Bachelor of Fine Arts (BFA) in Interdisciplinary Film & Digital Media (IFDM)
Concentration: Production
Department of Cinematic Arts - Catalog Year: 2017-2018

Students must meet degree requirements in effect at time of (re)admission to CFA as a pre-major, declared major or at the time of graduation.

Students must take courses that satisfy major/minor requirements for a letter grade unless otherwise specified.

### Arts & Sciences - 34 hrs

<table>
<thead>
<tr>
<th>SM/YR</th>
<th>Course</th>
<th>Hrs</th>
<th>Grade</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Writing &amp; Speaking - 9 hrs</td>
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<tr>
<td></td>
<td>ENGL 3</td>
<td>3</td>
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<tr>
<td></td>
<td>ENGL 120</td>
<td>3</td>
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<td></td>
<td>ENGL 219, 220; CJ 130; PHIL 156; or UHON 201</td>
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<td></td>
<td>Mathematics - 3 hrs</td>
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<tr>
<td></td>
<td>Physical &amp; Natural Sciences - 7 hrs</td>
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<td></td>
<td>Social &amp; Behavioral Sciences - 6 hrs</td>
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<td>Humanities - 6 hrs (See CFA Core Curriculum Sheet)</td>
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<td>Foreign Language - 3 hrs</td>
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### IF&DM Electives - 21 hrs

(All IFDM Elective Handout for course selection)

<table>
<thead>
<tr>
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<th>Course</th>
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### IF&DM Core - 29 hrs

(All IFDM Core Courses must be passed with a solid C or better)

<table>
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<th>Course</th>
<th>Hrs</th>
<th>Grade</th>
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<tr>
<td>FA</td>
<td>CS 105L</td>
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<tr>
<td>FA</td>
<td>IFDM 241L</td>
<td>3</td>
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<tr>
<td>SP</td>
<td>IFDM 210</td>
<td>3</td>
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<td>FA</td>
<td>IFDM 301</td>
<td>3</td>
<td></td>
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<td>SP</td>
<td>IFDM 310</td>
<td>3</td>
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<td>FA</td>
<td>IFDM 400</td>
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<td>FA</td>
<td>IFDM 450</td>
<td>4</td>
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<td>SP</td>
<td>IFDM 410</td>
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<tr>
<td>SP</td>
<td>IFDM 451</td>
<td>4</td>
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### IFDM Production - 30 hrs

<table>
<thead>
<tr>
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<th>Course</th>
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<th>Grade</th>
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<td>ALB</td>
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<td>ALB</td>
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<td>ARTH</td>
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<tr>
<td>ARTS</td>
<td>130</td>
<td>3</td>
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<tr>
<td>ARTS</td>
<td>231 or MA 220</td>
<td>3</td>
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<tr>
<td>ARTS</td>
<td>232</td>
<td>3</td>
<td></td>
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<tr>
<td>MA</td>
<td>111</td>
<td>3</td>
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<tr>
<td>MA</td>
<td>210</td>
<td>3</td>
<td></td>
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<tr>
<td>MA</td>
<td>324 or THEA 458</td>
<td>3</td>
<td></td>
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<tr>
<td>MA</td>
<td>409</td>
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</table>

Minimum Total Hours | 120
Minimum Upper-Division (UD) Hours (300-level & above) | ___ hrs UD remaining as of ______
Minimum Major GPA | 3.00
Minimum Overall GPA | 2.00
Maximum number of PENP hours that may apply toward degree | 4
IFDM Cohort | _____

Major GPA: ______ Date: ______

Last Update: 5.31.17
<table>
<thead>
<tr>
<th>Course Subject and Title</th>
<th>Cr. Hrs.</th>
<th>Major</th>
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<th>Core</th>
<th>UD</th>
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<tr>
<td><strong>Semester One:</strong></td>
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<tr>
<td>IFDM Elective</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>D-</td>
<td></td>
<td></td>
<td>See Note Below</td>
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<tr>
<td>MA 111</td>
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<td>3</td>
<td>3</td>
<td>C</td>
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<tr>
<td>ENGL</td>
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<td>3</td>
<td>3</td>
<td>C</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Math</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>C</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Social/Behavioral Science</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>C</td>
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<td><strong>Total:</strong></td>
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<td></td>
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</tbody>
</table>

**NOTES:**

~ Students must earn a C or better in each IFDM core course. However, students may earn a D- in courses in IFDM production and IFDM Electives provided their cumulative grade point average is at least a 3.0.

~ Additionally, students may need to earn a C or better to meet prerequisite requirements.

~ IFDM Electives are chosen from the Career Pathways list. See CFA advisor for details.

~ Students must consult CFA Student Success Specialist regarding options for CORE Curriculum as many CFA Degrees have specific requirements.
The University of New Mexico Core Curriculum (37 units)
Writing and Speaking: (9 credits)
Mathematics: (3 credits)
Physical and Natural Sciences: (7 credits)
Social and Behavioral Sciences: (6 credits)
Humanities: (6 credits)
Foreign Language: (non-English language; 3 credits)
Fine Arts - one of the IFDM production courses will satisfy this requirement (3 credits)

Students must earn a grade of C or better (not C-) in CORE Curriculum courses.
Consult with a CFA Student Success Specialist regarding options for CORE Curriculum.

CFA Minimum Graduation Requirements
- Consult with a CFA Student Success Specialist regarding options for CORE Curriculum.
- Total credit hours = 120
- 300/400 level credit hours = 42
- CFA degrees do not require completion of a minor field of study.
- Students must earn a C or better in each IFDM core course. However, students may earn D- in courses in IFDM production and IFDM electives provided their cumulative grade point average is at least a 3.0.
- While Physical Education Non-Professional courses are not required for CFA degrees, students may apply a maximum of 4 credit hours of PENP courses toward CFA degrees.
- Students must apply to graduate the semester prior to their anticipated graduation.
Deadlines to apply: summer/fall graduation = April 1st; spring graduation = November 1st

University Residence Requirements
a. Minimum hours = 30
b. Senior standing = 15 past 92
c. In major = One half
d. In minor = One quarter

IFDM Core Courses - 29 credits
- CS 105L/Introduction to Computer Programming
- IFDM 241L/Introduction to Directing for Film & Video
- IFDM 210/Introduction to Modeling & Postproduction
- IFDM 301/Cinematography
- IFDM 310/Studio II: Writing Digital Narrative
- IFDM 400/Ethics, Science & Technology
- IFDM 450/Capstone I Senior Projects
- IFDM 410/The Business & Law of Film & New Media
- IFDM 451/Capstone II Senior Projects

IFDM Electives 21 credits
- Refer to the IFDM Career Pathways List from CFA Advisement Center

IFDM Production Courses - 30 credits
- ALB 275/Making the Promotional Video
- ALB 375/Producing for Film and Digital Media
- ARTH 252/Contemporary Art & New Media
- ARTS 130/Introduction to Electronic Arts
- ARTS 231/Video Art I OR MA 220/Intermediate Production Workshop
- ARTS 232/Sound Art I
- MA 111/Technical Introduction to Video Production
- MA 210/Introduction to Film Studies
- MA 324/Introduction to Screenwriting OR THEA 458/Screenwriting
- MA 409/Advanced Video Art

For more information refer to the UNM Catalog at catalog.unm.edu
The Interdisciplinary Film and Digital Media Program (IFDM) at the University of New Mexico recognizes the evolution of cohesive collaboration among the worlds of art, science and technology and leads the way as a model of interdisciplinary education. IFDM gives students necessary critical, creative and technical skills to apply digital technologies in innovative and productive ways. Whether you are interested in film, gaming, engineering, graphic design, music, VFX or animation, commercial or documentary photography, production level courses that focus on directing, writing or producing or a business concentration that emphasizes the legal, marketing and accounting aspects of the digital film and media industry, IFDM is structured to serve your needs.

