

# School of Digital Media

## Digital Arts

### Degrees

Bachelor of Fine and Applied Arts (Digital Arts)

B.F.A. (Digital Arts)

### Educational Objectives :

1. To give students the knowledge of designing art.
2. To give students the understanding of cutting-edge technology and for them to be able to create their work in accordance with those technology.
3. To focus on training the students so that they can use digital tools in creating modern art pieces.
4. To give students the ability to implement their knowledge from the program as the basic for their art creation, and successfully present them in their career.

### Digital Arts

This course focuses on the creative artistry and production of art forms using traditional skills and digital technologies such as 2D and 3D graphical software, digital tool. Digital Arts coursework includes digital painting, 3D sculpture, Illustration, motion graphic including any range of computer art.

### Curriculum :

<b>4 years program</b>	<b>143 Credits</b>
<b>1. General Education Subjects</b>	<b>30 Credits</b>
1.1 Social Sciences and Humanities	9 Credits
1.2 Language and Communication	12 Credits
1.3 Science and Mathematics	9 Credits
<b>2. Specific Subjects</b>	<b>104 Credits</b>
2.1 Common Cores	28 Credits
2.2 Major Subjects	61 Credits
2.3 Major Electives	15 Credits
<b>3. Free Elective Subjects</b>	<b>9 Credits</b>

Select from any subject taught in the university

### Course Subjects

<b>1. General Education Subjects</b>	<b>30 Credits</b>
1.1 Social Sciences and Humanities	9 Credits
HUM 120 HUM124 HUM311 HUM411 PHR 100 SOC 106	
1.2 Language and Communication	12 Credits
ENG 111 ENG 112 ENG 213 ENG 324 THI 116 THI 118	
1.3 Science and Mathematics	9 Credits
BCS 115 BCS 217 GSC 151 GSC 150 MAT 142	

2. Specific Subjects

104 Credits

2.1 Common Cores

28 Credits

DES 111	Visual Arts 1	3(1-4-4)
DES 112	Visual Arts 2	3(1-4-4)
DES 113	Visual Arts 3	3(1-4-4)
DES 114	Fundamental Design	4(1-6-5)
DES 115	Design Thinking	3(1-4-4)
DES 116	Design Awareness	3(1-4-4)
DES 117	History of Design	3(3-0-6)
SDM 118	Introduction to Computer Graphics	3(1-4-4)
SDM 119	Introduction to Digital Image	3(2-2-5)

2.2 Major Subjects

61 Credits

SDM 211	Speech for Presentation	2(1-2-3)
SDM 200	Ideal Graduate in Digital Media	1(0-2-1)
DGA 211	Life Drawing	3(1-4-4)
DGA 222	Character Design	3(1-4-4)
IGD 331	Motion Graphics 1	3(1-4-4)
GAD 224	Digital Image Design	2(1-2-3)
DGA 321	Conceptual Art	2(1-2-3)
DGA 332	Digital Illustration	3(1-4-4)
DGA 231	Digital Painting 1	3(1-4-4)
DGA 232	Digital Painting 2	3(1-4-4)
DGA 233	Composition for Digital Arts 1	3(1-4-4)
DGA 234	Composition for Digital Arts 2	3(1-4-4)
DGA 334	Media Art 1	3(1-4-4)
DGA 335	Media Art 2	4(1-6-5)
DGA 352	Art Appreciation	3(1-4-4)
SDM 452	Digital Media Seminar	2(1-2-3)
SDM 453	Portfolio Design	2(1-2-3)
DGA 350	Professional Training	300 ชั่วโมง
DGA 498	Digital Arts Pre-Cooperative Education	1(0-2-1)
SDM 451	Digital Media Business	3(1-4-4)
DGA 461	Digital Arts Project Preparation	3(1-4-4)
DGA 462	Digital Arts Project	9

## 2.3 Major Electives

15 Credits

DGA 212	Perspective	3(1-4-4)
CAN 241	3D Modeling and Animation 1	3(1-4-4)
SDM 299	Work Experience	3(0-20-0)
DGA 333	3D Modeling for Digital Arts	3(1-4-4)
DGA 351	Contemporary Art	3(1-4-4)
IGD 332	Motion Graphics 2	3(1-4-4)
IGD 234	3D Modeling for Game	3(1-4-4)
IGD 335	Animation for Game	3(1-4-4)

**3. Free Elective Subjects**

Select 9 credits from subjects which available in the university.