MEDIA ARTS B.F.A

Bachelor of Fine Arts - Media Arts

General Education Requirements

Information regarding these requirements can be found in the General Education Section (http://catalog.umt.edu/academics/general-education-requirements/) of the catalog.

Summary

Code	Title	Hours
Shared Foundations Requirements		18
General Core Courses		15
Advising Track Options		42
	Digital Arts & Technology	
	Digital Filmmaking	
	Sonic Arts	
Total Hours		**75**

Degree Specific Credits: 75

Required Cumulative GPA: 2.0

Note: The Shared Foundation sequence must be completed or be in the process of completion before acceptance into the B.F.A program.

Shared Foundation Requirements

Note: All courses are required unless waived via the department advanced placement policy.

Code	Title	Hours
Complete all of the following courses:		
ARTH 150H	Introduction to Art History	3
ARTZ 105A	Visual Language - Drawing	3
GDSN 149A	Digital Imaging I	3
MART 101L	Intro to Media Arts	3
MART 112A	Introduction to Film Editing	3
Complete one of the following courses:		**3**
Note: B.F.A. students working towards the Sonic Arts or Digital Arts & Technology tracks are required to complete MART 120.		
ARTZ 108A	Visual Language - 3-D Foundations	
MART 120	Creative Coding I	
Total Hours		**18**

Minimum Required Grade: C

General Core Courses

Code	Title	Hours
Complete all of the following courses:		
MART 210	Creation of Media Story	3
MART 245	Introduction to the Language and Practice of Sonic Art	3
MART 450	Topics in Film/Media Studies	3
MART 480	Professional Portfolio	3
MART 499	Senior Project	3
Total Hours		**15**

Minimum Required Grade: C

Advising Track Options

In addition to the above requirements, students must choose between one of three advising tracks, either Digital Arts & Technology, Digital Filmmaking, or Sonic Arts.

Note: These are advising tracks only and not official programs as recognized by the University of Montana (UM) or the Montana University System. This information will not appear on your UM transcript, diploma, university lists, student data system, or university publication. You do not fill out a major change for a track.

Digital Arts & Technology Track

Note: The Bachelor of Fine Arts Digital Arts & Technology track curriculum focuses on the artistic and creative application of digital technologies. Lower-division core classes cover the fundamentals of software applications such as the Adobe Creative Cloud Suite and include still image, motion, animation, and sound design components. They also include the fundamentals of creative coding. Upper-division core classes cover the principles and applications of web technologies (including HTML, CSS, and Javascript) and interactivity (including gaming, virtual reality, and installations). Senior-level core classes center on advanced projects and developing a portfolio-centered internet presence.

Code	Title	Hours
Complete all of the following courses:		
MAR 251	Digital Video Production Technology	3
MART 201H	History of Digital Arts & Culture	3
MART 220	Creative Coding II	3
MART 255	Photoshop: Art and Design	3
MART 256	Illustrator: Vector and Layout Design	3
MART 302	Intro to Motion Design	3
MART 305	3D Animation I	3
MART 325	Introduction to Animation	3
MART 340	Principles of Interactive Media	3
MART 341	Intro to Web Design	3
MART 440	Technology and Interactive Media Design	3
MART 441	Web Technologies	3
MART 445	Sound for Digital Media	3
Complete 3 credits of courses at the 200-level or above in the following areas, to be chosen with your advisor:		**3**
	Art History (ARTH)	
	Art (ARTZ)	
	Graphic Design (GDSN)	
	Media Arts (MAR or MART)	
Total Hours		**42**

Minimum Required Grade: C

Digital Filmmaking Track

Note: The Bachelor of Fine Arts Digital Filmmaking track offers an all-inclusive experience in the areas of pre-production, production, and

post-production. Project-based courses cover narrative, experimental, documentary, and commercial content creation for both traditional and interactive-based environments.

Code	Title	Hours
Complete all of the following courses:		
MAR 251	Digital Video Production Technology	3
MAR 252	Screenwriting	3
MAR 442	Experimental Film	3
MART 300	Visions of Film	3
MART 325	Introduction to Animation	3
MART 327	Intro to Cinematography	3
MART 336	Directing the Fiction Film	3
MART 340	Principles of Interactive Media	3
MART 345	Sound for Film	3
MART 436	Producing	3
MART 455	Visions of Documentary Film	3
Complete 9 elective credits of courses at the 200-level or above in the following areas:		**9**
Note: These courses should be chosen in consultation with your advisor.		
Art History (ARTH)		
Art (ARTZ)		
Graphic Design (GDSN)		
Media Arts (MAR or MART)		
Total Hours		**42**

Minimum Required Grade: C

Sonic Arts Track

Note: The Sonic Arts track curriculum offers an in-depth experience in the design, development, and production of sonic artwork and provides a platform for students to integrate their work within the diverse world of art.

Code	Title	Hours
Complete all of the following courses:		
MART 201H	History of Digital Arts & Culture	3
MART 220	Creative Coding II	3
MART 245	Introduction to the Language and Practice of Sonic Art	3
MART 340	Principles of Interactive Media	3
MART 345	Sound for Film	3
MART 420	Sonic Programming	3
MART 440	Technology and Interactive Media Design	3
MART 445	Sound for Digital Media	3
MUST 110	Digital Audio & Multitracking	2
MUST 210	Sequencng, Synthesis, Sampling	2
MUST 310	Interactivity and Digital Signal Processing	2
MUST 410	Designing the Show	2
Complete 10 elective credits of courses at the 200-level or above in the following areas:		**10**
Note: These courses should be chosen in consultation with your advisor.		
Art History (ARTH)		
Art (ARTZ)		

Graphic Design (GDSN)		
Media Arts (MAR or MART)		
Total Hours		**42**

Minimum Required Grade: C