



ABOUT VIZ

The Department of Visualization's graduate programs offer a unique combination of practical, hands-on skills and the critical skills required for success in tomorrow's careers. Our graduate programs provide an environment which affords the synergistic development of aesthetic and technical competence.

Visualization offers two Masters in Visualization Degrees:

Master of Science in Visualization (Thesis and Non-Thesis Options).

Master of Fine Art in Visualization

Each of the programs focuses on developing expertise in both art and science, producing graduates who achieve success in a wide range of visualization-related fields.

TOPIC AREAS

- **Visual arts:** Drawing, digital and traditional painting, animation, photography, sculpture, printmaking, video, UI/UX and design communication
- **Computation:** Shape modeling, non-photo-realistic rendering, geometric data structures, physically based simulation, computer games and education, software for animation, digital character kinematics, immersive visualization and augmented reality and virtual reality.

THE VIZ LAB

- Workstations with production level software such as Maya, Houdini, Nuke, Renderman, Mari, Zbrush, and more
- Sound stages totaling over 2,000 square feet with complete lighting, green screen, and cyclorama systems
- 4k video production and editing systems Wet darkrooms
- Immersive/augmented/virtual reality studios
- Traditional and digital teaching studios and classrooms in gaming, animation/ effects, graphics/design, painting/drawing, and user experience
- On and off-campus space

The Department of Visualization's satellite facility is located in Historic Downtown Bryan. Our gallery is dedicated to graduate Visualization students seeking hands-on exhibition experience.

CURRICULUM (DEGREE REQUIREMENTS)

Master of Science in Visualization Thesis Option

Category	Semester Credit Hours
Required Course	4 hours
Selected Core Courses	12 hours
Free Electives	8 hours
Research Hours	8 hours
Total Coursework	32 hours

Master of Fine Arts in Visualization

Category	Semester Credit Hours
Required Course	12 hours
Selected Core Courses	17 hours
Free Electives	11 hours
Research Study (Research Studio)	20 hours
Total Coursework	60 hours

Master of Science in Visualization Non-Thesis Option

Category	Semester Credit Hours
Required Course	4 hours
Selected Core Courses	12 hours
Free Electives	19 hours
Total Coursework	36 hours



APPLYING TO VIZ

To apply, please visit

viz.arch.tamu.edu/graduate/admissions/



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