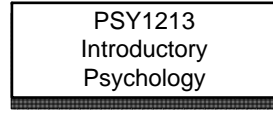
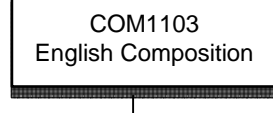
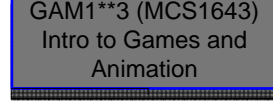
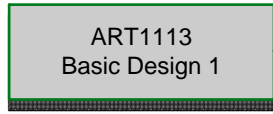
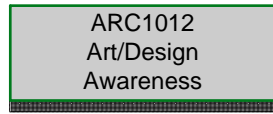


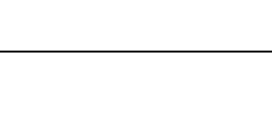
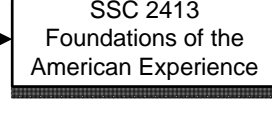
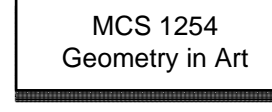
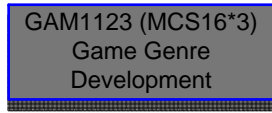
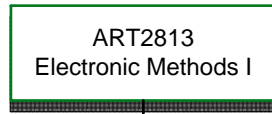
BFA in GAME ART: PROGRAM FLOW CHART

FRESHMAN YEAR

15 Credits

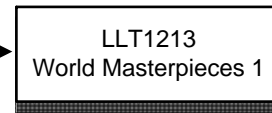
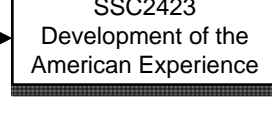
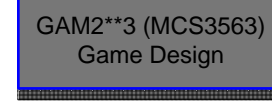
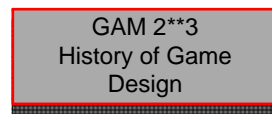
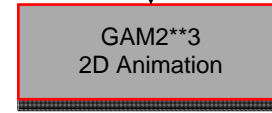
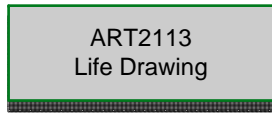


16 Credits

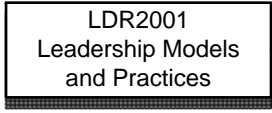
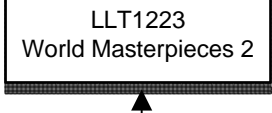
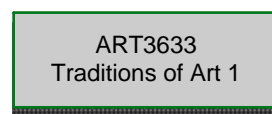
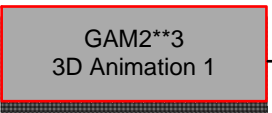


SOPHOMORE YEAR

18 Credits

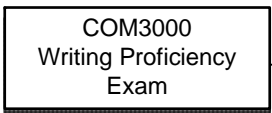
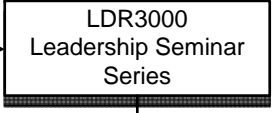
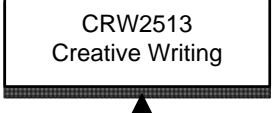
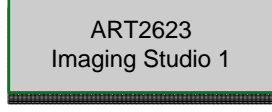
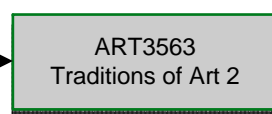
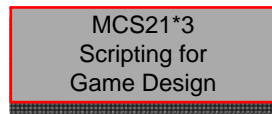


16 Credits

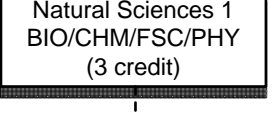
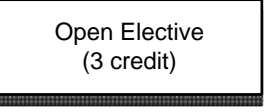
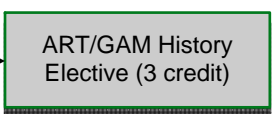
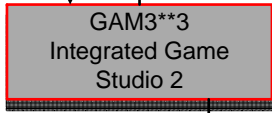
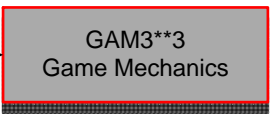


JUNIOR YEAR

15 Credits

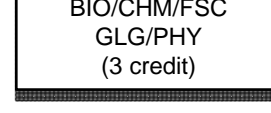
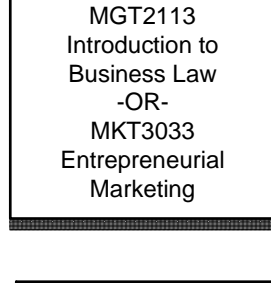
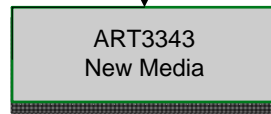
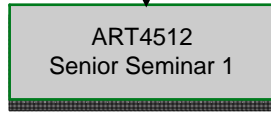
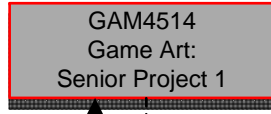


16 Credits



SENIOR YEAR

15 Credits



14 Credits

