thead>
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<th>General Education Requirement</th>
<th>Course(s)</th>
<th>Credit Hours</th>
<th>Curriculum Semester</th>
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<tbody>
<tr>
<td>English Composition (6 hrs.)</td>
<td>ENGL 1001 or 1004</td>
<td>3</td>
<td>(x) 1&lt;sup&gt;st&lt;/sup&gt; (x) 8&lt;sup&gt;th&lt;/sup&gt;</td>
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<td>ENGL 2000</td>
<td>3</td>
<td>(x) 2&lt;sup&gt;nd&lt;/sup&gt; (x) 8&lt;sup&gt;th&lt;/sup&gt;</td>
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<td>(x) 3&lt;sup&gt;rd&lt;/sup&gt; (x) 7&lt;sup&gt;th&lt;/sup&gt; (x) 4&lt;sup&gt;th&lt;/sup&gt; (x) 8&lt;sup&gt;th&lt;/sup&gt;</td>
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<tr>
<td>Analytical Reasoning (6 hrs.)</td>
<td>General Education analytical reasoning course (from mathematics department)</td>
<td>3</td>
<td>(x) 1&lt;sup&gt;st&lt;/sup&gt; (x) 5&lt;sup&gt;th&lt;/sup&gt;</td>
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<td>(At least 3 hours credit must be from a MATH course.)</td>
<td>General Education analytical reasoning course</td>
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<td>Arts (3 hrs.)</td>
<td>General Education arts course</td>
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<td>Humanities (9 hrs.)</td>
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<td>General Education humanities course</td>
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<td>Natural Sciences (9 hrs.)</td>
<td>General Education natural science course sequence</td>
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<td>(x) 1&lt;sup&gt;st&lt;/sup&gt; (x) 8&lt;sup&gt;th&lt;/sup&gt;</td>
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<td>(If 2 course sequence is taken in the physical sciences, the additional 3 hour course must be from the life sciences, and vice versa.)</td>
<td>General Education natural science course</td>
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<tr>
<td>Social Sciences (6 hrs.)</td>
<td>General Education social science course</td>
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<td>(At least three hours at the 2000-level.)</td>
<td>General Education social science course (2000-level)</td>
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</table>
PRESENT

CRITICAL REQUIREMENTS

SEMESTER 1: "C" or better in ART 1011/ART 1008 and ART 1447/ART 1447; 2.0 Cumulative, LSU and Semester GPA.
SEMESTER 2: "C" or better in ART 1360 and ART 2060; 2.0 Cumulative, LSU and Semester GPA.
SEMESTER 3: "C" or better in ART 2220 and ART 2855; 2.0 Cumulative, LSU and Semester GPA.
SEMESTER 4: "C" or better in ART 2330 and ART 3998; 2.0 Cumulative, LSU and Semester GPA.
SEMESTER 5: "C" or better in ART 2340; 2.0 Cumulative, LSU and Semester GPA.

Recommend taking Summer Term or Intersession classes to reduce semester loads.

Studio Art Foundations (24 Credits) - For the Digital Art and Graphic Design concentration, foundation courses are comprised of a total of eight courses (24 credits). Four of these courses are required for all students in the School of Art: ART 1011, ART 1012, ART 1360, and ART 1847. Another four courses should be selected from the following, with the student's future concentration in mind: ART 1447, ART 1849, ART 1849, ART 2060, ART 2855, ART 2330, and ART 2340. Please find course descriptions in the General Catalog under "COURSE SEARCH." ART, and review the degree path for each concentration you are considering.

1 - Required for the graphic design concentration
2 - Required for the digital art concentration

Studio Art Electives (6-8 credits):

Art History Requirements (15 credits) — Three credits of ARTH 1440 or ARTH 1441, ARTH 2470, and ARTH 1440 or ARTH 1441 or 2000 level or above, and six credits above 4000.

General Electives (3 credits)

General Education Requirements — Thirty-nine hours of general education courses must be completed as required by the university.

RECOMMENDED PATH

Semester 1

CRITICAL: "C" or better in ART 1441/ART 1008 and ART 1447/ART 1010; 3.0 Cumulative, LSU and Semester GPA.
- ART 1011 Two-Dimensional Design (3)
- ART 1012 Three-Dimensional Design (3)
- ART 1847 Drawing and Composition (3)
- ARTH 1440 Historical Survey of the Arts (3)
- ARTH 1441 Historical Survey of the Arts (3)
- ENGL 1001 English Composition (3)
Total Semester Hours: 15

Semester 2

CRITICAL: "C" or better in ART 1360 and ART 2060; 3.0 Cumulative, LSU and Semester GPA.
- ART 1360 Introduction to Printmaking (3)
- ART 1848 Beginning Figure Drawing (3)
- ART 2050 Digital Art I (3)
- ARTH 2470 Survey of Modern to Contemporary Art (3)
- General Education Course - Analytical Reasoning (from Mathematics Department) (3)
Total Semester Hours: 16

