Unlike any degree in the state of Texas, the Master of Fine Arts in Visualization combines creativity with technical disciplines. In this program, you'll hone your skills as a technical artist as you create a body of work.

With a focus in technological applications and innovations, our program bridges the gap between technical and artistic skills. You'll become a hybrid creative equipped to problem-solve across teams on collaborative projects.

ABOUT THE PROGRAM

The Master of Fine Arts in Visualization teaches students to visually communicate their ideas through digital and analog mediums. Our interdisciplinary curriculum encourages the development of new technologies and creative applications.

Our graduates are equipped with a unique balance of artistic insight and technical prowess that sets them apart from their peers.

CAREERS

The Master of Fine Arts in Visualization is a terminal degree that qualifies you to teach at the university level. Our former students have gone on to become:

- University-level faculty
- Self-employed artists
- Art directors in digital media

AREAS OF EMPHASIS

- Computer animation
- Gaming
- Interactive art
- User experience design
- Visual storytelling
- Virtual/augmented reality
- Visual effects
- Data visualization

CURRICULUM

The Master of Fine Arts in Visualization curriculum allows you to tailor your studies to your interests and career aspirations. You'll develop and compile a body of work in coordination with your personalized courses of study.

CURRICULUM DETAILS

Categories	Credits
Prerequisite Courses*	0
Required Courses	12
Prescribed Electives	17
Free Electives	11
Professional Study	20
Total Coursework	**60**

*Prerequisite courses are to be taken as directed on admission. They will not count as credits toward the degree.

PREREQUISITE COURSES

Students admitted into our master's program will receive instruction on which prerequisite courses they must take during their first year. All prerequisite courses must be completed with a grade of "B" or better. These courses will not count for credit toward the degree.

Students with deficiencies not addressed by the prerequisite courses will not be admitted into a master's program.

REQUIRED COURSES

For M.S. Thesis Option
- VIZA 630: Contemporary Art Studio/Seminar I (4 hrs)
- VIZA 631: Contemporary Art Studio/Seminar II (4 hrs)
- VIZA 680: Professional Practice (4 hrs)
- VIZA 693: Professional Study (20 hrs)

Selected Core Courses (12 hrs)
- VIZA 654 Digital Image (4 hrs) or VIZA 656 Image Synthesis (4 hrs)
- VIZA 622: Design Communication I (4 hrs) or VIZA 643: Time-based Media I (4 hrs)
- VIZA 614: Form, Installation, and Environment (3 hrs) or VIZA 684: Professional Internship (3 hrs)

Free Electives
- VIZA 613: 3D Modeling and Animation (4 hrs)
- VIZA 614: Form, Installation, and Environment (3 hrs)*
- VIZA 615: Computer Animation (4 hrs)
- VIZA 616: Rendering and Shading (3 hrs)
- VIZA 617: Advanced Animation (4 hrs)
- VIZA 622: Design Communication I (4 hrs)*
- VIZA 623: Design Communication II (3 hrs)
- VIZA 625: Multi-media Web Design (3 hrs)
- VIZA 626: Generative Art (3 hrs)
- VIZA 627: Design Communication III (3 hrs)
- VIZA 643: Time-based Media I (4 hrs)*
- VIZA 647: Color Photography (3 hrs)
- VIZA 654: Digital Image (4 hrs)*
- VIZA 656: Image Synthesis (4 hrs)*
- VIZA 657: Computer Aided Sculpting (3 hrs)
- VIZA 662: Physical Computing for Art & Design (3 hrs)
- VIZA 665: Digital Compositing (4 hrs)

*If not taken to fulfill one of the specific divided electives listed above.

Students are required to complete 11 semester credit hours in any graduate level course or undergraduate level course designated as 300-400 level, with approval of their advisory committee chair.