Admission Criteria

Admission into the IFDM Program is a three-tiered process:

1. Students must apply for admission to the University of New Mexico through UNM Admissions. Visit [http://www.unm.edu/apply/](http://www.unm.edu/apply/) to apply online.

2. Students then apply online at [http://ifdm.unm.edu/](http://ifdm.unm.edu/) to the Interdisciplinary Film & Digital Media. Updates on application deadlines will be made on the Department of Cinematic Arts website. Applicants must submit the following application materials:
   - Written essay (one page) artist statement explaining how the portfolio piece you submit represents your interests in the visual arts and what you hope to learn in IFDM.
   - One strong original creative work including, and not limited to, a poem, script, journalistic article and photo, computer programming for games, animation, business plan, video, film, digital photography, music & sound, multimedia piece, drawing, painting, etc.
   - The IFDM admissions committee will review your ACT or SAT Scores and your transcripts (high school and college).

If accepted, you will be admitted into the cohort that will begin in the Fall semester immediately following admission.

3. Finally, students must apply to one of the following IFDM Host College/School at UNM to become a declared major. This step should occur as soon as you meet the college/school admission requirements. Each college/school has its own application requirements and process (see a college/school advisor below).

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**Anderson Schools of Management**
- Bachelor of Business Administration (BBA) with IFDM Concentration

**College of Arts & Sciences**
- Bachelor of Arts in Communication (BA) with Critical Studies in Mass Media Concentration
- Bachelor of Arts in Journalism & Mass Communication (BA) with Digital Field Multimedia Concentration

**College of Fine Arts**
- Bachelor of Fine Arts (BFA) in Interdisciplinary Film & Digital Media with Critical Studies Concentration
- Bachelor of Fine Arts (BFA) in Interdisciplinary Film & Digital Media with Production Concentration

**School of Engineering**
- Bachelor of Science (BS) in Computer Science with an IFDM Fine Arts Distributed Minor

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**Academic Advisement**

As a student in the IFDM program, you will have a team of advisors to help you navigate through your degree. Please find the contact information for the advisement team below.

<table>
<thead>
<tr>
<th>COLLEGE</th>
<th>NAME</th>
<th>EMAIL</th>
<th>PHONE</th>
<th>OFFICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anderson School of Mgmt</td>
<td>Florencio Olguin, Jr.</td>
<td><a href="mailto:folguin@unm.edu">folguin@unm.edu</a></td>
<td>505.277.3888</td>
<td>ASM Advisement Center</td>
</tr>
<tr>
<td>Communication &amp; Journalism</td>
<td>Victoria Lobato</td>
<td><a href="mailto:vikkil@unm.edu">vikkil@unm.edu</a></td>
<td>505.277.4621</td>
<td>C &amp; J Building, Rm 129</td>
</tr>
<tr>
<td>College of Fine Arts</td>
<td>Deanna Sánchez-Mulcahy</td>
<td><a href="mailto:dmulcahy@unm.edu">dmulcahy@unm.edu</a></td>
<td>505.277.4817</td>
<td>Ctr for the Arts, Rm 1103</td>
</tr>
<tr>
<td>College of Fine Arts</td>
<td>Jennifer Lucero</td>
<td><a href="mailto:jennlu@unm.edu">jennlu@unm.edu</a></td>
<td>505.277.4817</td>
<td>Ctr for the Arts, Rm 1103</td>
</tr>
<tr>
<td>School of Engineering – Computer Science</td>
<td>Lynn Conner</td>
<td><a href="mailto:lconner@unm.edu">lconner@unm.edu</a></td>
<td>505.277.1104</td>
<td>Farris Engineering Center, Rm 157</td>
</tr>
<tr>
<td>School of Engineering – Computer Science</td>
<td>Kyle Beenhouwer</td>
<td><a href="mailto:b2h4jk@unm.edu">b2h4jk@unm.edu</a></td>
<td>505.277.3112</td>
<td>Farris Engineering Center, Rm 157</td>
</tr>
</tbody>
</table>
Department of Cinematic Arts  
Interdisciplinary Film and Digital Media (IFDM) Program  
Curriculum Checksheet

**Degree Requirements**

*The IFDM Host Colleges/Schools grant degrees, not the IFDM program.* All students admitted to the program have to complete the following degree requirements:

- **UNM Core Curriculum** – 37 hours *(Comprised of Writing & Speaking; Mathematics; Physical & Natural Sciences; Social & Behavioral Sciences; Humanities; Foreign Language; Fine Arts)*
- **IFDM Host Colleges & Schools Major Requirements** (Students must meet with a College/School advisor for specific degree requirements each semester.)
- **IFDM Core Courses** – 29 hours (Students must meet with the IFDM academic advisor each semester.)

**IFDM Core – 29 hours**

The IFDM core is required of all students in the program. It is designed to give the student technical, critical and creative skills with the history, critical understanding and practice of digital media. The IFDM core sequence of courses will provide students with experience working individually, and in collaborative teams. *The IFDM core classes are taken in order from the time a student is admitted as a pre-major into the program.* The last core courses of the program include capstone courses, in which students work in interdisciplinary teams to complete projects relevant to their IFDM curriculum.

To satisfy the program requirements, students must complete **29 credit hours of IFDM core classes** and earn a grade of “C” or better *(grades of C- and below are not accepted)* in all courses. To verify that you are meeting all program requirements, review your Lobo Trax Report often (via Lobo Web) and meet with the IFDM advisor each semester.

<table>
<thead>
<tr>
<th>Sem Taken</th>
<th>Course #</th>
<th>Course Title</th>
<th>Hrs</th>
<th>UD*</th>
</tr>
</thead>
<tbody>
<tr>
<td>1&lt;sup&gt;st&lt;/sup&gt;</td>
<td>CS 105L or CS 152L</td>
<td>Introduction to Computer Programming for BA and BFA or Computer Programming Fundamentals for BBA and BS (Co-requisite with IFDM 205L)</td>
<td>3hrs</td>
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<tr>
<td></td>
<td>IFDM 241L</td>
<td>Introduction to Directing for Film and Video (Co-requisite with CS 105L or CS 152L)</td>
<td>3hrs</td>
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<td>2&lt;sup&gt;nd&lt;/sup&gt;</td>
<td>IFDM 210</td>
<td>Introduction to Modeling and Post Production</td>
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<td>3&lt;sup&gt;rd&lt;/sup&gt;</td>
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<td>4&lt;sup&gt;th&lt;/sup&gt;</td>
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<td>Studio II: Writing Digital Narrative</td>
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<td>5&lt;sup&gt;th&lt;/sup&gt;</td>
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<td>Ethics, Science &amp; Technology (Co-requisite with IFDM 450)</td>
<td>3hrs</td>
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<td>Capstone I (Co-requisite with IFDM 400)</td>
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<td>6&lt;sup&gt;th&lt;/sup&gt;</td>
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<td>The Business &amp; Law of Film and New Media (Co-requisite with IFDM 451)</td>
<td>3hrs</td>
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<td>IFDM 451</td>
<td>Capstone II (Co-requisite with IFDM 410)</td>
<td>4hrs</td>
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UD* = Upper Division Courses (300 & 400 level)

*Please Note: You, the student, must take **FULL RESPONSIBILITY** for meeting all graduation requirements for your degree.*
BFA in IFDM – Production Track: IFDM Electives (21 hrs)

The 21 hours of IFDM Electives may be fulfilled by taking courses from any of the following: **A. Related Coursework**; **B. IFDM Elective Courses**; and/or **C. IFDM Career Pathways**. Please refer to the *UNM Catalog* for course descriptions including prerequisites/corequisites, and other course limitations. Students will need to petition to use any course not listed in this document. Please refer to your CFA Student Success Specialist if this applies to you.

**A. Related Coursework**
- CJ 268 Media Theories
- ENGL 419 Visual Rhetoric
- PHYC 105 Physics and Society
- PHYC 108 Introduction to Musical Acoustics

**B. IFDM Elective Courses**
The IFDM Elective Courses are those IFDM courses that are not part of the required IFDM CORE sequence.
- IFDM 250 Special Topics in IFDM
- IFDM 491 Topics in IFDM
- IFDM 492 IFDM Internship (See IFDM advisor for information/details)
- IFDM 497 Independent Study in IFDM

**C. IFDM Career Pathways**

**Acting, Directing & Writing**

*Acting Focus*
- THEA 130 Acting I
- THEA 230 Acting II (Prereq: THEA 130)
- THEA 231 Voice for the Actor I (Prereq or Coreq: THEA 130)
- THEA 330 Acting III (Prereq: THEA 230)
- THEA 331 Voice for the Actor II (Prereq: THEA 231)
- THEA 431 Advanced Acting: Classical Styles (Prereq: THEA 330)
- THEA 432 Advance Acting – Entering the Profession (Prereq or Coreq: THEA 330)
- THEA 434 Performance Art
- THEA 437 Acting – Entering the Profession (Prereq or Coreq: THEA 330)

*Directing Focus*
- THEA 300 Studies in Theatre
- THEA 350 Script Analysis
- THEA 403 Directing I (Prereq: THEA 105 and THEA 130)
- THEA 404 Directing II (Prereq: THEA 403)

*Writing Focus*
- ENGL 224 Introduction to Creative Writing (Prereq: ENGL 110, ENGL 112 or ENGL 113)
- MA 324/ENGL 324 Introduction to Screenwriting (Prereq: ENGL 224)
- MA 350 Advanced Screenwriting (Prereq: MA 324 or ENGL 324)
- THEA 355 Playwriting I
- THEA 455 Playwriting II (Prereq: THEA 355)
- THEA 456L Playwriting Laboratory
- THEA 457 Advanced Dramatic Writing Workshop
- THEA 458 Screenwriting

*Animation*
- ARTS 394 Computer Generated Imagery and Animation
- ARTS 494/594 Advanced Topics in Computer Generated Imagery
- IFDM 491 Introduction to Maya: Foundation
- IFDM 491 Advanced Topics in Maya: Production
- IFDM 491 Animation I – Basics
- IFDM 491 Animation II – Body Mechanics
- IFDM 491 Animation III – Acting Principles
- IFDM 491 Comics Books & Traditional Animation
**Art**
- ARTH 250 Modern Art
- ARTS 106 Drawing I
- ARTS 125 Art Practices I
- ARTS 126 Art Practices II (Prereq: ARTS 125)
- ARTS 130 Introduction to Electronic Art
- ARTS 141 Introduction to Art and Ecology
- ARTS 231 Video Art I (Prereq: ARTS 130)
- ARTS 232 Sound Art I (Prereq: ARTS 130)
- ARTS 289 Digital Imaging Techniques (Prereq: ARTS 188)
- ARTS 330 Intermediate Electronic Art
- ARTS 332 Sound Art II (Prereq: ARTS 130)
- ARTS 389 Topics in Studio Art (Restriction: permission of instructor)
- ARTS 431 Advanced Time-Based Media (Prereq: ARTS 331 & permission of instructor)
- ARTS 432 Special Projects in Electronic Art I (Restriction: permission of instructor)
- ARTS 433 Special Projects in Electronic Art II (Restriction: permission of instructor)
- ARTS 434 Immersive Media (Prereqs: ARTS 330 & Restriction: permission of instructor)
- ARTS 435 The Art of Transmission (Prereq: ARTS 330 & Restriction: permission of instructor)
- ARTS 494 Advanced Topics in Computer Generated Imaging

**Business**
- IFDM 491 Digital Marketing
- MGMT 190 Special Topics in Mgmt (Restriction: permission of instructor)
- MGMT 322 Marketing Management (Prereq: ECON 106)
- MGMT 329 Data Management (Restriction: admitted to BBA program)
- MGMT 450 Computer-Based Information Systems (Prereq: MGMT 300,303,306,322 & admitted to BBA program)

**CGI Special Effects**

**Technical track:**
- ARTS 394 Computer Generated Imagery and Animation
- ARTS 494 Advanced Topics in Computer Generated Imagery
- ECE 331 Data Structures and Algorithms (Prereq: ECE 231 & MATH 327, Coreq: ECE 340 & admitted to SOE)
- CS 361L Data Structures and Algorithms (Prereq: CS 261 and 241L and admitted to SOE)
- ECE/CS 412 Intro. to Computer Graphics – Scanline Algorithms (Prereq: ECE 331 or CS 361L & admitted to SOE)
- ECE/CS 413 Introduction to Ray and Vector Graphics (Prereq: ECE 331 or CS 361L & admitted to SOE)

**Art track:**
- ARTS 394 Computer Generated Imagery and Animation
- ARTS 494 Advanced Topics in Computer Generated Imagery
- IFDM 491 Visual Effects Pipeline
- IFDM 491 Introduction to Maya: Foundation
- IFDM 491 Advanced Topics in Maya: Production
- IFDM 491 3D Composting for CGI

