

Schreiner University
Department of Visual Arts
Graphic Design Degree

SUGGESTED FOUR-YEAR PLAN BEGINNING 2008-2009

This curriculum guide is intended for use in coordination with corresponding degree plan and course rotations

Sample Options

Fall Semester 1

IDST 1101 – Freshman Seminar
ART 1301 – Principles of Two-Dimensional Design
IS 2301 – Computer Concepts and Applications
ART 1340 – Introduction to the Visual Arts
ENGL 1301 – Rhetoric and Composition
UNIV 0101 – University Studies

13 Credits

Fall Semester 2

BSAD 1301 – Introduction to Business
ART 2310 – Photography I
ART 2340 – Art History I
ART 2350 – Typography
ENGL 2310 – Introduction to Journalism
IDST 2205 – Critical Thinking

17 Credits

Fall Semester 3

ART 3301 – Computer Graphics
ART 3350 – Graphic Design I
LANG 1401 – (French, German, or Spanish)
Fine Arts (3)
BSAD 3320 – Principles of Marketing

16 Credits

Fall Semester 4

ART 4360 – Professional Portfolio in Graphic Design
PHIL/RELI (3)
BSAD 3321 – Advertising
ART 4310 – Pre-press and Print Management
HIST (3)

15 Credits

Sample Options

Spring Semester 1

ART 1350 – Color Theory
ART 1320 – Principles of Three-Dimensional Design
ART 1302 – Principles of Drawing
EXSI 1201 – Individualized Fitness
ENGL 1302 – Literature and Composition

14 Credits

Spring Semester 2

ART 3310 – Digital Photography
ART 2341 – Art History II
ART 2304 – Computer Illustration
Science (4)
COMM 2301 – Communication

16 Credits

Spring Semester 3

ART 3312 – Multi-Media
ART 4351 – Graphic Design II
LANG 1402 – (French, German, or Spanish)
MATH (3)
IDST 3260 – The Aesthetic Experience
POLS 2301 – American Government (National and Texas)
----- Organization

18 Credits

Spring Semester 4

ART 4398 – Professional Internship in Graphic Design
ART 4302 – Computer Graphics Studio (spring)
ART 4399 – Senior Project in Graphic Design
IDST 4240 – Global Issues in a Cultural Context
HIST (3)

14 Credits

TOTAL Credits - 123