STUDY PLAN
VISUAL DESIGN / Bachelor of Arts
high residence (full-time)

semester	subjects / modules	credits
I	English Language	6
I	Seminar: Language and Thinking	6
I	Seminar: Introduction to the Humanities	6
I	Visual Design Artifacts: Vilnius	6
I	Visual Expression: Drawing and Composition	6
	TOTAL	**30**
II	English Language	6
II	Seminar: Introduction to the Humanities	6
II	History of Design	6
II	Visual Expression: Drawing and Composition	6
II	Visual Expression: Calligraphy and Typography	6
	TOTAL	**30**
III	Seminar: Introduction to the Social Sciences	6
III	Visual Design Artifacts: Paris	6
III	Entrepreneurship for Creatives	6
III	Visual Expression: Drawing and Composition	6
III	Visual Expression: Photography	6
III	Design Thinking	3
	TOTAL	**33**
IV	Seminar "Introduction to Social Sciences"	6
IV	Visual Expression: Animation	6
IV	Visual Expression: Color Theory	6
IV	Graphic Software	6
IV	Annual Project I	3
	TOTAL	**27**
V	Hermeneutic Seminar	6
V	Visual Design Artifacts: Florence	6
V	Visual Expression: 3D Design	6
V	*Module courses:* Logos and Visual Identity (G) Animation and Media Graphics I (A) Introduction to Layout: HTML and CSS (W) Introduction to the Game Industry (GA)	6

		Game Design Basics (GA)	
V		Module courses: Functional Analysis of Artifacts and Stylization (G) Sound Design (A) Visual Expression: Fundamentals of Web and App Design (W) Concept Art for Games (GA) 3D Environment Modeling for Games (GA)	6
	TOTAL		**30**
VI		Module courses: Visual Expression: Digital and Print Technologies (G) Animation: Techniques and Technologies (Classic & Experimental Animation Technologies — VR, AR, 360, 3D) (A) Visual Expression: 2D Animation for Web and Interactive Media (W) Narrative Game Design and Storytelling (GA) 3D Modeling for Games (GA)	6
VI		Module courses: Editorial Design (G) Animation and Media Graphics II (A) Visual Expression: UI/UX and Accessibility (W) Game Texturing (GA) 3D Animation for Game Assets (GA)	6
VI		Module courses: Wayfinding Systems, Pictograms, Infographics (G) Storyboarding & Storytelling (A) Web Technologies: Web Programming (W) 3D Character Animation (GA) Technical Art (GA)	6
VI		Specialization year project	6
VI		Modular Internship (academic): Internship in Graphic Design (G) Internship: Integration of Animation Technologies in Marketing Context (A) Internship: Web Design (W) Internship (GA)	6
	TOTAL		**30**
VII		Hermeneutic Seminar	6
VII		Visual Design Artifacts: Athens	6
VII		Module courses: Introduction to Design Management (G) Animation & Game Design (A) Marketing in Web Design (W) Art Management (GA) 3D Sculpting (GA)	6
VII		Module courses: Editorial Design (G) Animation: Concept Art & Design (A) Visual Communication for the Web and Design System Development (W) Texturing: Advanced Techniques for Games (GA) Game Project Portfolio (GA)	6

VII	*Elective Courses*:* Cultural and Art Project Management Intercultural Communication OSUN Network Courses Game Design: Game Balance		6
		TOTAL	**30**
VIII	Pre-graduation Internship (by Specializations)		6
VIII	**Final Project**		**18**
VIII	*Elective Courses:* Lithuanian Language Lithuanian Ethnoculture OSUN Network Courses Legal Aspects of Game Industries		6
		TOTAL	**30**
		TOTAL in the program	**240**

Module courses: 60 ECTS including practical training
Elective courses*: 12 ECTS
G – Graphic Design
A – Animation and Videographics (Animation and Motion Design)
W – Web and Digital Design
GA – Game Art

*The list of elective courses is subject to change

The minimum number of students required for modules in each specialization is 12.
If fewer than 12 students enroll, students will be offered to choose another specialization.