## GAND FOUNDATION CORE COMPETENCIES - 37 credits

| | |
|---|---|
| ☐ GAND 110: First-year seminar | 1 credit |
| ☐ GAND 101: Visual Problem Solving for Design | 1.5 credits |
| ☐ GAND 102: Drawing for Design | 1.5 credits |
| ☐ GAND 103: Handcraft and Color | 3 credits |
| ☐ GAND 104: Digital Craft and Color | 3 credits |
| ☐ GAND 105: Research, Critique, and Presentation for Design | 3 credits |
| ☐ GAND 204: Surface, Space, and Time I | 3 credits |
| ☐ GAND 205: Surface, Space, and Time II | 3 credits |
| ☐ GAND 301: History of Graphic Design or GAND 311: Animation History | 3 credits |
| ☐ ART 262: History of Western Art: Renaissance to Modern | 3 credits |
| ☐ ART 362: Modern Art | 3 credits |
| ☐ GAND 421: Portfolio | 3 credits |
| ☐ GAND 422: Senior Thesis Research and Development | 3 credits |
| ☐ GAND 462: Senior Professional Project | 3 credits |
| *Total credits* | *37 credits* |

## MAJOR REQUIREMENTS FOR GRAPHIC DESIGN CONCENTRATION - 15 credits
**(Career Opportunities in Brand Identity and Media Design)**

| | |
|---|---|
| ☐ GAND 221: Graphic Design and Production I | 3 credits |
| ☐ GAND 226: Typography I | 3 credits |
| ☐ GAND 326: Typography II | 3 credits |
| ☐ GAND 330: Illustration and Digital Imaging | 3 credits |
| ☐ GAND 425: Interactive and Web Design | 3 credits |
| *Total credits* | *15 credits* |

## MAJOR REQUIREMENTS FOR ANIMATION DESIGN CONCENTRATION - 21 credits
**(Career Opportunities in Simulation, Animation, and Time-based Media Design)**

| | |
|---|---|
| ☐ GAND 202: Action Analysis I | 3 credits |
| ☐ GAND 210: Animation and Simulation I | 3 credits |
| ☐ GAND 212: Narrative Sequencing and Storyboards | 3 credits |
| ☐ GAND 310: Animation and Simulation II | 3 credits |
| ☐ GAND 325: Introduction to 3D Modeling | 3 credits |
| ☐ GAND 330: Illustration and Digital Imaging | 3 credits |
| ☐ GAND 410: Intermediate 3D Modeling | 3 credits |
| *Total credits* | *21 credits* |

## MAJOR REQUIREMENTS FOR MOTION DESIGN CONCENTRATION - 18 credits
**(Career Opportunities in Graphic, Animation, and Motion Design)**

| | |
|---|---|
| ☐ GAND 210: Animation and Simulation I | 3 credits |
| ☐ GAND 212: Narrative Sequencing and Storyboards | 3 credits |
| ☐ GAND 226: Typography I | 3 credits |
| ☐ GAND 260: Motion Design I | 3 credits |
| ☐ GAND 360: Motion Design II | 3 credits |
| ☐ GAND 330: Illustration and Digital Imaging | 3 credits |
| *Total credits* | *18 credits* |

**MAJOR ELECTIVES (15 credits)**
**(Options are listed in Degree Works)**
**Theory (6 credits)**
☐ Class _____
☐ Class _____
**Critical (3 credits)**
☐ Class _____
**Practical (6 credits)**
☐ Class _____
☐ Class _____

**GENERAL ELECTIVES** vary per Concentration from 4 to 11 credits. Student is responsible to review all Degree Works requirements for graduation.

| | |
|---|---|
| ☐ Class 1 _____ | 1-4 credits |
| ☐ Class 2 _____ | 1-4 credits |
| ☐ Class 3 _____ | 1-4 credits |
| ☐ Class 4 _____ | 1-4 credits |

**Students are required to participate in five assessments scheduled over the four-year course of study.**

| | |
|---|---|
| ☐ GAND 100 – First-year Assessment | 0 credits |
| ☐ GAND 200 – Second-year Assessment | 0 credits |
| ☐ GAND 300 – Third-year Assessment | 0 credits |
| ☐ GAND 350 – Fourth-year Senior Project Mid-Assessment | 0 credits |
| ☐ GAND 400 – Fourth-year Senior Project Final Assessment | 0 credits |

### Design Lab

Design Lab is a student-run design agency located at Longwood University in Farmville, VA, representing the Department of Theatre, Art and Graphic and Animation Design. We provide professional print and web design and consulting, and photographic services. For students, undergraduate research, and real-world clientele allow members to receive the best possible type of hands-on education in a professional setting. Through collaboration, research and brainstorming, Design Lab delivers unique and compelling strategies and innovative solutions.

Design Lab courses can fulfill credits in Theory, Critical, or Practical.
☐ GAND 246  Design Lab I
☐ GAND 345  Design Lab II
☐ GAND 346  Design Lab III
☐ GAND 445  Design Lab IV

### Civitae Core Curriculum First Year (6 credits)
☐ CTZN 110 - Inquiry into Citizenship  (3 credits)
☐ ENGL 165 - Writing and Rhetoric  (3 credits)

### Pillar Courses (18-19 credits)
☐ Historical and Contemporary Insights (3 credits)
☐ Human Behavior and Social Institutions (3 credits)
☐ Global Citizenship (3-4 credits)
☐ Aesthetic Expression (3 credits)
☐ Quantitative Reasoning (3 credits)
☐ Scientific Reasoning (3 credits)

### Perspectives Courses (12 credits)
☐ Historical & Contemporary Insights Perspectives OR Behavioral & Social Institutions Perspectives (3 credits)
☐ Global Citizenship Perspectives OR Aesthetic Expression Perspectives (3 credits)
☐ Quantitative Reasoning Perspectives OR Scientific Reasoning Perspectives (3 credits)
☐ Integrating World Languages Perspectives (3 credits)

### Symposium Courses (3 credits)
☐ CTZN 410 - Symposium for the Common Good  (3 credits)

### Additional Degree Requirements (3 credits)
☐ Graphic and Animation Design students are required to take an additional course to earn a BFA degree.
They may choose one course in either Humanities, Foreign Language, or Social Science.