

Art and Design

Art and Design

The Art and Design department is in the [School of the Arts](#). To find the most up-to-date information, including Program Learning Outcomes for degree programs offered by the Art and Design department, visit their website.

[Art and Design department](#)

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Degrees & Programs

Art and Design - Design/Illustration Emphasis, A.A.S.

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Requirements

The Applied Associate in Science is a two-year work-ready degree that helps prepare students for entry-level jobs within the Illustration industry. The program is ideal for students wanting to pursue careers in traditional illustration, digital illustration, or animation. Students have access to the best software in the industry and courses offer a well-rounded and practical learning experience. Courses in figure drawing, anatomy and figure structure, 3-D computer modeling, and imagination and creative problem solving are just a few of the classes available to students. Students in the illustration program benefit from interaction with instructors who are nationally known, professional illustrators. The AAS degree and credits earned can be used to continue studies in a Bachelor of Fine Arts in illustration.

Total Program Credits: 63

Matriculation Requirements:
Portfolio review required for students seeking the AAS - Art and Design - Graphic Design Emphasis(The Portfolio Review occurs after

the first year of coursework.Students who do not pass the review may apply the first year of coursework to the AA or AS in Art & Design.)

General Education Requirements:			16 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	Social or Behavioral Science		3
	Biology or Physical Science		3
	P.E. or Health		1
	ARTH 2710	Prehistoric Through Gothic Art History FF	
or	ARTH 2720	Renaissance Through Contemporary Art History FF	3
Discipline Core Requirements:			15 Credits
	ART 1110	Drawing I	3
	ART 1120	2D Design	3
	ART 1130	3D Design	3
	ART 1400	Graphic Computer Applications	3
	ART 1750	Intro to Digital Imaging	3
Emphasis Requirements:			32 Credits
	ART 1210	Observational Drawing	3
	ART 1220	Perspective Drawing	3
	ART 2220	Imagination and Visual Literacy	3
	ART 2230	Illustrative Media and Techniques I	3
	ART 2240	Illustrative Media and Techniques II	3
	ART 2250	Gestural Drawing	3
	ART 2260	Digital Painting I	3
	ART 2270	Figure Drawing I	3
	ART 2280	3D Modeling	3
	ART 200R	Art and Design Lecture Series (1)	2
Emphasis Elective Requirements:			3 Credits
Complete 3 credits of ART/ARTH lower-division electives. Students are strongly encouraged to take either ARTH 2710 or ARTH 2720 (whichever course was not previously taken).			3

Graduation Requirements:

1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 20 credit hours through course attendance at UVU.
4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.

Art and Design

Art and Design - Design/Illustration Emphasis, A.A.S. Careers

1. Visual Literacy: Demonstrate with proficiency: the ability to competently and skillfully implement the creative process; ideation, research and the execution of compelling images.
2. Professional Excellence: Demonstrate with proficiency: the ability to effectively communicate and present one's self and work in a professional manner.
3. Creative Diversity: Demonstrate with proficiency: the ability to create images using digital and traditional media.
4. Interdisciplinary Collaboration and Cultural Responsibility: Demonstrate with proficiency: the ability to work with designers, art directors, project leads, and individual clients and provide relevant, high-quality images that successfully meet individual project requirements for a variety of diverse markets.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design - Graphic Design Emphasis, A.A.S.

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Requirements

The Applied Associate in Science is a two-year work-ready degree that helps prepare students for entry level jobs within the Illustration industry. This degree and credits earned can be used to further their studies in a Bachelor of Fine Arts or other programs.

Total Program Credits: 63

Matriculation Requirements:		
Portfolio review required for students seeking the AAS Art and Design - Graphic Design Emphasis (The Portfolio Review occurs after the first year of coursework. Students who do not pass the review may apply the first year of coursework to the AA or AS in Art & Design.)		
General Education Requirements:		16 Credits
	ENGL 1010	Introduction to Academic Writing CC
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)		3
	MAT 1030	Quantitative Reasoning QL (3)
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)
	Social or Behavioral Science	
	Biology or Physical Science	
	P.E. or Health	
	ARTH 2710	Prehistoric Through Gothic Art History FF (3)
or	ARTH 2720	Renaissance Through Contemporary Art History FF
Discipline Core Requirements:		15 Credits
	ART 1110	Drawing I

