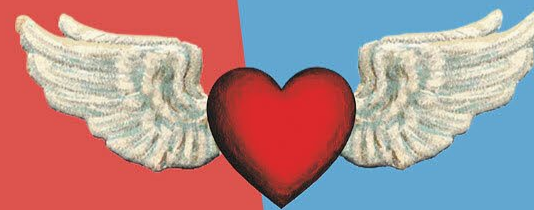
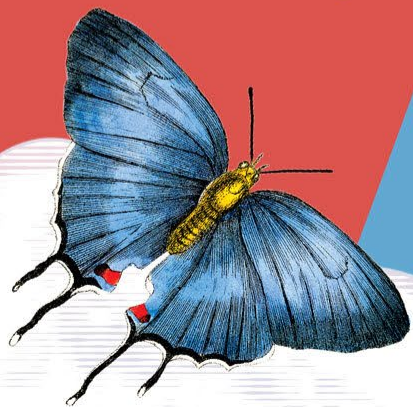


SCAD

IBCP

Pathway



15,000

students from all

50

states and

100+

countries



100+
degree
programs

[illegible]

17 STEM programs at SCAD

Advertising ♦ ♦ Animation ♦ ♦ ♦ Architecture ♦ Creative Business Leadership

♦ ♦ ♦ Design for Sustainability ♦ Design Management ♦ ♦ ♦ ♦ ♦ Furniture Design

Graphic Design ♦ Immersive Reality ♦ Industrial Design ♦ Interactive Design & Game Development

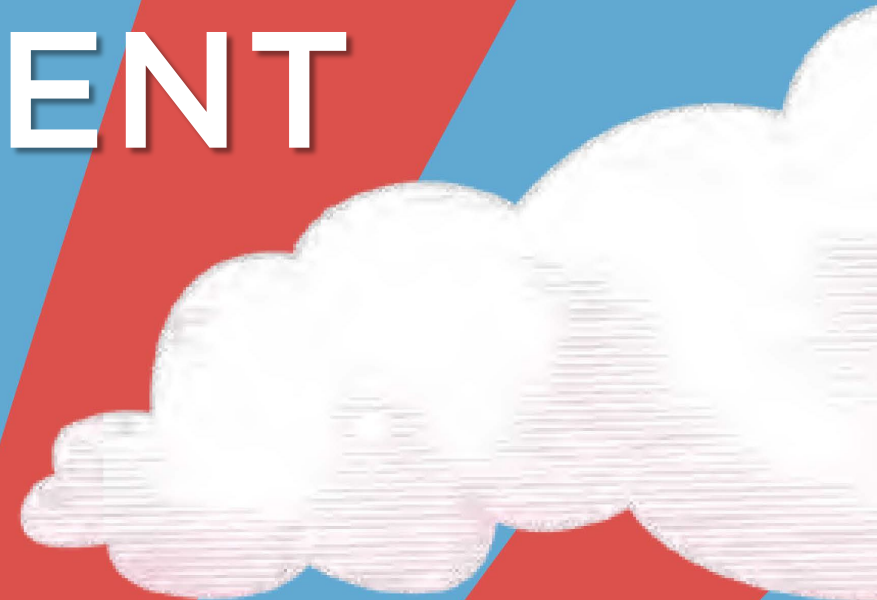
Luxury & Brand Management ♦ ♦ ♦ Motion Media Design ♦ ♦ ♦ ♦ ♦ Service Design

♦ ♦ ♦ Social Strategy & Management ♦ ♦ ♦ User Experience Design ♦ ♦ Visual Effects

IBCP

Pre-college Program

JOINT ENROLLMENT



10 COURSE TRACKS

1

A: FOUNDATION STUDIES (STEM)

B: FOUNDATION STUDIES- DIGITAL MEDIA MAJORS (STEM)

2

A: FOUNDATION STUDIES & LIBERAL ARTS

B: FOUNDATION STUDIES & LIBERAL ARTS *(NO DRAW 100 REQUIRED)*

3

ADVERTISING & BRANDING (STEM)

4

GRAPHIC DESIGN (STEM)

5

INTERACTION DESIGN & GAME DEVELOPMENT (STEM)

10 COURSE TRACKS

6

PHOTOGRAPHY

7

SEQUENTIAL ART

8

BUSINESS OF BEAUTY & FRAGRANCE *(NEW)*

9

FASHION MARKETING & MANAGEMENT *(NEW)*

10

SOCIAL STRATEGY & MANAGEMENT *(NEW)*

11

CUSTOM TRACK

Track 1

A: FOUNDATION STUDIES (STEM)

