

**Bachelor of Fine Arts  
Interior Design Concentration  
2007-2008**

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 2-Dimensional Design 3
- ARTH-223 Survey of Art: Ancient to Medieval 3
- AEC-131 Architectural Graphics 3
- ENGL-101 Freshman English - Composition 3
- SPCOM-100 Fundamentals of Speech 2

**Semester 2**

- ART-200 Drawing II 3
- ART-103 3-Dimensional Design 3
- ARTH-224 Survey of Art: Renais. to 20<sup>th</sup> Cent. 3
- CADD-234 Computer Assist.Design & Draft 2
- ENGL-102 Freshman English - Reading 3

**Semester 3**

- ART-\_\_\_\_\_ Studio Art Selective
- DES-200 Design Theory & Methods 3
- AEC-171 Light Construction Methods 3
- APRL-145 Interior Dec/Design Textiles 3

- \_\_\_\_\_ Social & Behavioral Science
- \_\_\_\_\_ Health/Physical Education

**Semester 4**

- DES-205 Presentation Techniques 3
- AEC-233 Architectural Design I 3

- \_\_\_\_\_ Analytic Reasoning
- \_\_\_\_\_ Humanities & the Arts
- \_\_\_\_\_ General Education Elective
- \_\_\_\_\_ Health/Physical Education

**Mid-Program Review**

**Semester 5**

- ART-\_\_\_\_\_ Studio Art Selective
- DES-303 Interior Design 3
- DES-314 Interior Specifications I 3

- \_\_\_\_\_ Humanities & the Arts
- \_\_\_\_\_ Natural Sciences (*with Lab*)

**Semester 6**

- ARTH-319 Evolution of Design 3
- DES-220 2-D Digital Imaging 3
- DES-304 Interior Design II 3
- DES-414 Interior Specifications II 3

- \_\_\_\_\_ Analytic Reasoning
- \_\_\_\_\_ General Education Elective

**Semester 7**

- ARTH-333 Period Furnishing 3
- DES-308 Lighting Design 3
- DES-320 Interior Furniture Design 3
- Or DES-232 Human Body & Form 3
- DES-415 Environmental Design I 3

- \_\_\_\_\_ Social & Behavioral Science

**Semester 8**

- DES-416 Environmental Design II 4

- ART-\_\_\_\_\_ Studio Art Selective
- \_\_\_\_\_ Humanities & the Arts.
- \_\_\_\_\_ Social & Behavioral Sciences
- \_\_\_\_\_ Technology (General Education)

**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

**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
<b>ART-103</b> 3D Design Foundations	ART-101 2-Dimensional Design	<b>DES-310</b> Graphic Design I	ART-101 2-Dimensional Design DES-210 Letterform Design –OR– DES-330 Industrial Design I
<b>ART-200</b> Drawing II	ART-100 Drawing I	<b>DES-325</b> 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
<b>ART-209</b> Painting I	ART-200 Drawing II	<b>DES-360</b> Graphic Design II	DES-310 Graphic Design I DES-220 2-D Digital Imaging
<b>ART-211</b> Sculpture I	ART-103 3-Dimensional Design	<b>DES-370</b> Interface Design	CS-143 Computer Programming for Multimedia I DES-325 Advanced Computer Imagery DES-360 Graphic Design II
<b>ART-217</b> Printmaking I	ART-101 2-Dimensional Design ART-200 Drawing I	<b>DES-372</b> 3-D Modeling & Animation	CS-143 Computer Programming for Multimedia I DES-325 Advanced Computer Imagery
<b>ART-409</b> Painting II	ART-209 Painting I	<b>DES-373</b> Digital Characters	DES-372 3D Modeling & Animation ART-301 Life Drawing I
<b>ART-411</b> Sculpture II	ART-211 Sculpture I	<b>DES-374</b> Digital Environments	DES-372 3-D Modeling & Animation
<b>ART-413</b> Ceramics II	ART-213 Ceramics I	<b>DES-376</b> 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
<b>ART-415</b> Art Metal II	ART-215 Art Metal I	<b>DES-377</b> Interactive Digital Content Design	DES-370 Interface Design
<b>ART-417</b> Printmaking II	ART-217 Printmaking I	<b>DES-385</b> Interactive Digital Design	DES-370 Interface Design
<b>DES-200</b> Design Theory & Methods	ART-101 2-Dimensional Design ART-103 3-Dimensional Design	<b>DES-490</b> 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
<b>DES-205</b> Presentation Techniques	ART-101 2-Dimensional Design	<b>ARTH-319</b> Evolution of Design	ARTH-224 Renaissance – 20 <sup>th</sup> Century ENGL-101 Freshman English – Composition
<b>DES-220</b> 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  
 ARTH-336 Modern Art

### 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-20<sup>th</sup> Century  
 ARTH-319 Evolution of Design  
 ARTH-337 Art Since 1950