EDINBORO UNIVERSITY OF PENNSYLVANIA
CURRICULUM REQUIREMENTS
Bachelor of Fine Arts (BFA) - Major: Applied Media Arts
Concentrations: Cinema (Traditional Animation, Computer Animation, Film & Video) (0393)

Student: @ ID: @ Term: ________

I. GENERAL EDUCATION (45 SH)

A. Skills ........................................... (12 SH)
   ENGL101 College Writing Skills 3
   ENGL102 Writ/Research 3
   MATH104 Finite Mathematics or higher 3
   Discipline-specific computer competency course.
   Fulfilled by required Cinema course 3

B. Core ........................................... (21 SH)
   1. Artistic Expression (3 SH)
      Fulfilled by required course ARHI105 3
   2. World Civilizations (3 SH)
   3. American Civilizations (3 SH)
   4. Human Behavior (3 SH)
   5. Cultural Diversity & Social Pluralism (3 SH)
   6. Ethics (3 SH)
   7. Natural Science (3 SH)

C. Distribution ................................. (12 SH)
   1. Humanities and Fine Arts (3 - 6 SH)
   2. Social & Behavioral Sciences (3 - 6 SH)
   3. Natural Science and Mathematics (3 - 6 SH)

   Six (6) semester hours with the same prefix in one area of Distribution and three (3) semester hours in each of the other two areas of Distribution are required.

   NOTE: All twelve (12) semester hours in Distribution must be 300 level or higher

THIS IS NOT AN OFFICIAL TRANSCRIPT OF RECORD

II. REQUIRED ART COURSES (21 SH)

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<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>SH</th>
<th>Grade</th>
<th>Date</th>
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<tbody>
<tr>
<td>ART 101</td>
<td>Two-Dimensional Design</td>
<td>3</td>
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<tr>
<td>ART 102</td>
<td>Three-Dimensional Design</td>
<td>3</td>
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<tr>
<td>ART 103</td>
<td>Four-Dimensional Design</td>
<td>1.5</td>
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<td>ART 105</td>
<td>Color</td>
<td>1.5</td>
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<tr>
<td>ART 106</td>
<td>Drawing I</td>
<td>3</td>
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<tr>
<td>ART 107</td>
<td>Drawing II</td>
<td>3</td>
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<tr>
<td>ART 251</td>
<td>Photography I</td>
<td>3</td>
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<td>ART 256</td>
<td>Introduction Graphic Design</td>
<td>3</td>
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<td>ART 267</td>
<td>Film &amp; Video Production I*</td>
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OR
ART 268 Beginning Animation

*These courses may be used to satisfy Computer Competency requirement under General Education Skills section.

III. APPLIED MEDIA ARTS CONCENTRATIONS (21 SH)

CINEMA
ART 267 Film and Video Production I

OR
ART 268 Beginning Animation 3
ART 347 Computer Animation I 3

Traditional Animation Track
ART353 Intermediate Animation 3
ART353 Intermediate Animation 3
ART466 Advanced Animation 3
ART466 Advanced Animation 3

Computer Animation Track
ART348 Computer Animation II 3
ART353 Intermediate Animation 3
ART461 Adv. Computer Animation I 3
ART462 Adv. Computer Animation II 3

Film & Video Track
ART367 Intermed Film & Video Prod. 3
ART367 Intermed Film & Video Prod. 3
ART467 Advanced Film & Video Prod. 3
ART467 Advanced Film & Video Prod. 3

Cinema Elective
3

IV. STUDIO ART ELECTIVES (6 SH)

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<th>SH</th>
<th>Grade</th>
<th>Date</th>
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<tbody>
<tr>
<td>ART</td>
<td>(Select from ART 221 or ART 231)</td>
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(Select from ART211, ART216, ART226, ART236 or ART241)

- Continued on Reverse -

(Revised: April 2009; Approved: June 2009)
(Effective: Fall 2009; Printed June 2012)
V. ART HISTORY/THEORY (3-9 SH)

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<tbody>
<tr>
<td>ARHI105</td>
<td>Overview of Art History</td>
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<td>ARHI***</td>
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**Credits are recorded in the General Education section.
***Recommend to select from courses approved for Distribution 1.

NOTE: Nine (9) semester hours in Art History/Theory must be 300 level or higher.

VI. ART ELECTIVES (Intern, ARED, ARHI, or ART) (15 SH)

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NOTE: Nine (9) semester hours in Art Electives must be 300 level or higher.

VII. FREE ELECTIVES (3-9 SH)

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(ENG 301 Creative Writing is recommended)

TOTAL# (120 SH)

#Note: At least 42 semester hours must consist of advanced coursework

NOTE: All credits earned in free electives must be 300 level or higher.

Note: Six (6) concurrent credits (one year’s work in one term) in ART353, ART367, ART466 or ART467 are rare exceptions and must be approved by the chairperson of the Art Department. The six credits are allowed only when the student’s graduation may be affected or for a unique circumstance.