**Design, Immersive & Interactive Media**
- ARTS 434 Immersive Media (Prereqs: ARTS 330 & permission of instructor)
- ARTS 435 The Art of Transmission (Prereqs: ARTS 330 & permission of instructor)
- CJ 279 Web Design
- CJ 374 Design & Visual Presentation I
- IFDM 491 Design Elements: An Exploration
- IFDM 491 Immersive Media & Interactive Visualization
- IFDM 491 Visualization of Data

**Design for Performance**
- THEA 196 Introduction to Stage Lighting
- THEA 292 Rendering for Stage, Screen & New Media
- THEA 304 Make-Up Design for Performance and New Media
- THEA 370 2D Computer-Aided Drafting for Design
- THEA 371 Digital Imagery and Production

Last Update: 6.22.17
Design for Performance (cont'd)
THEA 387 Design History and Styles for Performance and New Media
THEA 390 Scenic Painting for Stage and Screen (Prereq: THEA 192 & THEA 292)
THEA 391 Advanced Scenic Techniques
THEA 392 Introduction to Scenic Design for Performance and New Media (Prereq: THEA 105 and THEA 292)
THEA 394 Costume Design for Performance and New Media (Prereq: THEA 105 and THEA 194)
THEA 396 Lighting Design I (Prereq: THEA 105 and THEA 196)
THEA 470 3D Modeling and Visualization for Design (Prereq: THEA 370)
THEA 475/575 Special Topics in Computer for Design
THEA 492 Advanced Scene Design Performance & New Media (Prereq: THEA 392)
THEA 494 Advanced Costume Design for Performance and New Media (Prereq: THEA 394)

Documentary Film
CJ 464 Multimedia Production (Prereq: CJ 360)
IFDM 491 Culture in Documentary Film
IFDM 491 Digital Documentary Production
MA 111 Technical Introduction to Video Production
MA 216 Topics in Video Making (Prereq: MA 111)
MA 324/ENGL 324 Introduction to Screenwriting (Prereq: ENGL 224)
MA 350 Advanced Screenwriting (Prereq: MA 324 or ENGL 324)
MA 332/432 Documentary Film History
MA 409/ARTS 409 Advanced Video Art (Restriction: permission of instructor)
MA 429 Topics in Production
MA 496 Undergraduate Production Project (Restriction: permission of instructor)

Film & Television
IFDM 491 Culture in Documentary Film
IFDM 491/CJ 463 Techniques of Television Production
IFDM 491 Storyboarding
IFDM 491 Producing Visual Content for Political Campaigns
IFDM 491 Digital Documentary Production
IFDM 491 Red Camera Seminar
IFDM 491 Digital Cinematography
MA 111 Technical Introduction to Video Production
MA 210 Introduction to Film Studies
MA 216 Topics in Video Making (Prereq: MA 111)
MA 220 Intermediate Production Workshop (Prereq: MA 111)
MA 310/410 Latin American Film
MA 324/ENGL 324 Introduction to Screenwriting (Prereq: ENGL 224)
MA 350 Advanced Screenwriting (Prereq: MA 324 or ENGL 324)
MA 326/426 History of Film I: Silent (Prereq: MA 210)
MA 327/427 History of Film II: Sound (Prereq: MA 210)
MA 330/430 Studies in Film
MA 331/431 Film Theory (Prereq: MA 210)
MA 334/434 Teen Rebels
MA 335/435 International Horror Film
MA 336/436 Images of (Wo)men (Restriction: junior & senior standing)
MA 337/437 Alfred Hitchcock
MA 339/HIST 335/RUSS 339 Russian Culture and History through Film
MA 390 Topics in Elements of Filmmaking
MA 391 16mm Filmmaking
MA 409/ARTS 409 Advanced Video Art (Restriction: permission of instructor)
MA 429 Topics in Production (Restriction: permission of instructor)
MA 496 Undergraduate Production Project (Restriction: permission of instructor)
Game Design & Development/Digital Storytelling

Technical track:
ARTS 394 Computer Generated Imagery and Animation
ARTS 494 Advanced Topics in Computer Generated Imagery
ECE 331 Data Structures and Algorithms (Prereq: ECE 231 & MATH 327, Coreq: ECE 340 & admitted to SOE)
CS 361L Data Structures and Algorithms (Prereq: CS 261 and 241L and admitted to School of Engineering)
ECE/CS 412 Intro. to Computer Graphics: Scanline Algorithms (Prereq: ECE 331 or CS 361L & admitted to SOE)
ECE/CS 413 Introduction to Ray and Vector Graphics (Prereq: ECE 331 or CS 361L & admitted to SOE)
ECE/CS 512 Introduction to Computer Graphics

Art track:
IFDM 491 Introduction to Maya: Foundation
IFDM 491 Intro to 3D Game Development
IFDM 491 Storytelling for Emergent Media
IFDM 491 Advanced Topics in Maya: Production
ARTS 394 Computer Generated Imagery and Animation

Interdisciplinary Areas
ARTH 101 Introduction to Art
ARTH 201 History of Art I
ARTH 202 History of Art II
ARTH 420 History of Graphic Arts I
ARTH 421 History of Graphic Arts II
ARTH 422 Contemporary Architecture (Restriction: enrolled in BA ARTH or BAA ARCH)
ARTH 429 Topics in Art History
AMST 186 Introduction to Southwest Studies
AMST 320 Topics in Environmental and Social Justice
CJ 268 Media Theories
ENGL 224 Introduction to Creative Writing (Prereq: ENGL 110, ENGL 112 or ENGL 113)
ENGL 419 Visual Rhetoric
PHYC 105 Physics and Society
PHYC 108 Introduction to Musical Acoustics

Music
IFDM 311/MUS 311 Fundamentals of Music Technology
IFDM 412/MUS 412 Fundamentals of Audio Technology
IFDM 491 Sound Production II
IFDM 491 Entering the Twilight Zone: Music and Sound Production for Film
MUS 305 Composition I (Prereq: MUS 254)
MUS 306 Composition II (Prereq: MUS 305)
MUS 380 Recording Techniques I
MUS 416 Studies in Twentieth-Century Music (Prereq: MUS 361 & MUS 362)
MUS 481 Recording Techniques II (Prereq: MUS 380)

Photography & Digital Media
ARTH 425 19th Century Photography
ARTH 426 20th Century Photography
ARTH 427 Contemporary Photography
ARTS 187 Introduction to Photography
ARTS 188 Visualizing Ideas Using Photography (Prereq: ARTS 187)
ARTS 287 Black & White Photography
ARTS 289 Digital Imaging Techniques (Prereq: ARTS 188)
ARTS 387 Intermediate Photography (Prereq: ARTS 188 and ARTH 210 or ARTH 425 or ARTH 426 or ARTH 427)
ARTS 388 Photographic Lighting (Prereq: ARTS 188)
IFDM 491 Photography for Film & Digital Media

Arts Management
Please see a College of Fine Arts Advisor for more details.
# CFA Approved - UNM CORE Curriculum

☆ A MINIMUM GRADE OF C (NOT C-) IS REQUIRED IN ALL COURSES USED TO FULFILL THE CORE CURRICULUM.

☆ The basic UNM CORE Curriculum requires approximately 37 hours of courses in 7 areas of study. Courses are 3 credit hours each unless otherwise noted.

☆ Please see UNM Catalog at catalog.unm.edu for course descriptions and more information on specific CORE requirements for your degree.

<table>
<thead>
<tr>
<th>AREA 1 - WRITING &amp; SPEAKING - 9 hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Placement in English (ENGL) is based on highest ACT, SAT or COMPASS Placement score.)</td>
</tr>
<tr>
<td><strong>Required for all CFA degrees:</strong></td>
</tr>
<tr>
<td>English 110 – Accelerated Composition (3) OR English 111 (3) + English 112 (3) – Composition I &amp; II OR English 113 – Enhanced Composition (4) AND English 120 – Composition III (3)</td>
</tr>
<tr>
<td><strong>Choose next Writing &amp; Speaking course based on your degree:</strong></td>
</tr>
<tr>
<td>Media Arts, Music (BA &amp; BM only): Art Education, Theatre, Dance, Design for Performance, Interdisciplinary Arts.</td>
</tr>
<tr>
<td>English 220 – Expository Writing (Select One) Interdisciplinary Film &amp; Digital Media – Production, and Music Education:</td>
</tr>
<tr>
<td>Art History, Art Studio: English 219 – Technical and Professional Writing</td>
</tr>
<tr>
<td>English 220 – Expository Writing OR Philosophy 156 – Reasoning &amp; Critical Thinking</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AREA 2 - MATHEMATICS - 3 hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Placement in Mathematics is based on highest ACT, SAT or COMPASS Placement score.)</td>
</tr>
<tr>
<td><strong>Music Education: MATH 111 – Math for Elementary &amp; Middle School Teachers I may satisfy 3 of 6 required hrs of mathematics, but does not count for CORE.</strong></td>
</tr>
<tr>
<td><strong>Art Education: Required to complete 3 hrs of CORE Level MATH plus 3 additional hours of mathematics elective for a total of 6 credit hours.</strong></td>
</tr>
<tr>
<td>Mathematics 129 – A Survey of Mathematics* Mathematics 162/163 – Calculus I or II**</td>
</tr>
<tr>
<td>Statistics 145 – Introduction to Statistics* Mathematics 180/181 – Elements of Calculus I or II**</td>
</tr>
<tr>
<td>Mathematics 121 – College Algebra Mathematics 215 – Mathematics for Elementary and Middle School Teachers III</td>
</tr>
<tr>
<td>Mathematics 150 – Pre-Calculus Mathematics University Honors 201 – Mathematics in the World</td>
</tr>
<tr>
<td>Mathematics 153 – Pre-Calculus &amp; Trigonometry</td>
</tr>
</tbody>
</table>

Key Symbol * = Mathematics 129 or Statistics 145 are the recommended courses for Fine Arts majors.

Key Symbol ** = Credit not allowed for both Mathematics 162 and 180 OR for both Mathematics 163 and Mathematics 181.

<table>
<thead>
<tr>
<th>AREA 3 - PHYSICAL &amp; NATURAL SCIENCES - 7 hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>All CFA majors (except MUSE and ARTE) choose two courses, one of which must have a corresponding lab:</td>
</tr>
<tr>
<td><strong>Education Majors in Art Education and Music Education: Required to complete 8 hrs (2 courses w/corresponding labs)</strong></td>
</tr>
<tr>
<td>Anthropology 120/122L – Archeological Method &amp; Theory Lab (must be taken together) Environmental Science 101 – The Blue Planet</td>
</tr>
<tr>
<td>Anthropology 150 – Evolution and Human Emergence Environmental Science 102L – The Blue Planet Laboratory (1 hr)</td>
</tr>
<tr>
<td>Anthropology 151L – Human Evolution Laboratory (1 hr) Geography 101 – Physical Geography</td>
</tr>
<tr>
<td>Anthropology 160 – Human Life Course Geography 105L – Physical Geography Laboratory (1 hr)</td>
</tr>
<tr>
<td>Anthropology 161L – Computer Laboratory in Human Evolutionary Ecology (1 hr) Natural Science 261L – Physical Science (4 hrs - lab included)*</td>
</tr>
<tr>
<td>Astronomy 101 – Introduction to Astronomy Natural Science 262L – Life Science (4 hrs - lab included)*</td>
</tr>
<tr>
<td>Astronomy 101L – Astronomy Laboratory (1 hr) Natural Science 263L – Environmental Science (4 hrs - lab included)*</td>
</tr>
<tr>
<td>Biology 110 – Biology Non-Majors # Physics 102 – Introduction to Physics</td>
</tr>
<tr>
<td>Biology 112L – Biology Laboratory for Non-Majors (1 hr) Physics 102L – Physics Laboratory (1 hr)</td>
</tr>
<tr>
<td>Biology 123 – Biology for Health Related Sciences and Non-Majors # Physics 105 – Physics and Society (no corresponding lab)</td>
</tr>
<tr>
<td>Biology 124L – Biology for Health Related Sciences and Non-Majors Laboratory (1 hr) Physics 108 – Introduction to Musical Acoustics ^</td>
</tr>
<tr>
<td>Chemistry 101 – Chemistry in Our Community (no corresponding lab) Physics 108L – Musical Acoustics Laboratory (1 hr) ^</td>
</tr>
<tr>
<td>Chemistry 111 – Elements of General Chemistry (4 hrs - lab included)## Physics 151 – General Physics</td>
</tr>
<tr>
<td>Chemistry 121/123L – General Chemistry I with lab (must be taken together)## Physics 151L – General Physics Laboratory (1 hr)</td>
</tr>
<tr>
<td>Chemistry 122/124L – General Chemistry II with lab (must be taken together)## Physics 152 – General Physics</td>
</tr>
<tr>
<td>Chemistry 131/132L – Principles of Chemistry with lab (must be taken together)## Physics 152L – General Physics Laboratory (1 hr)</td>
</tr>
<tr>
<td>Chemistry 132/134L – Principles of Chemistry with lab (must be taken together)## Physics 160 – General Physics</td>
</tr>
<tr>
<td>Computer Science 108L – Computer Science for All: An Introduction to Computational Science and Modeling Physics 161 – General Physics</td>
</tr>
<tr>
<td>Earth &amp; Planetary Science 101 – How the Earth Works – An Introduction to Geology Physics 161L – General Physics Laboratory (1 hr)</td>
</tr>
<tr>
<td>Earth &amp; Planetary Science 105L – Physical Geology Laboratory (1 hr) University Honors 203 – Science in the 21st Century</td>
</tr>
<tr>
<td>Earth &amp; Planetary Science 201L – Earth History (4 hrs - lab included)</td>
</tr>
</tbody>
</table>

Key Symbol # Key Symbol ## Key Symbol ^ Key Symbol *
**AREA 4 - SOCIAL & BEHAVIORAL SCIENCES - 6 hours**

Music Education and String Pedagogy: Psychology 105 – General Psychology is a requirement.

