Listed below are the options for satisfying the required BDS Design Media course categories. These course categories must be fulfilled by all BDS students.  
(Note all courses are offered every semester. See specific course descriptions for prerequisites.)

**Semester 1**
**Design Representation (3.0 credits)**
Students entering in Fall 2013 or after must complete **Design Representation**.

[Current students transferring into the revised BDS curriculum will be allowed to use the course(s) listed below to satisfy this requirement:

- 151 – Freehand Drawing]

**Semester 2**
**Making and Modeling (3.0 credits)**
Students entering in Fall 2013 or after must complete **Making and Modeling**.

[Current students transferring into the revised BDS curriculum will be allowed to use the course(s) listed below to satisfy this requirement:

- VS152 – Orthogonal Drawing
- VS655 – AutoCAD I / 2D Drafting]

**Semester 3**
**Observation and Imagination Drawing Elective (1.5 credits)**
Students entering in Fall 2013 or after must complete must complete one -1.5 credits in this course category. Student may fulfill this requirement with any one of the course(s) listed below:

- VS151 – Freehand Drawing (3.0 credit course)
- VS159 – Advanced Freehand
- VS162 – Colored Pencil
- VS160 – Pen & Ink
- VS158 – Watercolor-Rendering

[In addition to the courses listed above, current students transferring into the revised BDS curriculum will be allowed to use the course(s) listed below to satisfy this requirement:

- VS115 Perspective]

**Illustration Graphics (1.5 credits)**
Students entering in Fall 2013 or after must complete must complete one -1.5 credits in this course category. Student may fulfill this requirement with any one of the course(s) listed below:

[Current students transferring into the revised BDS curriculum must likewise complete one -1.5 credits in this course category. Student may fulfill this requirement with any one of the course(s) listed below.]

- VS129 – Photoshop I / Digital Imaging Editing and Critique
- VS139 – Photoshop II / Advanced Digital Imaging Editing and Critique (requires Photoshop I)
- VS149 – Photoshop for Designers+
- VS132 – InDesign
- VS127 – Digital Portfolio
- VS272 – Electronic Portfolio

  (Illustrator – being developed)
Semester 4 (Semester 3 for DC students)

Geometric Modeling Elective (1.5 credits)
Students entering in Fall 2013 or after must complete must complete one -1.5 credits in this course category. Student may fulfill this requirement with any one of the course(s) listed below:
[Current students transferring into the revised BDS curriculum must likewise complete one -1.5 credits in this course category. Student may fulfill this requirement with any one of the course(s) listed below.]

- VS657 – AutoCAD II / 3D Design
- VS635 – Rhino I / 3D Design
- VS650 – SketchUp I / 3D Modeling & Illustration

Visualization Imaging Elective (1.5 credits) (require completion of Geometric Modeling Elective)
Students entering in Fall 2013 or after must complete must complete one -1.5 credits in this course category. Student may fulfill this requirement with any one of the course(s) listed below:
[Current students transferring into the revised BDS curriculum must likewise complete one -1.5 credits in this course category. Student may fulfill this requirement with any one of the course(s) listed below.]

Students in the Design Computing program of study must complete one of these three courses to satisfy the Visualization Imaging requirement:

- VS651 – SketchUp II / Documentation & Presentation
  (pre-req. SketchUp I / 3D Modeling & Illustration)
- VS637 – Maxwell Studio I / Shading & Rendering
  (Rhino I / 3D Design recommended)
- VS687 – Digital Artistic Illustration
  (SketchUp I / 3D Modeling & Illustration recommended)

Students in the other programs of study (Architectural Technology, Sustainable Design, Historic Preservation, or History, Theory, and Criticism) may select one of the three courses above or one of the courses below to satisfy the Visualization Imaging requirement:

- VS159 – Advanced Freehand
- VS162 – Colored Pencil
- VS160 – Pen & Ink
- VS158 – Watercolor-Rendering
- VS129 – Photoshop I / Digital Imaging Editing and Critique
- VS139 – Photoshop II / Advanced Digital Imaging Editing and Critique
  (pre-req. Photoshop I)
- VS149 – Photoshop for Designers
- VS679 – Architectural Photography
- VS677 – Digital Photography
- VS678 – Intermediate Photography
- VS375 – On-Site Photography
Required Design Computing Courses – for Students in the Design Computing Program of Study

Students entering in the fall 2013 or after in the Design Computing program of study must complete the Introductory Design Computing course and 3.0 credits in each of the three course categories listed below: [Current students transferring into the revised BDS-DC program of study must likewise fulfill these requirements.]

