MS in Biomedical Visualization: Part Time Student Planning Course Schedule

The [Biomedical Visualization program](#) is a two year full time masters program consisting of two Summer, Fall, and Spring semesters. While the majority of our students attend full time, certain exceptions are allowed for students who request to complete the program part time.

With permission from faculty, the part time student will work with their advisors to plan out their graduate career. The part time track has the same required courses of the full time track but spread throughout 4-5 years. Towards the end of the first year the part time student will be required to select either an animation, modeling, interactive, illustration, or design focus for their remaining electives. See final page for additional information on each track.

Check out [What to Expect](#) for addtional details on the timing of the program.

Last updated 2/20/2024

YEAR ONE

Summer 1			
Required - All of the following courses for:			
All tracks	BVIS 501	Professional Practices in Biomedical Visualization	1 hour
	BVIS 552	Graphic Design	2 hours

Fall 1			
Required - All of the following courses for:			
All Tracks	ANAT 441	Gross Human Anatomy	5 hours
Illustration, Design Tracks	BVIS 510	Anatomical Visualization	3 hours

Spring 1			
Required - All of the following courses for:			
All Tracks	BVIS 508	Pathophysiology for Biomedical Visualization	3 hours
Illustration, Design Tracks	BVIS 522	Illustration Techniques	3 hours
Required - One of the following courses for:			
Animation, Modeling, Interactive Tracks	ANAT 544	Advanced Craniofacial Anatomy	3 hours
	NEUS 403	Human Neuroanatomy	3 hours
	BVIS 560	Molecular Pharmacology for Biomedical Visualization	3 hours

YEAR TWO

Summer 2			
Required - All of the following courses for:			
All Tracks	BVIS 518	Web Development	2 hours
	BVIS 500	Biomedical Visualization Techniques	2 hours

Fall 2			
Required - All of the following courses for:			
All Tracks	BVIS 505	Visual Learning & Visual Thinking I	2 hours
Animation, Modeling, Interactive Tracks	BVIS 519	Modeling I	3 hours
Illustration Track	BVIS 548	Advanced Illustration Techniques	3 hours
Design Track	BVIS 562	Advanced Graphic Design	3 hours

Spring 2			
Required - All of the following courses for:			
Animation Track	BVIS 505	Visual Learning & Visual Thinking I	2 hours
Modeling Track	BVIS 519	Modeling I	3 hours
Interactive Track	BVIS 548	Advanced Illustration Techniques	3 hours
Required - One of the following courses for:			
Illustration, Design Tracks	ANAT 544	Advanced Craniofacial Anatomy	3 hours
	NEUS 403	Human Neuroanatomy	3 hours
	BVIS 560	Molecular Pharmacology for Biomedical Visualization	3 hours
Optional - One of the following off track electives for:			
Animation, Modeling, Interactive Tracks	BVIS 522	Illustration Techniques	3 hours
	BVIS 536	Serious Game Development	3 hours
	BVIS 541	Animation I	2 hours
	BVIS 551	3D Printing with Data Segmentation (2nd 8 weeks)	2 hours
	BVIS 594	Special Topics in Biomedical Visualization	1-3 hours
	BVIS 596	Independent Study	1-4 hours

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YEAR THREE

Summer 3			
Required - All of the following courses for:			
Animation Track	BVIS 542	Animation II	3 hours
Modeling Track	BVIS 520	Modeling II	3 hours
Interactive Track	BVIS 548	Advanced Illustration Techniques	3 hours
Illustration Track	BVIS 538	Medical Legal Visualization	2 hours
Design Track	BVIS 535	Visual Learning & Visual Thinking II	2 hours
Optional - The following course for:			
Interactive Track	BVIS 535	Visual Learning & Visual Thinking II	2 hours

Fall 3			
Required - All of the following courses for:			
All Tracks	BHIS 499	Information Sources in BHIS	1 hour
	BVIS 595	Seminar in BVIS	1 hour
Animation Track	BVIS 543	Animation III	4 hours
Interactive Track	BVIS 539	Immersive Interactive Visualization	3 hours

Spring 3			
Required - All of the following courses for:			
All Tracks	BHIS 503	Strategic Inquiry in Biomedical Visualization	3 hours
Modeling Track	BVIS 521	Modeling III	2 hours
Illustration Track	BVIS 530	Surgical Illustration	2/4 hours

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YEARS FOUR & FIVE

Summer 4			
Required - All of the following courses for:			
All Tracks	BVIS 597/597	Project Research/Thesis - 3	2 hours
	BHIS 595	Seminar in BHIS	1 hour

Fall 4			
Required - All of the following courses for:			
Animation, Modeling, Interactive Tracks	BVIS 510	Anatomical Visualization	3 hours
Illustration, Design Tracks	BVIS 502	Clinical Sciences for BVIS	3 hours
Optional - One of the following off track electives for:			
All Tracks	GEMS 521	Biomedical Sciences	3 hours
	NEUS 501	Foundations of Neuroscience I	3 hours

Spring 4			
Required - All of the following courses for:			
All Tracks	BVIS 597/597	Project Research/Thesis - 2	1-2 hours
	BVIS 575	Business Practices	2 hours

At the end of their fourth spring semester, illustration and design track students are expected to defend their research and graduate. Animation, modeling, and interactive track students will continue their education for two additional semester with their research defense occuring during their firth summer and graduation at the end of their fifth fall semester.

Summer 5			
Required - All of the following courses for:			
Animation, Modeling, Interactive Tracks	BVIS 597/597	Project Research/Thesis - 2	1 hour

Fall 5			
Required - All of the following courses for:			
Animation, Modeling, Interactive Tracks	BVIS 597/597	Project Research/Thesis - 2	1 hour
	BVIS 502	Clinical Sciences for BVIS	3 hours

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ANIMATION TRACK

Enter program: Summer 1
Research defense: Summer 5
Exit program: Fall 5

Track Electives	14 hours
BVIS 500: Biomedical Visualization Techniques	2 hours
BVIS 519: Modeling I	3 hours
BVIS 541: Animation I	2 hours
BVIS 542: Animation II	3 hours
BVIS 543: Animation III	4 hours

MODELING TRACK

Enter program: Summer 1
Research defense: Summer 5
Exit program: Fall 5

Track Electives	12 hours
BVIS 500: Biomedical Visualization Techniques	2 hours
BVIS 519: Modeling I	3 hours
BVIS 551: 3D Printing with Data Segmentation for Medicine	2 hours
BVIS 520: Modeling II	3 hours
BVIS 521: Modeling III	2 hours

INTERACTIVE TRACK

Enter program: Summer 1
Research defense: Summer 5
Exit program: Fall 5

Track Electives	13 hours
BVIS 500: Biomedical Visualization Techniques	2 hours
BVIS 519: Modeling I	3 hours
BVIS 536: Serious Game Development	3 hours
BVIS 537: Advanced Serious Game Development	2 hours
BVIS 539: Immersive Interactive Visualization	3 hours
Recommended Optional Elective: BVIS 535: Visual Learning & Visual Thinking II	2 hours

ILLUSTRATION TRACK

Enter program: Summer 1
Research defense: Spring 4
Exit program: Spring 4

Track Electives	12 hours
BVIS 522: Illustration Techniques	3 hours
BVIS 500: Biomedical Visualization Techniques	2 hours
BVIS 548: Advanced Illustration Techniques	3 hours
BVIS 538: Medical Legal Visualization	2 hours
BVIS 530: Surgical Illustration	2 hours

DESIGN TRACK

Enter program: Summer 1
Research defense: Spring 4
Exit program: Spring 4

Track Electives	13 hours
BVIS 522: Illustration Techniques	3 hours
BVIS 500: Biomedical Visualization Techniques	2 hours
BVIS 562: Advanced Graphic Design	3 hours
BVIS 535: Visual Learning & Visual Thinking II	2 hours
One Additional Elective	3 hours