Art Education: Please consult your CFA Progress Sheet or UNM Catalog for specific degree requirements.

<table>
<thead>
<tr>
<th>Course Code</th>
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<tr>
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</tr>
<tr>
<td>American Studies 201 – Introduction Chicana &amp; Chicano Studies</td>
<td>%</td>
</tr>
<tr>
<td>Classics &amp; Humanities 204 – Greek Civilization</td>
<td></td>
</tr>
<tr>
<td>Classics &amp; Humanities 205 – Roman Civilization</td>
<td></td>
</tr>
<tr>
<td>History 101 – Western Civilization to 1648</td>
<td>%</td>
</tr>
<tr>
<td>History 102 – Western Civilization Post 1648</td>
<td>%</td>
</tr>
<tr>
<td>History 161 – History of the United States to 1877</td>
<td></td>
</tr>
<tr>
<td>History 162 – History of the United States Since 1877</td>
<td></td>
</tr>
<tr>
<td>History 181 – History of Early Latin America</td>
<td></td>
</tr>
<tr>
<td>History 182 – Modern Latin American History</td>
<td></td>
</tr>
<tr>
<td>Native American Studies 150 – Intro. to Native American Studies</td>
<td>%</td>
</tr>
<tr>
<td>Native American Studies 201 – Intro. Chicana &amp; Chicano Studies</td>
<td>%</td>
</tr>
<tr>
<td>Native American Studies 205 – Intro. to Comparative &amp; Global Ethnic Societies</td>
<td>%</td>
</tr>
</tbody>
</table>

AND one course (3 hrs) selected from:

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<td>Classics &amp; Humanities 107 – Greek Mythology</td>
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<tr>
<td>Comparative Literature 222 – Fairy and Folk Tales</td>
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</tr>
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<td>Comparative Literature 224 – Literary Questions</td>
<td></td>
</tr>
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<td>English 150 – The Study of Literature</td>
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<td>English 292 – World Literatures: Ancient World through the 16th Century</td>
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</tr>
<tr>
<td>English 293 – World Literatures: 17th Century through the Present</td>
<td></td>
</tr>
<tr>
<td>Geography 140 – Introduction to World Regions</td>
<td></td>
</tr>
<tr>
<td>Interdisciplinary Film &amp; Digital Media 105L – Introduction to Film and Digital Media [Inter and New Media Studies I]</td>
<td>++</td>
</tr>
<tr>
<td>Modern Language (MLNG - For. Lang.)</td>
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<td>Philosophy 101 – Introduction to Philosophy</td>
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<tr>
<td>Philosophy 202 – From Descartes to Kant</td>
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<td>Religious Studies 107 – Living World Religions</td>
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<td>Religious Studies 263 – Eastern Religions</td>
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<tr>
<td>Religious Studies 264 – Western Religions</td>
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<tr>
<td>University Honors Legacy Seminar at 100 or 200 level</td>
<td></td>
</tr>
<tr>
<td>University Honors 205 – Humanities in Society and Culture</td>
<td></td>
</tr>
</tbody>
</table>

Key Symbol # Credit not allowed for more than one of the following courses: AFST / CCS / NATV / SUST / WMST 109

Key Symbol ## Credit not allowed for both ANTH 110 and LING 101

Key Symbol * Credit not allowed for more than one of the following courses: ENG 200 / GEOG 217 / ME 217

Key Symbol ** Credit not allowed for both PCST 240 and POLS 240

Key Symbol % Denotes course that meets "U.S. and Global Diversity and Inclusion" 3-credit undergraduate requirement.

Key Symbol ++ This course is an option for Social & Behavioral Science, Humanities and Fine Arts but can ONLY satisfy one section, not all three.

**AREA 5 - HUMANITIES - 6 hours**

Art Education: Please consult your CFA Progress Sheet or UNM Catalog for specific degree requirements.

All other CFA Majors must choose one course from each of the two lists below for Humanities credit.

**One course (3 hrs) selected from:**

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<tr>
<td>University Honors 205 – Humanities in Society and Culture</td>
<td></td>
</tr>
</tbody>
</table>

Key Symbol # Credit not allowed for more than one of the following courses: AMST / CCS / NATV 201

Key Symbol % Denotes course that meets "U.S. and Global Diversity and Inclusion" 3-credit undergraduate requirement.

Key Symbol ++ This course is an option for Social & Behavioral Science, Humanities and Fine Arts but can ONLY satisfy one section, not all three.

**AREA 6 - FOREIGN LANGUAGE - 3 hours**

Lower division non-English language offerings of the Departments of Linguistics (including Sign Language), Spanish and Portuguese, Foreign Languages and Literatures, and foreign languages in other departments and programs. See UNM Catalog for further details.

**Art History:** Completion of one foreign language at the 4th semester level is required.

**Media Arts:** Completion of one foreign language at the 2nd semester level is required.

**AREA 7 - FINE ARTS - 3 hours**

Fine Arts Majors, please consult your individual degrees or speak to your CFA Student Success Specialist for details.
Graduation Requirements - Bachelor’s Degrees


- Graduation from the University of New Mexico is not automatic. Application for candidacy for graduation is required. During the semester prior to graduation, the application for degree must be completed and returned to the Fine Arts Student Success & Advisement Center, Center for the Arts 1103. For summer or fall graduation, the deadline is April 1. For spring graduation, the deadline is November 1. **If you fail to submit the application by the deadline, your graduation may be delayed.**

- Undergraduate students may graduate under the requirements in the *Catalog* issue in effect at the time of their admission into the college or school from which they are seeking a degree. If students transfer from one degree-granting college or program to another within the University, they must comply with the *Catalog* requirements in effect at the time of their transfer. Notwithstanding the above, the University of New Mexico reserves the right to make changes in the curricula and degree requirements as deemed necessary, with the changes being applicable to currently enrolled students.

- Students who interrupt their degree program and are not enrolled for three or more consecutive semesters (including summer), must comply with *Catalog* requirements in effect at the time of re-enrollment.

- Students are responsible for knowing the rules and regulations concerning graduation requirements and for satisfying all graduation requirements. Advisement at the specific department/program level as well as the college level is strongly recommended to assure timely graduation. Students who take more than 10 years to graduate from the date of their original admission must conform to the *Catalog* in effect in the semester in which they intend to graduate.

Candidates for an undergraduate bachelor’s degree must meet the following University minimum degree requirements and are subject to the following University limitations:

1. The student must be admitted to the UNM College from which the degree is awarded at the time of graduation.

2. A **minimum** of 120 semester hours of earned credit is required. Of these, at least 42 hours must be completed in courses numbered 300 or above.

