

SVAD Summer 2018 Elective Guide

Course	Name	Prerequisite	Meeting Day/Time	Digital Media BA - Web Design	Digital Media BA - Game Design	Art BFA Emerging Media Character	Art BFA Emerging Media Experimental Animation	Art BFA Emerging Media Graphic Design	Art BA Studio Track	Art BFA Studio Track	Art BA Visual Arts and Emerging Media Management	Film BFA	Film BA-Cinema Studies Track
ARH3710	History of Photography I	Junior Standing	Online Summer A	RE	RE	N	RE	UP Art History Area / RE	CORE-ARH or UP	CORE-ARH or UP	CORE-AESTHETICS	N	N
ARH3888	Art of Walt Disney	ENC 1102	Online Summer A	RE	RE	N	RE	UP Art History Area / RE	CORE-ARH or UP	CORE-ARH or UP	UP	N	N
ART3170C	Book Binding	ART 2201C & ART 2203C	M-Th 9:30am - 12:15pm Summer C	N	N	N	Any 2-4000 Studio/RE	Any 2-4000 Studio/RE	CORE-Other/RE	CORE-Other/RE	Any 2-4000 Studio/UP	N	N
ART3504C	Intermediate Painting	ART 2201C,ART 2203C,ART 2300C & ART 2301C	M-Th 12:30pm - 4:20pm Summer B	N	N	N	Any 2-4000 Studio/RE	Any 2-4000 Studio/RE	CORE-Other/RE	CORE-Other/RE	Any 2-4000 Studio/UP	N	N
ART3764C	Ceramic Handbuilding I	Junior Standing	M-Th 12:30pm - 4:20pm Summer A	RE	RE	N	Any 2-4000 Studio/RE	Any 2-4000 Studio/RE	CORE-Other/RE	CORE-Other/RE	Any 2-4000 Studio/UP	UP	N
ART3824	Japanese Manga & Anime	ENC 1102 or Consent of Instructor	T/Th 6:00pm - 9:50pm Summer B	RE	RE	N	RE	RE	CORE-OTHER or UP	CORE-OTHER or RE	UP	UP	N
DIG3043	Evolution of Video Games	ENC1101	Online Summer A	RE	RE	N	RE	RE	UP	UP	CORE-INFO MANAGEMENT	UP	N
FIL4830	Motion Picture Genre (Slasher Movies)	None	T/Th 5:00pm - 6:50pm Summer C	RE	RE	N	RE	RE	UP	UP	UP	UP	RE

E = Unrestricted Elective in your program
 RE = Restricted Elective in your program
 N = Not needed, or does not count towards your degree requirements
 CORE (+ AREA) - counts towards specialization in a specific area
 UP - counts towards general 48-hours of upper level credit University requirement

Remember - some programs require both Restricted Electives and Unrestricted Electives, so check your catalog and audit!