Bachelor of Liberal Arts
Sample Curriculum

Computer and Graphic Design Concentration

Art Studio:
- 1610. Drawing I
- 1410. Intro to Photography
- 1510. Intro to Electronic Arts
- 2522. Digital Imaging Techniques
- 386. The Exhibition Print
- 394. Computer Generated Imagery and Animation
- 445. Text and Image: Graphic Design for Artists
- 448/449. Bio Art and Design/Bio Art and Design Lab

Art History:
- 420. History of Prints I
- 421. History of Prints II
- 429. Topics in Art History

Communication and Journalism:
- 2245. Web Design
- 374. Design and Visual Presentation I
- 393. Topics in Communication and Journalism

Computer Science/Engineering:
- 105L. Introduction to Computer Programming
- ECE 131L. Programming Fundamentals
- ECE 238L. Computer Logic Design

Film & Digital Media Arts:
- 1210. Digital Video Production I
- 330. Studies in Film
- 375. Producing for Film and Digital Media
- 390. Topics in the Elements of Filmmaking

Management:
- 329. Data Management
- 330. Business Programming Fundamentals
- 331. Business Application Programming

Theatre:
- 370. 2D Computer-Aided Drafting for Design
- 371. Digital Imagery and Production
- 392. Introduction to Scenic Design for Performance and New Media

Fine Arts:
- 475. The Professional Print Workshop

***Refer to catalog.unm.edu for course descriptions and pre-requisites