3. Complete the University Core Curriculum.
   See *Catalog* for more details: http://catalog.unm.edu/catalogs/2017-2018/undergrad-program.html
   See CFA and departmental sections of the *Catalog* for details on degree-specific core requirements.

4. The student must complete the 3 credit hours U.S. and Global Diversity and Inclusion requirement.

5. **Residence credit requirement**: A minimum of 30 semester hours of credit, exclusive of extension and correspondence (independent study) credit, must be earned at the University of New Mexico. Of these 30 semester hours in residence, 15 semester hours must be earned after the candidate has accumulated 92 hours of earned semester hour credit; these 15 hours, however, do not necessarily have to be the last hours of a degree program. A student may fulfill all or part of this residence requirement by attending summer session.

6. The student must have a minimum cumulative grade point average of 2.00. Students must achieve a grade point average of 2.00 or higher on all hours attempted while enrolled in the College of Fine Arts.

7. Students must graduate with a **minimum** 2.75 grade point average in their major. However, some degrees may require a higher major grade point average to satisfy graduation requirements. See departmental sections of the *Catalog* for details.
8. The student must demonstrate a minimum competence in English writing by passing ENGL 120 with a “C” or better, or attaining a suitable score on an authorized proficiency test prior to graduation.
   • If a student is exempt from taking ENGL 110 or 112 or 113 and/or ENGL 120 based on placement scores from ACT or SAT, they must “make-up” the credit hours with college level electives.

9. A maximum of 24 semester hours of pass/fail (CR/NC) grading option courses may be applied toward a baccalaureate degree.
   • Courses that are part of the student’s major or minor (as defined by the major or minor department) with the exception of those courses especially approved for use of pass/fail (CR/NC) grading, cannot be taken for CR/NC grading.

10. A maximum of 40 semester hours of extension and correspondence (independent study) credit may be applied toward a baccalaureate degree and no more than 30 of these hours may be correspondence credit.

11. Major and minor residence requirements: at least one half of the minimum number of credit hours required for major study and one-fourth of the minimum for minor study must be class or laboratory work earned in residence at the University of New Mexico. A senior transfer student may satisfy this requirement, with the approval of the major department, with at least one-fourth of the total minimum hours required for the major. Most colleges will not accept Introductory Studies courses or technical courses to satisfy any of these requirements.
   • A minimum of one semester of resident enrollment is required after admission [as a declared major] to the College of Fine Arts; in any case, you must be enrolled in the College of Fine Arts [as a declared major] for your final semester at UNM.
   • A minimum of 12 semester hours must be earned while enrolled in the College of Fine Arts [as a declared major].

12. A student is not permitted to graduate if unresolved incomplete (I) grades or not reported (NR) grades are on the student’s academic record. It is the student’s responsibility to resolve any and all incomplete or not reported grades by the published ending of the semester in which graduation occurs.

13. Once a student has completed academic requirements for a degree (certificate, associate, baccalaureate, master’s, Ph.D.) and has received the diploma and appropriate notations on the official transcript, no modification of the student’s academic record leading to that degree will be made by the University of New Mexico.

14. No more than 4 hours of non-professional physical education (PE-NP) courses may be counted toward a CFA degree.

For further information, contact the College of Fine Arts Student Success & Advisement Center
Center for the Arts, Room 1103
PH: 505.277.4817
https://finearts.unm.edu/academics/advisement/

Last Update: 6.22.17
WHAT CAN I DO WITH A MAJOR IN …Interdisciplinary Film & Digital Media (IFDM)

OCCUPATIONAL OVERVIEW:
The IFDM program “is a model of interdisciplinary education for the twenty-first century that will give our students necessary critical, creative, and technical skills to apply digital technologies in innovative and productive ways.” There are two concentrations for the IFDM Bachelor degree at UNM: production and critical studies.

Another closely related degree is the Bachelor of Arts degree in Media Arts. Media arts involves the study and practice of film and video as art. “In the hope of understanding and enhancing the immense role of film and video in the modern world, the program offers the student a broad foundation in the purposes of art and culture…The Bachelor of Arts degree in Media Arts provides a liberal arts background which will enable the student to pursue further education and professional training” (from UNM’s Department of Media Arts website). The focus of the program is both international and interdisciplinary.

EMPLOYMENT REQUIREMENTS:
A variety of career paths exist for bachelor’s degree-holding candidates. With this level of education, students might pursue work in the communication industry that intersects with film, including advertising, public relations, educational media, or freelance film work. Other students may choose to pursue an advanced degree in film or related disciplines, including film studies, American studies, library studies, and broadcasting/public communications. There also exists hundreds of options in between! Regardless of career goals, media arts students develop a wide range of skills that can be applied in a number of different industries and employment settings.

EMPLOYERS and INDUSTRIES:

Selected career titles related to Media Arts*:
- Film Archivist
- Assistant Director
- Cinematographer
- Independent Filmmaker
- Script Supervisor
- Visual Effects
- Lighting Technician
- Actor/Actress
- Sounds & Special Effects
- Specialist
- Studio Merchandiser
- Theatre Manager
- Costume Designer
- Film Director
- Film Editor
- Professor
- Television Producer
- Camera Operator
- Industrial Filmmaker
- Screenwriter
- Dramaturge
- Program Assistant
- Props Master
- Film Production Instructor
- Publicist
- Story Editor
- Talent Agent/Representative
- Animator
- Casting Director/Assistant
- Colorizing Technician
- Producer
- Sound Editor
- Critic
- Press Agent
- Drama Coach
- Scriptwriter
- Rerecording mixer
- Arts Administrator
- Movie Theatre Manager
- Journalist
- Librarian
- Event Planner/Coordinator

* Some career titles may require an advanced degree for entry level positions, or to gain upward mobility

Selected industries/employment settings related to Media Arts:
- Advertising & marketing organizations
- Arts organizations
- Studios (independent, commercial, industrial)
- Galleries
- Film/TV production companies
- Museums
- Universities/colleges/schools
- Event production companies
GENERAL STRATEGIES:

- Gain related experience in your area of interest through internships, research, part-time jobs, volunteer positions, or campus/community leadership positions.
- Supplement coursework to form a specialty that reflects your interest area (e.g., taking extra business courses if you see yourself entering the business world).
- If you are interested in graduate school, investigate requirements of different types of programs (e.g., film studies programs will have a different focus on prerequisites than business school).
- Market upon the “transferable skills” your degree taught you: the ability to present specific viewpoints; synthesize information; evaluate and present ideas; compare and contrast evidence; work with tight deadlines; rewrite and edit with others; interpret information; gather information and data; create compelling messages; and many more!

