

Visual Arts Bachelor of Science Completion Program - Online

Degree Type

Bachelor Completion

Environment

online

Program Length

52 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

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.

Program Core Courses

ART2006 Art History	4.0 Credit Hours
Concentration Course	
Concentration Course	
HIS3320 Historical Archetypes and Mythology	4.0 Credit Hours
VSA349 Project and Portfolio IV: Visual Arts	3.0 Credit Hours
Concentration Course	
Concentration Course	
PHY1020 Fundamentals of Physical Science	4.0 Credit Hours
Concentration Course	
Concentration Course	
VSA4444 Visual Realization	3.0 Credit Hours
Concentration Course	
MAN3152 Leadership and Organizational Behavior	4.0 Credit Hours
VSA359 Project and Portfolio V: Visual Arts	3.0 Credit Hours
Concentration Course	
MGF1213 College Mathematics	4.0 Credit Hours
VSA469 Project and Portfolio VI: Visual Arts	3.0 Credit Hours
CRR4000 Career Readiness	4.0 Credit Hours

Program Concentrations - Computer Animation

CGA365 Compositing Fundamentals	3.0 Credit Hours
CGA343 Character Modeling Fundamentals	4.0 Credit Hours
CGA4014 Character Animation	4.0 Credit Hours
CGA3312 Character Rigging	3.0 Credit Hours
CGA4631 Technical Animation / DIG3395 Motion Capture	3.0 Credit Hours
CGA462 Animation Production	3.0 Credit Hours
CAB401 Industry Production	4.0 Credit Hours

Program Concentrations - Digital Arts & Design

DGT339 2-D Animation Techniques	3.0 Credit Hours
DGT363 Editing Digital Video	3.0 Credit Hours
DGT312 3-D Arts	4.0 Credit Hours
DGT333 3-D for Motion Design	3.0 Credit Hours
DGT432 Broadcast Design	3.0 Credit Hours
DGT461 Motion Graphics Production	4.0 Credit Hours
DAD464 Live Event Design	4.0 Credit Hours

Program Concentrations - Digital Cinematography

DCN3656 Art Design and Location Shooting	3.0 Credit Hours
DCN3435 Electronic Field Production	4.0 Credit Hours
DCN1111 Professional Development Seminar I: Digital Cinematography	1.0 Credit Hours
FLM368 Directing	3.0 Credit Hours
DCN4365 Advanced Post and Story Development	4.0 Credit Hours
FLM464 Producing	4.0 Credit Hours
DCN4421 Mobility and Data Management	4.0 Credit Hours
DCN2222 Professional Development Seminar II: Digital Cinematography	1.0 Credit Hours

Program Concentrations - Film

FLM3421 Film Positions I	4.0 Credit Hours
FLM3422 Film Positions II	4.0 Credit Hours
DCN3435 Electronic Field Production	4.0 Credit Hours
MCM4429 New Media Formats	4.0 Credit Hours
FLM4418 Advanced Production I	4.0 Credit Hours
FLM4419 Advanced Production II	4.0 Credit Hours

Program Concentrations - Game Art

CGG432 Texture Painting and Sculpting	3.0 Credit Hours
CGG3447 Game Characters	4.0 Credit Hours
CGG333 Game Animation I	4.0 Credit Hours
CGG452 Level Assembly and Lighting	4.0 Credit Hours
CGG443 Advanced Game Characters	3.0 Credit Hours
CGG4316 Game Animation II	3.0 Credit Hours
CGG382 Game Production / DIG3395 Motion Capture	3.0 Credit Hours

Program Concentrations - Graphic Design

GRD473 Concepts in Advertising	3.0 Credit Hours
GRD1111 Professional Development Seminar I: Graphic Design	1.0 Credit Hours
GRD339 Packaging and Prototypes	3.0 Credit Hours
DGT372 Interactive Media Design and Usability	4.0 Credit Hours
GRD4411 Interactive Editorial Design	4.0 Credit Hours
GRD2222 Professional Development Seminar II: Graphic Design	1.0 Credit Hours
DIG3100 Graphic Web Design	4.0 Credit Hours
DGT375 Media Integration	4.0 Credit Hours

Total Credit Hours**120**

Please Note

- This program is approved for campus and online; currently only enrolling online.
- Enrollment has not commenced for the Digital Arts and Design, Film, or Graphic Design concentrations of this completion program. Please contact Admissions ([407.679.0100](tel:407.679.0100)) for additional information regarding the programs offered at Full Sail University.
- 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.