

**Bachelor of Fine Arts
Industrial Design Concentration
2004-2005**

Student Name: _____

Student ID Number: _____

Entry Date (into Art Program): _____

Use this form in conjunction with your Program Plan. **Check the number of credits** you need for each selective and general education area. You should have a total of **124 credits** to graduate.

Semester 1

- ART-100 Drawing I 3
- ART-101 Fundamentals of Design 3
- ARTH-223 Survey of Art: Ancient to Medieval 3
- CADD-112 Principles of Engineering Drawing 3
- ENGL-101 Freshman English - Composition 3
- SPCOM-100 Fundamentals of Speech 2

Semester 2

- ART-200 Drawing II 3
- ART-103 Design 3
- ARTH-224 Survey of Art: Renais.to 20th Cent. 3
- ENGL-102 Freshman English - Reading 3
- _____ Analytic Reasoning
- _____ Health/Physical Education

Semester 3

- ART-211 Sculpture I 3
- DES-200 Design Theory & Methods 3
- DES-205 Presentation Techniques 3
- MFGT-110 Material & Mftg Processes I 3
- _____ Analytic Reasoning
- _____ Health / Physical Education

Semester 4

- DES-220 Computer Imagery 3
- DES-231 ID Method, Analys. & Visualization 3
- DES-232 Human Body & Form 3
- MFGT-202 or 204 Welding & Casting or Polymer Process 3
- _____ Humanities & the Arts

Mid-Program Review

Semester 5

- ART-_____ Art Studio Selective
- CADD-466 3D Computer Model & Rendering 3
- DES-310 Graphic Design I 3
- DES-331 Human Interface & Interact 3

- _____
- _____ Social & Behavioral Sciences

Semester 6

- ART-_____ Art Studio Selective
- ARTH-319 Evolution of Design 3
- DES-332 Art & Science of Production 3
- DES-333 Professional Practice 1
- _____ Natural Sciences (with Lab)
- _____ Technology

Semester 7

- ART-_____ Art Studio Selective
- ARTH-_____ Art History Elective
- _____ Humanities & The Arts
- _____ Social & Behavioral Sciences
- DES-431 System, Environment & Contextor

Semester 8

- ART-_____ Art Studio Selective
- _____ Humanities & the Arts
- _____ Social & Behavioral Sciences
- _____ General Education Elective
- DES-432 Theory, Society & Application 3

Design Studio Selective Requirements (9 credits):

Course Number	Course Name	Credits	Semester

Art Studio Selective Requirements (12 credits):

Course Number	Course Name	Credits	Semester

Art History Selective Requirement (3 credits):

Course Number	Course Name	Credits	Semester

Courses to Complete Ethnic Studies Requirement:

Course Number	Course Name	ES Level (Circle)	A	B	C
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

How will you meet the Global Perspectives requirement?

- Foreign Language _____
- Study Abroad; Country: _____
- Course: _____

When do you expect to graduate?

Semester	Year

List classes you hope to take next semester:

Course Number	Course Name	Credits

To the best of my understanding, this information accurately represents my progress toward completing my degree.

Student signature _____ Date _____

Advisor Signature _____ Date _____

Student ID _____
Entry Date (into Art Program) _____

Student Name _____
Student's Major/Concentration _____

Advisement Day Form _____
Advisement Date _____

Program Requirements

- | | |
|--|---|
| <p>A. Students must fulfill the Ethnic Studies and Global Perspective requirements according to UW-Stout's criteria.</p> <p>B. A mid-program portfolio review is a requirement for graduation.</p> | <p>C. A grade of C (2.0) or better in each Art and Design Department class (those with an ART, ARTH or DES prefix) is required for graduation.</p> <p>D. A grade point average (GPA) of 2.5 or better in Art and Design Department courses and a 2.0 overall GPA is required for graduation</p> |
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Please Note: It takes an average of 16 credits per semester to complete this degree in four years.

Pre-requisites for Art Department Classes

*A full list of all ART/DES class pre-requisites is available in the Art Program Office, APPA-324

CLASS	Its Pre-requisite	CLASS	Its Pre-requisite
ART-103 3D Design Foundations	ART-101 2-Dimensional Design	DES-310 Graphic Design I	ART-101 2-Dimensional Design DES-210 Letterform Design –OR– DES-330 Industrial Design I
ART-200 Drawing II	ART-100 Drawing I	DES-325 Advanced Computer Imagery	CS-142 Computer Programming For Multimedia 1 ART-100 Drawing I ART-101 2-Dimensional Design DES-220 2-D Digital Imaging
ART-209 Painting I	ART-200 Drawing II	DES-360 Graphic Design II	DES-310 Graphic Design I DES-220 2-D Digital Imaging
ART-211 Sculpture I	ART-103 3-Dimensional Design	DES-370 Interface Design	CS-143 Computer Programming for Multimedia I DES-325 Advanced Computer Imagery DES-360 Graphic Design II
ART-217 Printmaking I	ART-101 2-Dimensional Design ART-200 Drawing I	DES-372 3-D Modeling & Animation	CS-143 Computer Programming for Multimedia I DES-325 Advanced Computer Imagery
ART-409 Painting II	ART-209 Painting I	DES-373 Digital Characters	DES-372 3D Modeling & Animation ART-301 Life Drawing I
ART-411 Sculpture II	ART-211 Sculpture I	DES-374 Digital Environments	DES-372 3-D Modeling & Animation
ART-413 Ceramics II	ART-213 Ceramics I	DES-376 Digital Narrative I: Animation & Video for Multimedia	DES-220 2-D Digital Imaging DES-310 Graphic Design I MEDIA-430 Digital Audio & Video Production Fundamentals
ART-415 Art Metal II	ART-215 Art Metal I	DES-377 Interactive Digital Content Design	DES-370 Interface Design
ART-417 Printmaking II	ART-217 Printmaking I	DES-385 Interactive Digital Design	DES-370 Interface Design
DES-200 Design Theory & Methods	ART-101 2-Dimensional Design ART-103 3-Dimensional Design	DES-490 Senior Project – Multimedia Design	DES-370 Interface Design MEDIA-430 Digital Audio & Video Production Fundamentals DES-384 Advertising Design –OR– DES-385 Interactive Digital Design
DES-205 Presentation Techniques	ART-101 2-Dimensional Design	ARTH-319 Evolution of Design	ARTH-224 Renaissance – 20th Century ENGL-101 Freshman English – Composition
DES-220 2-D Digital Imaging	ART-100 Drawing I		

Fall Course Rotation

ART-445 Senior Seminar
 DES-210 Letterform Design
 DES-308 Lighting Design
 DES-320 Interior Furniture Design
 DES-331 Human Interface and Interaction
 DES-333 Professional Practice Industrial Design
 DES-373 Digital Characters
 DES-384 Advertising Design
 DES-385 Interactive Digital Design
 DES-410 Product & Package Design
 DES-431 System Environment and Context
 ARTH-222 Introduction to Art
 ARTH-223 Ancient-Medieval
 ARTH-333 Period Furnishings

Spring Course Rotation

ART-102 Practice of Art
 ART-300 Drawing 3
 ART-307 Aesthetics
 DES-231 ID Methodology, Analysis & Visualization
 DES-232 Human Body & Form
 DES-332 Art & Science of Production
 DES-370 Interface Design
 DES-374 Digital Environments
 DES-377 Digital Content
 DES-380 Signage & Exhibition Design
 DES-388 Typographic Design
 DES-414 Interior Specifications 2
 DES-432 ID Theory, Society & Application
 ARTH-224 Renaissance-20th Century
 ARTH-319 Evolution of Design
 ARTH-335 Modern Art