NATIONAL WAGES:
Adapted from CareerOneStop (2013)

<table>
<thead>
<tr>
<th>Location</th>
<th>10%</th>
<th>25%</th>
<th>50%</th>
<th>75%</th>
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MULTI-MEDIA ARTISTS AND ANIMATORS:

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<th>2012</th>
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<td>United States</td>
<td>$61,400</td>
</tr>
<tr>
<td>New Mexico</td>
<td>$66,000</td>
</tr>
</tbody>
</table>

INFORMATIONAL WEBSITES:

Mandy.com
Producers Guild of America
Directors Guild of America
International Cinematographers Guild
Motion Picture Editors Guild
Motion Picture Sound Editors Guild
Writers Guild of America
Production Hub.com
Variety
Hollywood Reporter
LA 411
NY 411
Arts Opportunities
Ad Week
HOW Design Magazine
Media Bistro
American Society of Media Photographers
B-Roll
Types of positions in TV/FILM
Prop Master

http://online.onetcenter.org
http://www.mandy.com
http://www.producersguild.org
http://www.dga.org/
http://www.cameraguild.com/
http://www.mpse.org/
http://www.mpse.org/
http://www.productionhub.com
www.productionhub.com
www.variety.com
http://www.hollywoodreporter.com/hr/index.jsp
www.la411.com
http://www.newyork411.com/
http://www.artopportunities.org/
http://www.adweek.com/aw/index.jsp
http://www.howdesign.com/jobs/index.asp
http://www.medibistro.com
http://www.asmp.org/
http://b-roll.net/jobs/index.php
http://filmtvcareers.about.com/od/basics/p/CP_PropMaster.htm
http://www.bls.gov/oco/
Please print LEGIBLY

Name  ____________________________________________  First  __________________________ Middle Initial  __________________________
UNM ID #  __________________________  DOB (mm/dd/yy)  __________________________

Semester Applying For  __________________________  UNM E-mail  __________________________@unm.edu

Signature  __________________________________________  Date:  __________________________  Phone: (______) ______-_________

Degree & Major

Art & Art History:
- [ ] BA Art Studio
- [ ] BFA Art Studio
- [ ] BA Art History
- [ ] BA Art Education

Cinematic Arts:
- [ ] BA Media Arts
- [ ] BFA IFDM Concentration: Production – Cohort # ______

Music: This application will not be processed without the completed Degree and Concentration Approval Form, which should be initiated by your applied music faculty instructor upon completion of two semesters of APMS in your principal instrument and/or voice.

Indicate principal instrument: __________________________________________
- [ ] BA Music

BM in Music, Concentration:  
- [ ] Performance
- [ ] Jazz Studies
- [ ] String Pedagogy
- [ ] Theory & Composition

BME Music Education, Concentration:  
- [ ] Instrumental
- [ ] Vocal

Theatre & Dance:
- [ ] BA Theatre
- [ ] BFA Design & Technology for Performance
- [ ] BA Dance–Contemporary Dance or Flamenco (circle one)

Dance Dept. audition completed on (date) ______

Interdisciplinary Arts:
- [ ] BA Interdisciplinary Arts

Minor and/or 2nd Major

Although the College of Fine Arts degrees do not require the completion of a minor, students may choose to complete an optional minor and/or 2nd major. Please list any minor and/or 2nd major you are interested in completing:
2nd Major __________________________________________ OR Minor __________________________________________
(Note: An additional application is required for minors and/or 2nd majors offered outside of the College of Fine Arts)

FOR OFFICE USE ONLY:
Cumulative GPA ________________  Admission: ________________ Accepted  Folder Labeled & Filed by _____ on ______
Major GPA ______________________  BANNER Updated  Y / N
ENGL ______________ MATH ____________
MUS: APMS: ______ MUSE 194  __ 195  
DANC: Dance Audition Acceptance
IFDM: IFDM 241L ______ CS 105L
ARTS: ARTS 125 ______ 126
ARTE: 310 ______ 320
NES Score ≥ 220
IA Plan & Essay __________________________

LoboWeb Catalog __________________
EMAILED: Admit Letter / Regret Letter / QS Letter (circle one)
Updated Degree Packet Attached  Y / N
CFA Folder Created  Y / N
Advisor Initials: ________ Date: ________
Requirements for Admission into the College of Fine Arts:

- Completion of 26 hours of earned credit.
- A grade point average of at least 2.50 in all hours attempted or, a grade point of at least 2.50 in the last 30 hours attempted.
- Competency in English writing as demonstrated by: achieving a score of 26 or higher on the English section of the ACT examination or 660 SAT Rdg/Wrtg or, completion of ENGL 101 or 110 or 112 or 113 with a grade of C or better, or receiving credit through Advanced Placement Exam or International Baccalaureate program.
- Competency in Mathematics as demonstrated by: achieving a score of 22 or higher on the Math section of the ACT examination or 540 SAT Math, or completion of MATH 120 or MATH 101 & 102 with grade of C or better, placement into college level Math by Accuplacer exam, or receiving credit through Advanced Placement Exam or International Baccalaureate program.
- Completion of 12 credit hours of course work in the major area with at least a 2.50 grade point average. Please note that each degree has a higher major GPA requirement for graduation. See individual degree plan for more details.

PLUS:

For Art Studio Students:
- Completion of ARTS 125: Art Practices I and ARTS 126: Art Practices II with grades of C or better.

For Art Education Students:
- Completion of ARTE 310: Teaching Art in the Elementary School and ARTE 320: Teaching Art in Secondary School with grades B- or better.
- Passing the National Evaluation Series exam with a score of 220 or better.

For Dance Students:
- Pre-approved acceptance into program by audition/interview.
- Auditions are held ONCE per year, on the last Friday of January from 10:00 AM – 5:00 PM in the North Arena studio in the dance building on the UNM campus. The audition consists of ballet, modern, and flamenco. Participants will also show a one minute work of their own choreography or an excerpt of a piece performed in the past, followed by a short interview with the dance audition committee.
- Dance majors must see Amanda Hamp, faculty advisor for Dance (Carlisle Gym; phone: 277-3660).

For Interdisciplinary Arts Students:
- A completed plan of study approved by appropriate faculty mentor or CFA Student Success Specialist.
- A 250-word essay which describes how the courses in the plan of study support and coalesce to prepare the student for graduation and eventual work in the intended field.

For Interdisciplinary Film & Digital Media Students:
- Completion of the first two Core IFDM courses with grades of C or better.
- In order to enroll in IFDM core courses, students must be admitted as pre-majors through a separate application process. See current Catalog for details.

For Music Students:
- An Approval to Concentrate in appropriate instrument or voice as demonstrated by completion of the first 2 semesters of Applied Music and enrollment in 3rd semester is required. A signed form is required.
- BME Students: Satisfactory completion of MUSE 194: Introduction to Music Education and MUSE 195: Introductory Teaching Practicum is necessary for acceptance into the Music Education degree program.

Important Information:

1. Submit Application for Admission to the College of Fine Arts to the Student Success & Advisement Center.
2. You will be notified by email within 1-3 weeks of submitting your application.
3. Applications are accepted for spring and fall semesters only.
4. Students graduate under the requirements in the UNM Catalog in effect at the time of their admission (or readmission) into CFA as pre-majors or declared majors. See the current UNM Catalog for further details regarding admission and graduation requirements.