

The visualization program at Texas A\&M University focuses on the creation, design and development of the visual experience. You'll learn to create digital and electronic visualizations as a technical artist.

As an undergraduate, you'll take a sequence of studio classes to grow in your area of interest. These project-based studios are supported by courses that teach programming, art theory and other technical skills.

## ABOUT THE VISUALIZATION PROGRAM

The Bachelor of Science in Visualization program fosters students' artistic, scientific and technical abilities. Students develop a breadth and depth of knowledge and skills needed to be successful in the field. Each student chooses a concentration in which they develop a focused expertise. Interdisciplinary coursework complements their focus to provide a broad foundation of knowledge.

## CAREERS

Visualization graduates are prepared for a range of careers, including:

- Environmental modeling
- Production management
- Asset development
- UI/UX development
- Game asset development


## |AREASOF EMPHASIS

## - Visual computing: Coding aided art

- Technical art: Digital application of artist skills
- Visual art: Traditional application or artist skills


## PROGRAM SEMESTER CURRICULUM* | CATALOG144 (2021-22)

| FIRST YEAR | FALL SEMESTER |  |
| :--- | :--- | ---: |
| Listing | Class | Credits |
| ARTS 115 | Drawing for Visualization | 3 |
| ENGL 104 | Composition and Rhetoric | 3 |
| MATH 151 | Engineering Mathematics 1 | 4 |
| VIST 105 | Principles of Design1 | 3 |
| VIST 131 | First Year Seminar | 1 |
| VIST 170 | Introduction to Visualization | 1 |
|  | Computing Environments |  |
| VIST 282 | 2D Visualization Techniques | 1 |
| Semester Credit Hours | $\mathbf{1 6}$ |  |


| FIRST YEAR | SPRING SEMESTER |  |
| :--- | :--- | ---: |
| MATH 152 | Engineering Mathematics 2 | 4 |
| VIST 106 | Principles of Design 2 | 3 |
| VIST 270 | Computing for Visualization | 4 |
| VIST 283 | 3D Visualization Techniques | 1 |
| Art History Class |  | 3 |
| POLS 206 | Government/Political Science | 3 |
| Semester Credit Hours |  | $\mathbf{1 8}$ |


| SECOND |  | YEAR |
| :--- | :--- | :--- |
| ARTS 212 | Life Drawing | 3 |
| PHYS 201 | College Physics | 4 |
| VIST 205 | Principles of Design 3 | 3 |
| VIST 271 | Computing Visualization 2 $^{\text {Visualization Directed Elective }}{ }^{1}$ | 4 |
| Semester Credit Hours |  | 3 |


| SECOND YEAR $\mid$ SPRING SEMESTER |  |
| :--- | :--- |
| Art History Class | 3 |

VIST 206 Visual Studies Studio 1

VIST 235 Theory and Practice in Visualization 2
VIST 375 Foundations in Visualization 3
Traditional Arts² 3
Semester Credit Hours 14

THIRD YEAR | FALL SEMESTER

| Art History Class | 3 |  |
| :--- | :--- | ---: |
| VIST 305 | Visual Studies Studio 2 | 3 |
| VIST 339 | Research Techniques in <br>  <br>  <br> Visualization | 3 |
| Visualization | Techniques | 1 |
| HIST 105 | History of the United States | 3 |
| Semester Credit Hours |  | $\mathbf{1 3}$ |



A grade of $C$ or better must be made in all College of Architecture courses (ARCH, ARTS, CARC, COSC, ENDS, LAND, LDEV, VIST, URPN, and VIZA). Students must also make a grade of $C$ or better in any course used as an equivalent substitution for College of Architecture courses that satisfy degree requirements.
*Subject to change
${ }^{1}$ Select from an 300 or 400 level ARTS or VIST courses
${ }^{2}$ Select from ARTS 305, ARTS 308, ARTS 311, ARTS 312, ARTS 315, ARTS 325, ARTS 328, ARTS 353, VIST 310, VIST 465
${ }^{3}$ Semester away: may be satisfied by study abroad, at another university, internship, or special arrangement by advisor or instructor. Electives may be taken during summer, online, distance education, at another university or college, or at study abroad university.
${ }^{4}$ Select from any 300-499 course not used elsewhere. If you do not participate in study abroad, 3 hours will come from ICD.
${ }^{5}$ Select from ARTS 303, ARTS 304, ARTS 403, VIST 357, VIST 370, VIST 372, VIST 374, VIST 470, VIST 472, VIST 476/CSCE 447, VIST 477/CSCE 446, VIST 486, VIST 487/CSCE 443.