ART 1120	2D Design	3
ART 1130	3D Design	3
ART 1400	Graphic Computer Applications	3
ART 1750	Intro to Digital Imaging	3
Emphasis Requirements:		32 Credits
ART 1410	Typography I	3
ART 1420	Graphic Design I	3
AAS Portfolio Review		
DWDD 1600	Web Essentials	3
ART 2280	3D Computer Modeling	3
ART 2400	Production Design	3
ART 2430	Branding I	3
ART 2440	Motion Graphics I	3
ART 200R	Art and Design Lecture Series (1)	2
Complete 9 credits from any ART/ARTH courses not previously used.		9

Graduation Requirements:

1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 20 credit hours through course attendance at UVU.
4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.

Art and Design - Graphic Design Emphasis, A.A.S. Careers

1. Demonstrate with competency: the ability to develop conceptual design solutions in strategic alignment with the audience.
2. Demonstrate with competency: professionalism, self-learning, self motivation, reliability, and resource management, as they are underlying expectations of all coursework and professional work in the field.
3. Demonstrate with competency: an understanding of citizenship and ethics in relation to how graphic design should responsibly and beneficially contribute to society as a whole.
4. Demonstrate with competency: the ability to apply a variety of design styles relevantly according to the task at hand (a crucial skill for serving a diverse client base).

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design - Photography Emphasis, A.A.S.

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Requirements

The Applied Associate in Science is a two-year work-ready degree that helps prepare students for entry level jobs within the Illustration industry. This degree and credits earned can be used to further their studies in a Bachelor of Fine Arts or other programs.

Total Program Credits: 63

Matriculation Requirements:			
Portfolio review required for students seeking the AAS Art and Design - Graphic Design Emphasis (The Portfolio Review occurs after the first year of coursework. Students who do not pass the review may apply the first year of coursework to the AA or AS in Art & Design.)			
General Education Requirements:			16 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Social or Behavioral Science			3
Biology or Physical Science			3
P.E. or Health			1
	ARTH 2710	Prehistoric Through Gothic Art History FF (3)	
or	ARTH 2720	Renaissance Through Contemporary Art History FF	3
Discipline Core Requirements:			15 Credits
	ART 1110	Drawing I	3
	ART 1120	2D Design	3
	ART 1130	3D Design	3
	ART 1400	Graphic Computer Applications	3
	ART 1750	Intro to Digital Imaging	3
Emphasis Requirements:			20 Credits
	ART 1790	Dark Room Techniques	3
	ART 2700	Photography II	3
	ART 2710	Documentary Photography	3
	ART 2720	Color Photography	3
	ART 2730	Photographic Lighting I	3
	ART 200R	Art and Design Lecture Series (1)	2
	ARTH 3200	The History of Photography	3
Emphasis Elective Requirements:			12 Credits
Complete 12 credits of any ART/ARTH courses not previously used. Students are STRONGLY ADVISED to fulfill part of this requirement with the following courses:			12
	ART 3740	Fine Art Photography WE (3)	
	ART 3750	Advanced Digital Imaging (3)	

Graduation Requirements:

1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 20 credit hours through course attendance at UVU.
4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.

Art and Design - Photography Emphasis, A.A.S. Careers

1. Demonstrate with competency: the ability to create imagery on a professional level within the student's chosen emphasis.
2. Demonstrate with competency: the ability to conceptualize and execute concept within a photographic image.
3. Demonstrate with competency: the ability to execute a professional-level body of photographic work.
4. Demonstrate with competency: the ability to self-critique and edit photographic work in a way that reflects a professional level of aptitude and knowledge of technical and artistic skill sets.
5. Demonstrate with competency: the ability to include individual expression/voice in a given body of photographic work.
6. Demonstrate with competency: the ability to communicate and express unique ideas within photographic work.
7. Demonstrate with competency: the ability to acknowledge how photographic imagery can be a powerful tool of communication.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design, A.A.

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Requirements

Students who elect to earn a bachelor of arts or associate of arts degree are required to complete a foreign language requirement, while those who earn a bachelor of science or associate of science degree have the option to take more electives. All of these degrees allow students to explore a few areas within the department and gain a more well-rounded education in the visual arts.

