

**STUDY PLAN**  
**VISUAL DESIGN / Bachelor of Arts**  
Low Residence (Part-time, session-based)

semester	subjects / modules	credits
I	English Language	6
I	Seminar: Language and Thinking	6
I	Seminar: Introduction to the Humanities	6
I	Visual Expression: Drawing and Composition	6
	<b>TOTAL</b>	<b>24</b>
II	English Language	6
II	Seminar: Introduction to the Humanities	6
II	History of Design	6
II	Visual Expression: Drawing and Composition	6
	<b>TOTAL</b>	<b>24</b>
III	Seminar: Introduction to the Social Sciences	6
III	Visual Design Artifacts: Vilnius	6
III	Visual Expression: Drawing and Composition	6
III	Visual Expression: Calligraphy and Typography	6
	<b>TOTAL</b>	<b>24</b>
IV	Seminar: Introduction to the Social Sciences	6
IV	Visual Expression: Photography	6
IV	Graphic Software	6
IV	Visual Expression: Color Theory	6
	<b>TOTAL</b>	<b>24</b>
V	Hermeneutic Seminar	6
V	Visual Design Artifacts: Paris	6
V	Visual Expression: 3D Design	6
V	Visual Expression: Animation	6
V	Design Thinking	3
	<b>TOTAL</b>	<b>27</b>
VI	Media Psychology	6
VI	Annual Project I	3
VI	<b>Module courses:</b> 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)	
VI	<b>Module courses:</b> Functional Analysis of Artifacts and Stylization (G) Sound Design (A) Visual Expression: Basics of Web and App Design (W) Concept Art for Games (GA) 3D Environment Modeling for Games (GA)	6
	<b>TOTAL</b>	<b>21</b>
VII	Hermeneutic Seminar	6
VII	Visual Design Artifacts: Florence	6
VII	<b>Module courses:</b> Visual Expression: Digital and Print Technologies (G) Animation: Techniques and Technologies (classic & experimental animation technologies (VR, AR, 360, 3D)) (A) Basics of 2D Animation for Web and Interactive Media (W) Narrative Game Design and Storytelling (GA) 3D Modeling for Games (GA)	6
VII	<b>Module courses:</b> Editorial Design (G) Animation and Media Graphics II (A) UI/UX and Accessibility (W) Texturing for Games (GA) 3D Animation of Game Objects (GA)	6
	<b>TOTAL</b>	<b>24</b>
VIII	<b>Module courses:</b> Wayfinding Systems, Pictograms, Infographics (G) Storyboarding & Storytelling (A) Web Technologies: Web Programming (W) 3D Character Animation (GA) Technical Art (GA)	6
VIII	Specialization year project	6
VIII	<b>Internship (Academic):</b> Internship in Graphic Design (G) Internship: Integration of Animation Technologies in a Marketing Context (A) Internship: Web Design (W) Internship (GA)	6
VIII	<b>Elective Courses:</b> Cultural and Artistic Project Management Intercultural Communication OSUN Network Courses	6
	<b>TOTAL</b>	<b>24</b>
IX	Visual Design Artefacts: Athens	6
IX	<b>Module courses:</b> Basics of Design Management (G) Animation & Game Design (A) Marketing in Web Design (W) Art Management (GA) 3D Sculpting (GA)	6

IX	<b>Module courses:</b> Book Design (G) Animation: Concept Art & Design (A) Visual Communication for Web and Design System Development (W) Texturing: Professional Techniques for Games (GA) Portfolio for Game Projects (GA)	6
IX	<b>Elective Courses*:</b> Lithuanian Language Lithuanian Ethnoculture OSUN Network Courses	6
	<b>TOTAL</b>	<b>24</b>
X	Pre-graduation Internship (by Specializations)	6
X	<b>Final project</b>	18
	<b>TOTAL</b>	<b>24</b>
	<b>TOTAL in program</b>	<b>240</b>

**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.