

**Bachelor of Fine Arts
Industrial Design Concentration
2005-2006**

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 & Interaction 3
- _____ Art Studio Selective 1
- _____ 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-industrialDesign 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 3
- Or DES-432 Theory, Society & Application

Semester 8

- _____ Humanities & the Arts
- _____ Social & Behavioral Sciences
- _____ General Education Elective
- DES-431 System, Environment & Contextor 3
- Or DES-432 Theory, Society & Application

Design Studio Selective Requirements :

Course Number	Course Name	Credits	Semester

Course Number	Course Name	Credits	Semester

Course Number	Course Name	Credits	Semester

Art Studio Selective Requirements :

Course Number	Course Name	Credits	Semester

Course Number	Course Name	Credits	Semester

Course Number	Course Name	Credits	Semester

Course Number	Course Name	Credits	Semester

Art History Selective Requirement :

Course Number	Course Name	Credits	Semester

Courses to Complete Ethnic Studies Requirement:

- _____ A B C
- Course Number Course Name ES Level (Circle)
- _____ A B C
- Course Number Course Name ES Level (Circle)
- _____ A B C
- Course Number Course Name ES Level (Circle)

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

Course Number	Course Name	Credits

Course Number	Course Name	Credits

Course Number	Course Name	Credits

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