

MAJOR MAP

Digital Arts - Bachelor of Fine Arts

Specializations: 3D Modeling, Animation, Digital Imaging / Painting, Video Art, Interactive Web, Gaming / VR

URL for Undergrad Catalog - bgsu.edu/catalog.html

CLASS OPTIONS	<p>Freshman Complete ART 1020, 1030, 1120 and ARTC 2210. Review BGP, MDC and other degree requirements. Take ARTH 1450 or 1460. To gain admittance to the BFA program, students must pass a Portfolio Review (offered end of Spring semester).</p>	<p>Sophomore Choose 3000-level ARTC courses such as ARTC 3000, ARTC 3110, ARTC 3120, ARTC 3310, ARTC 3440 and ARTC 3211. Take ARTS 2110. Animation track: take ARTC 3110 (fall) and 3120 (spring), and recommend THFM 4680. Take required CS course. Choose Studio Art support courses from ART, ARTC, ARTD or ARTS. Take ARTH 1450 or 1460.</p>	<p>Junior Choose 3000 and 4000-level ARTC courses such as ARTC 4000, ARTC 4130, ARTC 4140, ARTC 4230, ARTC 4240, ARTC 4330, ARTC 4420, ARTC 4410, ARTC 4430, ARTC 4440. Animation track: take ARTC 4130 (fall) and 4140 (spring). Choose Studio Art support courses from ART, ARTC, ARTD or ARTS. Take 3000-level ARTH course.</p>	<p>Senior Take ARTC 4090 and 4180 (fall only). Complete your Digital Arts Area and Studio Art Support courses. Take 3000 or 4000-level ARTH course. Consider graduate school or consider working in industry.</p>
GOOD ADVICE	<p>Meet with faculty mentor every semester, see academic advisor regularly. Like the DA Facebook page to be notified about DA events: https://www.facebook.com/bgsudigitalarts/ Enter the Freshmen Portfolio Competition in the Spring semester. Meet other students in the major and form a network of peers.</p>	<p>Meet with faculty mentor every semester, see academic advisor regularly. Enter the Sophomore Portfolio Competition in the Spring semester. Take a variety of courses in an effort to become aware of potential career or artistic directions. Enter work into the Undergraduate Art Exhibition in January.</p>	<p>Meet with faculty mentor every semester, see academic advisor regularly. Enter the Junior Portfolio Competition in the Spring semester. Enter work into the Undergraduate Art Exhibition in January. Begin thinking about the senior thesis project. Look for internship opportunities</p>	<p>Prepare a professional body of work (senior thesis) for the BFA Exhibition. Prepare a professional portfolio for job and gallery applications. Start investigating job opportunities. Network with alumni from the program. Create a professional social network presence.</p>
RELEVANT EXPERIENCE	<p>Work in the MCaP to learn about print technology and audio/visual gear; do an internship at a production studio, or do freelance work to gain useful experience; volunteer to present workshops for the Computer Art Club. Visit the BGSU Career Center. Attend lectures by guest artists, and regularly monitor the Digital Arts Events page.</p>			
USEFUL CONNECTIONS	<p>Join the Computer Art Club and meet alumni that are working in the digital arts field. Go on fieldtrips to museums and gaming, animation and computer graphics festivals and conferences. Build relationships with faculty and alumni who may become your professional references.</p>		<p>Run for an officer position in the Computer Art Club, gaining valuable experience working as part of a team.</p>	
EXPANDING HORIZONS	<p>Consider Study Abroad at SACI in Florence, Italy (semester, year, and summer options are available.) Visit museums and galleries to experience digital arts as fine art. Submit work to film festivals and exhibitions.</p>		<p>Visit the BGSU Career Center at www.bgsu.edu/career-center and consider enrolling in the Falcon Internship Guarantee Program. Explore in-demand careers, career pathways, and occupations using http://www.OhioMeansJobs.com</p>	
CAREER PREP	<p>Save all of your best work at the end of each term to include in your professional portfolio.</p>		<p>Develop a portfolio of work, make a professional artist website, resume, business cards and other promotional materials. Practice speaking about your work to individuals and groups.</p>	



Graduation & Beyond

DIGITAL ARTS CAREER CHOICES

- Modeler / Animator
- Texture / Concept Artist
- Special Effects Artist
- Game Developer
- Photographer / Image Retoucher
- Studio Artist
- Web / App Developer
- Virtual Reality Developer
- Ed Tech Specialist
- Freelancer / Business Owner
- Videographer / Editor

PLACES TO WORK

- Animation Studios
- Interactive Gaming Studios
- Virtual Reality Labs
- Film Production Studios

Points of Pride

- Excellent SIGGRAPH student chapter; named top 3 most active in the world.
- Excellent, dedicated faculty and staff
- 24-hour access to cutting edge computer labs with industry-standard software
- Access to large format print lab, 3D printer, and media cage equipped with latest technology
- Alumni employed at major entertainment studios such as: Blizzard, Microsoft Games, Autodesk, Walt Disney Animation Studios, Riot Games, Dreamworks, Blue Sky Studios, Volition, About Golf, Moving Picture Company,

ALUMNI SUCCESS

In recent years, graduates have been hired by companies such as DreamWorks Animation (creators of Shrek and Kung Fu Panda), Blue Sky Studios (creators of Ice Age and Robots), Volition (The Punisher), DNA Productions (Jimmy Neutron), Rhythm & Hues Studio, Blizzard (World of Warcraft), Friendly Software (Microsoft games), American Greetings, Epic Games (Unreal Tournament), Apple, Designing Digitally, Root Learning (interactive training), LogicJunction (interactive) and many more digital art companies. Many graduates have also started their own businesses.



PROGRAM SUCCESS

The BGSU Digital Arts program, with over 150 majors, has become one of the leading programs in the nation for studying digital arts and animation. Focusing on creative expression using digital technology, Digital Arts is an exciting division with dynamic, ambitious, self-motivated students who push themselves and their artwork to the edge.

The Digital Arts division in the School of Art offers a Bachelor of Fine Arts degree in Digital Arts with specializations in several possible areas of focus. Students choosing the Digital Arts major can focus on one or more tracks, selecting the courses that best fit their academic goals. The Digital Art Division offers coursework in 3D modeling and animation (including 2D and 3D animation), video art, imaging and digital painting, virtual environments (AKA virtual reality) and interactive media. BFA Digital Arts students are also highly encouraged to take coursework in studio and graphic design to supplement digital media. Senior Thesis completion and BFA exhibition submission are also requirements of the BFA in Digital Arts degree.

Animation Career Review ranked BGSU's Digital Arts Program #7 in the midwest and 38th in the nation (2016).