DRAW 100



Drawing I: Form & Space

QUARTER 1

DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

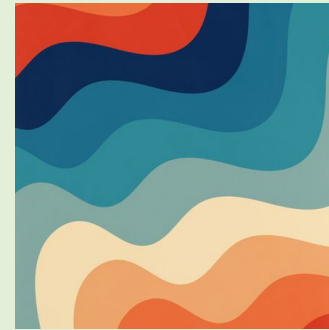
DRAW 101



Drawing II:
Composition & Media
(prerequisite: DRAW 100)

QUARTER 3

DSGN 101



Color:
Theory & Application
(prerequisite: DSGN 100)

QUARTER 4

DSGN 102



Design II:
3D Form in Space
(prerequisite: DSGN 100)

QUARTER 5

Required for the following majors: Accessory Design, Advertising and Branding, Animation, Architectural History, Art History, Fashion, Fashion Marketing and Management, Fibers, Furniture Design, Graphic Design, Illustration, Industrial Design, Interactive Design and Game Development, Interior Design, Jewelry, Motion Media Design, Painting, Photography, Preservation Design, Production Design, Sequential Art, Service Design, Visual Effects

Track 1

B: FOUNDATION STUDIES : DIGITAL MEDIA MAJORS (STEM)

DRAW 100



Drawing I: Form & Space

QUARTER 1

DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

DRAW 101



Drawing II:
Composition & Media
(prerequisite: DRAW 100)

QUARTER 3

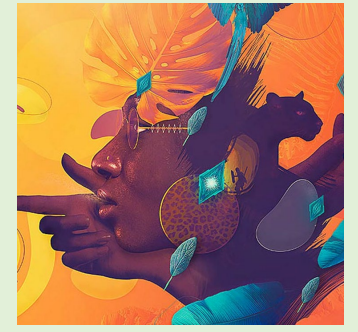
DSGN 101



Color:
Theory & Application
(prerequisite: DSGN 100)

QUARTER 4

DIGI 130



Digital Communications

QUARTER 5

Required for the following majors: Animation, Interactive Design and Game Development, Motion Media Design, Visual Effects

Track 2

A: FOUNDATION STUDIES & LIBERAL ARTS

DRAW 100



Drawing I: Form & Space

QUARTER 1

DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

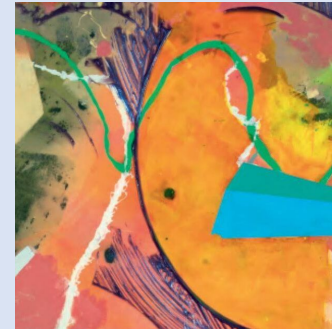
ENGL 123



Ink to Ideas:
Critical Concepts in
Literature & Writing

QUARTER 3

CTXT 121



Visual Culture in Context:
Pre-Modern Global
Perspectives

QUARTER 4

CTXT 122



Visual Culture in Context:
Making Modernity

QUARTER 5

Required for the following majors: Accessory Design, Advertising and Branding, Animation, Architecture, Architectural History, Art History, Branded Entertainment, Business of Beauty and Fragrance, Equestrian Studies, Fashion, Fashion Marketing and Management, Fibers, Film and Television, Furniture Design, Graphic Design, Illustration, Immersive Reality, Industrial Design, Interactive Design and Game Development, Interior Design, Jewelry, Motion Media Design, Painting, Photography, Preservation Design, Production Design, Sequential Art, Service Design, Social Strategy and Management, Television Producing, User Experience Design, Visual Effects

Track 2

B: FOUNDATION STUDIES & LIBERAL ARTS

(NO DRAW 100 REQUIRED)

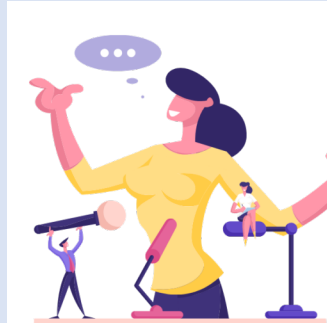
DSGN 100



Drawing I: Form & Space

QUARTER 1

COMM 105



Speaking of Ideas

QUARTER 2

ENGL 123



Ink to Ideas:
Critical Concepts in
Literature & Writing

QUARTER 3

CTXT 121



Visual Culture in Context:
Pre-Modern Global
Perspectives

QUARTER 4

CTXT 122



Visual Culture in Context:
Making Modernity

QUARTER 5

Required for the following majors: Dramatic Writing, Performing Arts, Sound Design, Writing

Track 3

ADVERTISING & BRANDING (STEM)

DRAW 100



Drawing I: Form & Space

QUARTER 1

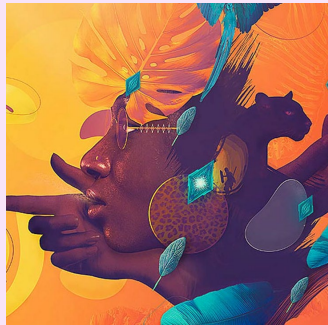
DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

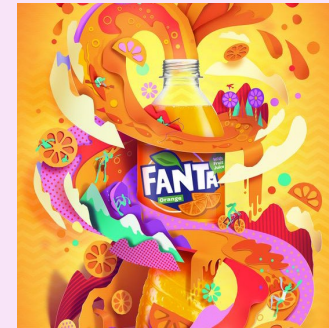
DIGI 130



Digital Communication

QUARTER 3

ADBR 150



Introduction to Advertising:
Concept to Content

QUARTER 4

DSGN 101



Color:
Theory & Application
(prerequisite: DSGN 100)

QUARTER 5

eLearning degree: BFA in Advertising and Branding, BA in Visual Communication/Concentration in Advertising and Branding

Track 4

GRAPHIC DESIGN (STEM)

DRAW 100



Drawing I: Form & Space

QUARTER 1

DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

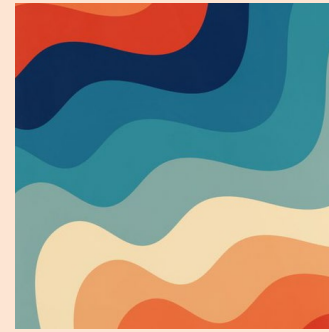
DRAW 101



Drawing II:
Composition & Media
(prerequisite: DRAW 100)

QUARTER 3

DSGN 101



Color:
Theory & Application
(prerequisite: DSGN 100)

QUARTER 4

GRDS 201



Introduction to Graphic
Design
(prerequisite: DRAW 101 &
DSGN 100)

QUARTER 5

eLearning degrees: BFA in Graphic Design, BA in Visual Communication/Concentration in Graphic Design

Track 5

INTERACTION DESIGN & GAME DEVELOPMENT (STEM)

DRAW 100



Drawing I: Form & Space

QUARTER 1

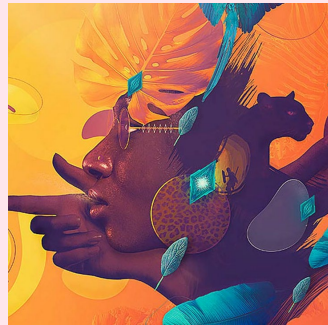
DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

DIGI 130



Digital Communication

QUARTER 3

ITGM 130



Digital Design Aesthetics
(prerequisite: CMPA 110)

QUARTER 4

DRAW 101



Drawing II:
Composition & Media
(prerequisite: DRAW 100)

QUARTER 5

eLearning degree: BA in Digital Media

Track 6

PHOTOGRAPHY

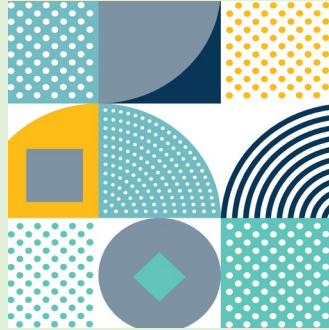
DRAW 100



Drawing I: Form & Space

QUARTER 1

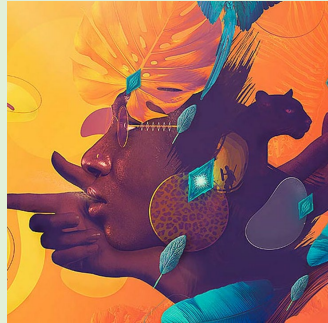
DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

DIGI 130



Digital Communication

QUARTER 3

PHOT 113



Camera Exploration &
Technique

QUARTER 4

PHOT 114



Digital Imaging &
Compositing
(prerequisite: PHOT 113)

QUARTER 5

eLearning degree: BFA in Photography; BA in Visual Communication/Concentration in Photography

Track 7

SEQUENTIAL ART

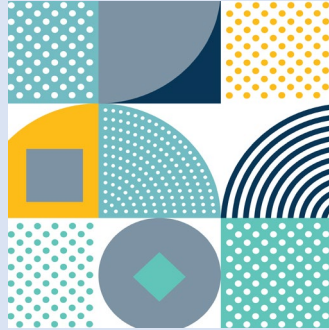
DRAW 100



Drawing I: Form & Space

QUARTER 1

DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

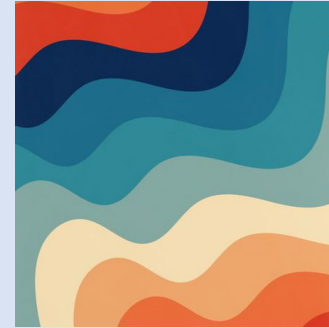
DRAW 101



Drawing II:
Composition & Media
(prerequisite: DRAW 100)

QUARTER 3

DSGN 101



Color:
Theory & Application
(prerequisite: DSGN 100)

QUARTER 4

SEQA 100



Introduction to Sequential
Art (prerequisite: DRAW 101
& DSGN 101)

QUARTER 5

eLearning degree: BFA in Sequential Art; BA in Visual Communication/Concentration in Sequential Art

Track 8

BUSINESS OF BEAUTY & FRAGRANCE (NEW)

DRAW 100



Drawing I: Form & Space

QUARTER 1

DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

DSGN 101



Color:
Theory & Application
(prerequisite: DSGN 100)

QUARTER 3

CTXT 121



Visual Culture in Context:
Pre-Modern Global
Perspective

QUARTER 4

BEAU 210



Beauty & Fragrance through
the Ages
(prerequisite: CTXT 121)

QUARTER 5

eLearning degree: BFA in Business of Beauty and Fragrance

BEAU 210 is offered through SCADnow(virtual platform), not eLearning

Track 9

FASHION MARKETING & MANAGEMENT (NEW)

DRAW 100



Drawing I: Form & Space

QUARTER 1

DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

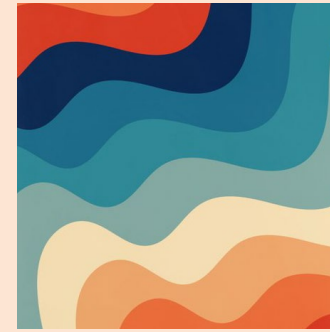
DRAW 101



Drawing II:
Composition & Media
(prerequisite: DRAW 100)

QUARTER 3

DSGN 101



Color:
Theory & Application
(prerequisite: DSGN 100)

QUARTER 4

FASH 105



Introduction to Textiles

QUARTER 5

eLearning degree: BFA in Fashion Marketing and Management

FASH 105 is offered through SCADnow(virtual platform), not eLearning

Track 10

SOCIAL STRATEGY & MANAGEMENT (NEW)

DRAW 100



Drawing I: Form & Space

QUARTER 1

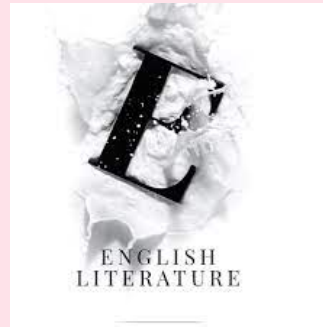
DSGN 100



Drawing I:
Elements & Organization

QUARTER 2

ENGL 123



Ink to Ideas:
Critical Concepts in
Literature & Writing

QUARTER 3

CTXT 121



Visual Culture in Context:
Pre-Modern Global
Perspective

QUARTER 4

SOCL 110



History & Evolution of Social
Media
(prerequisite: ENG 123 &
CTXT 121)

QUARTER 5

eLearning degree: BFA in Social Strategy and Management

SOCL 110 is offered through SCADnow(virtual platform), not eLearning

Track 11

CUSTOM TRACK

ANAT 100 General Anatomy

ANTH 101 Introduction to Anthropology

BUSI 101 The Design of Business

MATH 100 College Mathematics

PHIL 202 World Religions

POLS 100 Politics in America: Freedom, Equality & Power

PSYC 101 Introduction to Psychology

CMPA 100 Survey of Computer Art Applications