Semester 3

CRITICAL: "C" or better in ART 2220 and ART 2855; 2.0 Cumulative, LSU and Semester GPA.
- ART 2851 Typography for Visual Communications (3)
- ART 2220 Moving Image (3)
- ART 2995 Basic Photography (3)
- ARTH 1440 or ARTH 1441 or Art History course (2000-level or above) (3)
- General Education course - Analytical Reasoning (3)
Total Semester Hours: 15

Semester 4

CRITICAL: "C" or better in ART 2330 and ART 3998; 2.0 Cumulative, LSU and Semester GPA.
- ART 2230 Virtual Space (3)
- ART 2360 Intermediate Printmaking (3)
- ENGL 2000 English Composition (3)
- General Education course - Social Sciences (3)
- ART 1681 Introduction to Ceramics: Handbuilding (3)
- ART 1702 Introduction to Sculpture (3)
- ART 1849 Introduction to Painting (3)
Total Semester Hours: 15

Semester 5

CRITICAL: "C" or better in ART 2310; 3.0 Cumulative, LSU and Semester GPA.
- ART 2310 Creative Coding (3)
- ART 4230 Virtual Space and Motion (3)
- Art History Course (4000-level) (3)
- General Education course - Humanities (3)
- General Education course - Natural Sciences (3)
Total Semester Hours: 15

Semester 6

- ART 4220 Advanced Moving Image (3)
- ART 3393 Digital Printmaking (3)
- ART 3996 Digital Color Photography I (3)
- General Education Course - Natural Sciences Sequence (3)
- General Education Course - Social Sciences (3000-level) (3)
Total Semester Hours: 15

Semester 7

- ART 4240 Topics in Digital Art (3)
- ART 4381 Digital & Alternative Print Media (3)
- ART 4996 Digital Color Photography II (3)
- Art History Course (4000-level) (3)
- Studio Art Elective (3)
- General Education Course - Humanities (3)
- General Education Course - Natural Sciences (3)
Total Semester Hours: 16
Semester 8

- ART 4240 Topics in Digital Art (3) or
- ART 4280 Digital Art Practicum (3)

- ART 4280 Digital Art Synthesis (3)
- Studio Art Elective (3)
- General Education course - Humanities (3)
- General Elective (3)

Total Semester Hours: 15

120 Total Sem. Hrs.

1. For General Education Natural Sciences, both physical & life sciences must be taken: six hours in a physical/life science sequence, three hours in an area (phys/life) not previously selected.
PROPOSED

CRITICAL REQUIREMENTS

SEMESTER 1: "C" or better in ART 1011/ART 1008; 2.0 Cumulative, LSU and Semester GPA.
SEMESTER 2: "C" or better in ART 1847/ART 1010; 2.0 Cumulative, LSU and Semester GPA.
SEMESTER 3: "C" or better in ART 2050; 2.0 Cumulative, LSU and Semester GPA.
SEMESTER 4: "C" or better in ART 2220; 2.0 Cumulative, LSU and Semester GPA.
SEMESTER 5: "C" or better in ART 2230; 2.0 Cumulative, LSU and Semester GPA.

Recommend taking a Summer Internship (ART 4280 Digital Art Practicum) to reduce semester loads.

Studio Art Foundations (24 Credits) – For the Digital Art concentration, foundation courses are comprised of a total of eight courses (24 credits). Six of these courses are required: ART 1011, ART 1012, ART 1360, ART 1847, ART 1848, ART 2050, and ART 2995. An additional course is selected from the following: ART 1661, ART 1702, and ART 1849.

Approved Path Electives (6 credits) – Students must choose one of the paths available and complete 6 credits from the courses listed. Elective path choices and course options are available on the School of Art Website or from an academic advisor in the College of Art and Design.

Approved Electives (3 credits) – A list of approved electives can be obtained from the School of Art website or from an academic advisor.

Art History Requirements (12 credits) – Three credits of ARTH 1440 or ARTH 1441, ARTH 2470, and ARTH 1440 or ARTH 1441 or 2000 level or above, and three credit hours above 4000.

General Electives (3 credits)

General Education Requirements – Thirty-nine hours of general education courses must be completed as required by the university.

