



**WESTERN MICHIGAN UNIVERSITY**

College of Fine Arts

Gwen Frostic School of Art

## **BACHELOR OF SCIENCE (B.S.) IN KINETIC IMAGING (KIFJ)**

The Frostic School of Art now offers a Bachelor of Science degree in Kinetic Imaging with an emphasis in Animation, Game Art, or Video Art. The Kinetic Imaging program aims to prepare students for professional practice as multimedia artists by creating a wide range of experience through flexibility within the proposed curriculum. The program is a four-year course of study with an emphasis on critical thinking, problem-solving, collaboration, and creative use of technology. Through the study of media history, theories, methodologies, contemporary techniques, and related technology, students will accumulate a wide range of experiences and skills.

### **Kinetic Imaging Major Requirements (54 credit hours)**

#### Basic Studies (12 credit hours)

- ART 1040 Object Drawing **Credits:** 3 hours
- ART 1070 Form and Surface **Credits:** 3 hours
- ART 1080 Form and Space **Credits:** 3 hours
- ART 1090 Time and Process **Credits:** 3 hours

#### Art History Survey Courses (3 credit hours). Select one of the following:

- ART 2200 Caves to Cathedrals **Credits:** 3 hours
- ART 2210 Modern and Postmodern **Credits:** 3 hours
- ART 2220 Art of Africa, Oceania, and the Americas **Credits:** 3 hours
- ART 2230 Introduction to Asian Art History **Credits:** 3 hours

#### Kinetic Imaging Core Courses (24 hours)

- CFA 2000 Coding Lab **Credits:** 2 hours (repeatable for credit)
- MUS 2240 Electronic Music Techniques **Credits:** 2 hours
- ART 2290 Digital Video Concepts **Credits:** 3 hours
- ART 2690 Illustration I **Credits:** 3 hours
- ART 3780 Media and Culture **Credits:** 3 hours
- CFA 4000 Experimental Lab **Credits:** 2 hours (repeatable for credit)
- ART 4800 Topics in Kinetic Imaging **Credits:** 3 hours (repeatable for credit)

#### Non-Digital Studio Art Courses (6 credit hours). Select two of the following:

- ART 2160 Black and White Photography I **Credits:** 3 hours
- ART 2300 Ceramics I **Credits:** 3 hours
- ART 2310 Sculpture I **Credits:** 3 hours
- ART 2380 Metals I **Credits:** 3 hours
- ART 2400 Painting I **Credits:** 3 hours
- ART 2800 Printmedia I **Credits:** 3 hours

Kinetic Imaging Concentrations (9 hours). Select at least one of the following:

Animation

- ART 2840 Animation I **Credits:** 3 hours
- ART 3840 Animation II **Credits:** 3 hours
- ART 3180 Topics in Animation **Credits:** 3 hours (repeatable for credit)

OR

Game Art

- ART 2970 Game Art I **Credits:** 3 hours
- ART 3970 Game Art II **Credits:** 3 hours
- ART 3190 Topics in Game Art **Credits:** 3 hours (repeatable for credit)

OR

Video Art

- ART 2750 Video Art I **Credits:** 3 hours
- ART 3750 Video Art II **Credits:** 3 hours
- ART 3170 Topics in Video Art **Credits:** 3 hours (repeatable for credit)

Kinetic Imaging Capstone (6 credit hours)

- ART 4810 Projects in Kinetic Imaging I **Credits:** 3 hours
- ART 4820 Projects in Kinetic Imaging II **Credits:** 3 hours

**Western Essential Studies (37 credit hours)**

Western Essential Studies courses distributed among content areas as defined by the University.

**Electives (31 credit hours)**

Open elective credit hours taken across the University or within the School of Art.

**SUMMARY FOR BACHELOR OF SCIENCE (B.S.) IN KINETIC IMAGING**

Kinetic Imaging Major – 54 credits

Western Essential Studies – 37 credits

Electives – 31 credits

Total Credit Hours – 122 credits

Grading Requirement: Art majors and minors receiving a grade below a “C” in a required course must repeat the course.