## Bachelor of Fine Arts - Costume Design \& Technology

The curriculum model shown here represents the minimum coursework required for this program. It is expected that students meet with both their Arts Advisor and their General Education (DLA) Advisor regularly to ensure the correct coursework is attempted and completed. Any transfer coursework must be evaluated by the appropriate office before it may be applied to your UNCSA transcript and requirements, and will be reflected in your DegreeWorks profile.

| BFA Degree Total 124 credits |  | DEP Course Total General Education Course Total |  |  | 94 credits 30 credits <br> Total Credits |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Year One |  |  | Credits per Semester |  |  |
| DEP 1000, 1000 | Production |  | 5 | 4 | 9 |
| DEP 1001, 1002 | Introduction to Theatrical Productio | I \& \|| | 1 | 1 | 2 |
| DEP 1111, 1112 | Drawing I \& II |  | 2 | 2 | 4 |
| DEP 1121, 1123 | Color and Design I \& II |  | 2 | 2 | 4 |
| DEP 1651 | Costume Technology Practicum |  | 1 | - | 1 |
| DEP 1652 | Costume Technology I |  | - | 3 | 3 |
| FYS 1100 | First Year Seminar |  | 3 | - | 3 |
| ENG 1200 | Writing About... |  | - | 3 | 3 |
|  | General Education Requirements | 1 | 3 | 3 | 6 |
| Year One Total |  |  | 17 | 18 | 35 |
| Year Two |  |  |  |  |  |
| DEP 5000, 5000 | Production |  | 6 | 5 | 11 |
| DEP 2601, 2602 | Costume Design IA \& IB |  | 3 | 3 | 6 |
| DEP 2651, 2652 | Costume Technology IIA \& IIB |  | 3 | 3 | 6 |
| DEP 3113 | Costume Rendering |  | - | 1 | 1 |
| DEP 3126 | Life Drawing |  | 1 | - | 1 |
| HUM 2101 | Self, Society and Cosmos |  | 3 | - | 3 |
| HUM 21XX | Paths to the Present |  | - | 3 | 3 |
|  | General Education Requirements |  | - | 3 | 3 |
| Year Two Total |  |  | 16 | 18 | 34 |
| Year Three |  |  |  |  |  |
| DEP 5000, 5000 | Production |  | 6 | 5 | 11 |
| DEP 3651, 3652 | Costume Technology IIIA \& IIIB |  | 3 | 3 | 6 |
|  | Arts Elective |  | - | 2 | 2 |
|  | General Education Requirements |  | 6 | 3 | 9 |
| Year Three Total |  |  | 15 | 13 | 28 |
| Year Four |  |  |  |  |  |
| DEP 5000, 5000 | Production |  | 6 | 5 | 11 |
| DEP 3024 | Sculpture for the Theatrical Design |  | - | 2 | 2 |
| DEP 4651 | Costume Technology IVA |  | 3 | - | 3 |
| DEP 4653 | Costume Technology Portfolio | pstone | - | 3 | 3 |
|  | Arts Elective ${ }^{2}$ |  | 4 | 4 | 8 |
| Year Four Total |  |  | 13 | 14 | 27 |

${ }^{1}$ General Education requirements:
3 credits FYS 1100: First Year Seminar
3 credits ENG 1200: Writing About ...
3 credits HUM 2101: Self, Society, and Cosmos
3 credits HUM 2102-2112: Paths to the Present
3 credits Natural Science/Mathematics requirement (fulfilled by MAT or SCI class)
3 credits Literature/Writing requirement (fulfilled by LIT or WRI course at 2000 or 3000 level) LIT 29XX recommended
3 credits Social/Behavioral Science requirement (fulfilled by HIS or PSY class)
3 credits Humanities/Fine Arts requirement (fulfilled by any of the following areas of study: ARH, ARM, HUM, and THH classes as well as Dance, Music, and Film history provided that they are accessible to all students, and an Arts Course different from Major area)
6 credits General Education courses (two 3-credit hour courses from among any of the following areas of study offered in the Division of Liberal Arts, including ARH, ARM, COM, FRE, GER, HIS, HUM, ITA, LIT, MAT, MST, PHI, PSY, SCI, THH, WRI, or available classes in the Schools of Dance, D\&P, Drama, Filmmaking, or Music). ARH, ARM, THH recommended

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[^0]:    ${ }^{2}$ Arts elective credits may be fulfilled using any course offered through the School of Design \& Production or School of Filmmaking.