RECOMMENDED PATH

Semester 1

CRITICAL: "C" or better in ART 1011/ART 1008 and; 2.0 Cumulative, LSU and Semester GPA.
- ART 1011 Two-Dimensional Design (3)
- ART 1012 Three-Dimensional Design (3)
- ART 1847 Drawing and Composition (3)
- ARTH 1440 Historical Survey of the Arts (3) or ARTH 1441 Historical Survey of the Arts (3)
- ENGL 1001 English Composition (3)

Total Semester Hours: 15

Semester 2

CRITICAL: "C" or better in ART 1847/ART 1010; 2.0 Cumulative, LSU and Semester GPA.
- ART 1360 Introduction to Printmaking (3)
- ART 1848 Beginning Figure Drawing (3)
- ART 2050 Digital Art I (3)
- ARTH 2470 Survey of Modern to Contemporary Art (3)
- General Education Course - Analytical Reasoning (from Mathematics Department) (3)

Total Semester Hours: 15

Semester 3

CRITICAL: "C" or better in ART 2050; 2.0 Cumulative, LSU and Semester GPA.
- ART 2210 Creative Coding (3)
- ART 2220 Moving Image (3)
- ART 2995 Basic Photography (3)
- ARTH 1440 or ARTH 1441 or Art History course (2000-level or above) (3)
- General Education course - Analytical Reasoning (3)

Total Semester Hours: 15

Semester 4

CRITICAL: "C" or better in ART 2220; 2.0 Cumulative, LSU and Semester GPA.
- ART 2230 Virtual Space (3)
- ART 2551 Typography for Visual Communications (3)
- ENGL 2000 English Composition (3)
- General Education course - Social Sciences (3)
- ART 1661 Introduction to Ceramics: Handbuilding (3) or ART 1762 Introduction to Sculpture (3) or ART 1849 Introduction to Painting (3)

Total Semester Hours: 15

Semester 5

CRITICAL: "C" or better in ART 2230; 2.0 Cumulative, LSU and Semester GPA.
- ART 4230 Virtual Space and Motion (3)
- Art History Course (4000-level) (3)
- Approved Path Elective
- ART 2360 Intermediate Printmaking (3)
- General Education course - Natural Sciences (3)

Total Semester Hours: 15

Semester 6

- ART 4220 Advanced Moving Image (3)
- Approved Path Elective (3)
- General Education course - Humanities (3)
- General Education Course - Natural Sciences Sequence (3)
- ART 2392 Digital Printmaking (3) or ART 3996 Digital Color Photography I (3)

Total Semester Hours: 15

Semester 7

- ART 4240 Topics in Digital Art (3)
- ART 4270 Digital Art Studio (3)
- Approved Elective (3)
- General Education Course - Humanities (3)
- General Education Course - Natural Sciences (3)

Total Semester Hours: 15

Semester 8

- ART 4290 Digital Art Synthesis (3)
- Approved Path Elective (3)
- General Elective (3)
- General Education course - Humanities (3)
- General Education Course - Social Sciences (2000-level) (3)

Total Semester Hours: 15

120 Total Sem. Hrs.

1 - For General Education Natural Sciences, both physical & life sciences must be taken: six hours in a physical/life science sequence, three hours in an area (phys/life) not previously selected.
Digital Art Concentration Change Justification

The School of Art BFA Digital Art concentration needs to be modified to stay current with industry trends and shifting expectations for new graduates entering the workforce. Each change is described below in the order that they appear on the included proposed curriculum sheet.

1. The critical requirements have been adjusted to better reflect what is most important for students to complete during the first 5 semesters.
2. The description for the Studio Art Foundations category has been changed so that it more clearly describes the digital art concentration.
3. Nine credits of "Approved Path Electives" have been added to the curriculum to enable students to develop skills within a focused area that aligns with their unique aspirations within Digital Art.
4. The description of Approved Electives has been added to describe where students can find what classes count towards this category: "Approved Electives (3 credits) – A list of approved electives can be obtained from the School of Art website or from an academic counselor."
5. In Semester 3, ART 2210 Creative Coding has been added to expose students to concepts in coding earlier so that they have more opportunities to put them to use. This caused ART 2551 and ART 2360 to be moved later in the curriculum path.
6. In Semester 6, ART 4996 Digital Color Photography I and ART 2392 Digital Printmaking have been made into a choice of one or the other. They have been combined to make room for the addition of "Approved Elective(s)."
7. In Semester 7, ART 4391 Digital & Alternative Print Media and ART 4996 Digital Color Photography II have been removed so that students can take ART 4270 Digital Art Studio. 4391 and 4996 are only removed from the Digital Art concentration and remain as choices in other School of Art concentrations. This is a new course focused on preparing students for their senior project course - ART 4290 Digital Art Synthesis - taken in semester 8. The justification for the courses creation is with the request for course creation paperwork.
8. In Semester 8, a General Education Social Sciences course was swapped in for ART 4240 so that students weren’t taking on too many new techniques without a chance to apply them during their senior project course.

Summary of New and Removed Courses

<table>
<thead>
<tr>
<th>Removed Courses</th>
<th>New Courses</th>
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<tbody>
<tr>
<td>ART 3996 Digital Color Photography</td>
<td>ART 2392 / ART 3996</td>
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<tr>
<td>ART 2392 Digital Printmaking</td>
<td>Approved Elective</td>
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<tr>
<td>Art History Course (4000-level)</td>
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<td>Studio Art Elective</td>
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<tr>
<td>ART 4391 / 4996 / 4240</td>
<td>ART 4270 Digital Art Studio</td>
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