Introductory Design Computing Course: all BDS-DC students must complete
  ○ VS121 – Design Computing Research: Introduction

Advanced Imaging Elective (3.0 credits)
The Advanced Imaging Elective may be satisfied with 3.0 credits from the following courses:
  ○ VS 129 Photoshop: Digital Image Editing & Critique I  1.5 credits
  ○ VS 139 Photoshop: Digital Image Editing & Critique II  1.5 credits
  ○ VS 149 Photoshop Electronic Imaging for Designers  1.5 credits
  ○ VS 677 Digital Photography  1.5 credits

Advanced Geometric Modeling Elective (3.0 credits) (requires completion of Geometric Modeling Elective; see specific course pre-requisite)
The Advanced Geometric Modeling Elective may be satisfied with 3.0 credits from the following courses:
  ○ VS 270 – Laser-assisted Model Making  1.5 credits
  ○ VS 636 – Rhino II / Digital Design & Fabrication  1.5 credits
  ○ VS638 – Robotic-Arm Fabrication
    (pre-req. Rhino I / 3D Design)  1.5 credits
  ○ VS631 – Autodesk Revit II / Parametric Modeling
    (pre-req. Autodesk Revit)  1.5 credits
  ○ VS632 – Parametric Design Exploration  1.5 credits
  ○ VS 637 – Maxwell Studio / Shading & Rendering  1.5 credits
  ○ VS 651 – SketchUp II / Documentation & Presentation
    (pre-req. SketchUp I / 3D Modeling & Illustration)  1.5 credits
  ○ VS 658 – 3ds Max I / Modeling & Rendering  1.5 credits
  ○ VS 659 – 3ds Max II / Rendering & Animation  1.5 credits
  ○ VS 667 – Form Z II / Adv. Modeling & Rendering  1.5 credits
  ○ VS692 – Generative Design Computing  1.5 credits
  ○ VS689 – SketchUp II / Advanced Modeling Techniques
    (pre-req. SketchUp I / 3D Modeling & Illustration)  1.5 credits
  ○ VS656 – AutoCAD II / 2D Drafting
    (pre-req. AutoCAD I / 2D Drafting or Making and Modeling)  1.5 credits
  ○ VS683 – AutoCAD II / 2D Site Plan Graphics
    (pre-req. AutoCAD I / 2D Drafting or Making and Modeling)  1.5 credits

Design Information Modeling Elective (3.0 credits) (see specific course pre-requisite)
The Design Information Modeling Elective may be satisfied with 3.0 credits from the following courses:
  ○ VS629 – Autodesk Revit Residential Design Workshop
  ○ VS630 – Autodesk Revit / 2 & 3D Design Representation
  ○ VS660 – ArchiCAD I / 3D Design
  ○ VS664 – ArchiCAD / 2 & 3D Design Representation
  ○ VS684 – Landscape Representation: GIS & Environmental Design, Introduction
  ○ VS694 – Landscape Representation: GIS & Environmental Design, Applications
Students entering in Spring 2013 or after who are majoring in Design Computing must complete the requirements listed above and must complete an additional 12.0 credits in Advised Design Computing Electives.

Advised Design Computing Electives may be satisfied with any of the Advanced Imaging, Advanced Geometric Modeling, and the Design Information Modeling courses listed above and/or any of the courses listed below:

- VS679 – Architectural Photography
- VS677 – Digital Photography
- VS678 – Intermediate Photography
- VS375 – On-Site Photography
- VS691 – Animation Post-Production
- VS658 – 3ds max I / Modeling & Rendering
- VS659 – 3ds max II / Rendering & Animation
- VS688 – Effective Web-site Design
- VS273 – Web-Based Portfolio
- VS127 – Digital Portfolio
- VS132 – InDesign: Board Presentations
- VS272 – Electronic Portfolio