

# Visual Arts Bachelor of Science Completion Program with a Concentration in Film

## Degree Type

Bachelor of Science

## Environment

campus

## Program Length

36 weeks

## Overview

The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film. The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

## Objective

**Bachelor's Objective** Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Students enrolling in this completion program will also complete the [Film Associate of Applied Science](#) degree program. [Apply today](#) to get started.

## Month 1

Code	Title	Credit Hours
FLM3421	Film Positions I	4.0
HIS3320	Historical Archetypes and Mythology	4.0

## Month 2

Code	Title	Credit Hours
FLM3422	Film Positions II	4.0
PHY3020	Physical Science	4.0

## Month 3

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
VSA349	Project and Portfolio IV: Visual Arts	3.0
DCN3435	Electronic Field Production	4.0

## Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
VSA4444	Visual Realization	3.0
MAN3152	Leadership and Organizational Behavior	4.0

## Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MCM4429	New Media Formats	4.0
STA3001	Statistics	4.0

## Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
FLM4418	Advanced Production I	4.0

## Month 7

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
VSA359	Project and Portfolio V: Visual Arts	3.0

## Month 8

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
FLM4419	Advanced Production II	4.0
ART3006	Art History	4.0

## Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
VSA469	Project and Portfolio VI: Visual Arts	3.0
CRR4000	Career Readiness	4.0
<b>Total Credit Hours</b>		<b>60</b>

### Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

- The approved program is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours.