

Minor in Life Science Visualization

The Minor in Life Science Visualization is designed for students in many disciplines who wish to enhance their understanding of visual thinking, education, and communication in the life sciences. The minor is open to students from any college or major with a sophomore standing. Students who wish to earn the minor must notify the Associate Program Director for Undergraduate Education - Life Science Visualization. Basic drawing competency must be demonstrated through a portfolio review. No college-level drawing course is required, but ART 112 is recommended. A minimum cumulative GPA of 2.50/4.00 is required, and a minimum cumulative GPA of 2.50/4.00 in Life Science Visualization courses must be maintained to successfully complete the program. Students must complete 16-17 semester hours for the minor.

Code	Title	Hours
Prerequisite Courses		
Students must earn a grade of B or higher in the following prerequisite course:		
BIOS 110	Biology of Cells and Organisms	4
Required Courses		
BVIS 250	Life Science Visualization Techniques I ^d	3
BVIS 251	Life Science Visualization Techniques II ^b	3
Complete at least one of the following:		4-5
KN 251	Human Physiological Anatomy I ^a	
BIOS 272	Comparative Vertebrate Anatomy ^c	
Complete at least one of the following:		3
BVIS 260	Biological Illustration Techniques	
BVIS 270	Anatomical Figure Drawing	
Complete at least one of the following:		3
BVIS 320	Life Science Animation, Storytelling and Storyboarding ^b	
BVIS 325	Digital Sculpting for Life Science Illustration ^b	
BVIS 330	Serious Games for Life Science Education ^b	
BVIS 335	Visual Strategies for Health and Life Science Communication ^b	
Total Hours		16-17

^a Requires BIOS 110 as a prerequisite.

^b Requires BVIS 250 as a prerequisite.

^c Requires both BIOS 110 and BIOS 120 as a prerequisite.

^d Requires BIOS 110, BIOS 120, or BIOS 104 as a prerequisite.