

# Bachelor of Fine Arts – Scene Design

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 UNCSCA transcript and degree requirements, and will be reflected in your DegreeWorks profile.

BFA Degree Total 126 credits

DEP Course Total

96 credits

General Education Course Total

30 credits

		Credits per Semester		Total Credits
<b>Year One</b>				
DEP 1000, 1000	Production	5	4	9
DEP 1001, 1002	Introduction to Theatrical Production I & II	1	1	2
DEP 1111, 1112	Drawing I & II	2	2	4
DEP 1121, 1123	Color and Design I & II	2	2	4
DEP 1131, 1132	Drafting for the Theatre I & II	2	2	4
FYS 1100	First Year Seminar	3	-	3
ENG 1200	Writing About...	-	3	3
	General Education Requirements <sup>1</sup>	3	-	3
<b>Year One Total</b>		<b>18</b>	<b>14</b>	<b>32</b>
<b>Year Two</b>				
DEP 5000, 5000	Production	6	5	11
DEP 2211	Foundations of Scene Painting I	2	-	2
DEP 2412	Stagecraft	-	3	3
DEP 2511, 2512	Scene Design IA & IB	3	3	6
DEP 3103	Scenic Rendering	-	1	1
DEP 3051	Arts in Context: Architecture I	-	1	1
DEP 3153	Model Building	1	-	1
DEP 3XXX, 3XXX	Studio Skills Electives	1	1	2
	Arts Elective <sup>3</sup>	-	1	1
	General Education Requirements <sup>1</sup>	3	3	6
<b>Year Two Total</b>		<b>16</b>	<b>18</b>	<b>34</b>
<b>Year Three</b>				
DEP 5000, 5000	Production	6	5	11
DEP 1143	CAD Drafting for Design	3	-	3
DEP 3XXX	Studio Skills Electives <sup>2</sup>	-	1	1
DEP 3052	Arts in Context: Architecture II	-	1	1
DEP 3511, 3512	Scene Design IIA & IIB	3	3	6
HUM 2101	Self, Society and Cosmos	3	-	3
HUM 21XX	Paths to the Present	-	3	3
	General Education Requirements <sup>1</sup>	-	3	3
<b>Year Three Total</b>		<b>15</b>	<b>16</b>	<b>31</b>
<b>Year Four</b>				
DEP 5000, 5000	Production	6	5	11
DEP 2XXX	Design & Production Elective	-	3	3
DEP 4511, 4512	Scene Design IIIA & IIIB	3	3	6
	Arts Elective <sup>3</sup>	3	-	3
	General Education Requirements <sup>1</sup>	3	3	6
<b>Year Four Total</b>		<b>15</b>	<b>14</b>	<b>29</b>

<sup>1</sup>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**

**NOTE: ARH 1000 not recommended for General Education option for DEP students**

<sup>2</sup>DEP 3XXX Studio Skills Electives requirement can be fulfilled with any of the following courses: Fall Semester: DEP 3104 Studio (Figure); DEP 3114 Studio (Architecture); DEP 3163 Advanced Model Building; DEP 3193 Digital Graphics. Spring Semester: DEP 3103 Scenic Rendering; DEP 3115 Digital Rendering; DEP 3133 Portraiture; DEP 3173 Advanced Drafting; DEP 3183 Adv. Mechanical/Perspective Drawing; DEP 3024 3D Design for the Theatrical Designer

<sup>3</sup>Arts elective credits may be fulfilled using any course offered through the School of Design & Production or School of Filmmaking.