Total Program Credits: 61

Matriculation Requirements:			
1. Portfolio review required			
General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	

Art and Design

Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses:			
	Biology		3
	Physical Science		3
	Additional Biology or Physical Science		3
	Humanities Distribution		3
	ARTH 2710	Prehistoric Through Gothic Art History FF	3
	Social/Behavioral Science		3
Discipline Core Requirements:			18 Credits
	ART 1120	2D Design	3
	ART 1130	3D Design	3
	ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: when selecting electives be mindful of prerequisite requirements for advanced courses)			9
	ART 1110	Drawing I (3)	
	ART 1210	Observational Drawing (3)	
	ART 1350	Ceramics I FF (3)	
	ART 1400	Graphic Computer Applications (3)	
	ART 1420	Graphic Design I (3)	
	ART 1750	Intro to Digital Imaging (3)	
	ART 2630	Painting I (3)	
Elective Requirements:			8 Credits
Complete 8 credits of the same Foreign Language			8

Graduation Requirements:

1. Completion of a minimum of 61 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours-- minimum of 20 credit hours through course attendance at UVU.
4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.
6. For the AA degree, completion of 8 credit hours of course work from one language

Art and Design, A.A.

Careers

1. VISUAL LITERACY: Demonstrate with competency the creation of compositions that successfully use the elements of art and principles of design.
2. PROFESSIONAL EXCELLENCE: Demonstrate with competency the ability to execute a professional-level body of work (in at least one form of media) in a way that reflects a professional level of aptitude and knowledge of technical and artistic skill sets.
3. CREATIVE DIVERSITY: Demonstrate with competency the ability to include individual expression/voice in a given body of work or to communicate unique ideas.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design, A.S.

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Requirements

Students who elect to earn a bachelor of arts or associate of arts degree are required to complete a foreign language requirement, while those who earn a bachelor of science or associate of science degree have the option to take more electives. All of these degrees allow students to explore a few areas within the department and gain a more well-rounded education in the visual arts.

Total Program Credits: 61

Matriculation Requirements:			
1. Portfolio review required			
General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses:			
	Biology		3
	Physical Science		3
	Additional Biology or Physical Science		3
	Humanities Distribution		3
	ARTH 2710	Prehistoric Through Gothic Art History FF	3
	Social/Behavioral Science		3
Discipline Core Requirements:			18 Credits

ART 1120	2D Design	3
ART 1130	3D Design	3
ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: when selecting electives be mindful of prerequisite requirements for advanced courses):		9
ART 1110	Drawing I (3)	
ART 1210	Observational Drawing (3)	
ART 1350	Ceramics I FF (3)	
ART 1400	Graphic Computer Applications (3)	
ART 1420	Graphic Design I (3)	
ART 1750	Intro to Digital Imaging (3)	
ART 2630	Painting I (3)	
Elective Requirements:		8 Credits
Complete a minimum of 8 credits from any ART/ARTH Course not already required. Courses relative to the type of Bachelors Degree you plan to pursue are recommended. (See department advisor for appropriate courses.)		8

Graduation Requirements:

1. Completion of a minimum of 61 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours-- minimum of 20 credit hours through course attendance at UVU.
4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.

Art and Design, A.S.

Careers

1. VISUAL LITERACY: Demonstrate with competency the creation of compositions that successfully use the elements of art and principles of design.
2. PROFESSIONAL EXCELLENCE: Demonstrate with competency the ability to execute a professional-level body of work (in at least one form of media) in a way that reflects a professional-level of aptitude and knowledge of technical and artistic skill sets.
3. CREATIVE DIVERSITY: Demonstrate with competency the ability to include individual expression/voice in a given body of work or to communicate and express unique ideas.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Entertainment Design, A.A.S.

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Requirements

A successful career in Entertainment Design requires a limitless imagination, the ability to invent and conceptualize new realities, and an understanding of the traditional and technological tools used to do

so. This interdisciplinary degree encompasses concept, character, story, place, and time relevant to the entertainment industry. Students can expect to learn the skills and creative ability required of concept artists in the disciplines of character and story development such as character design, storyboarding, motion sequencing, and art direction. As an Entertainment Designer, you will create realities and experiences that excite minds by combining art and technology to bring extraordinary experiences to life in toys, games, comics, movies, environments, and more.

Total Program Credits: 65

Matriculation Requirements:			
Portfolio Review			
General Education Requirements:			23 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete the following:			
	PHIL 205G	Ethics and Values IH GI	2
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE	
Distributions Courses:			
Biology			3
Social/Behavioral Science			3
	ARTH 2710	Prehistory Through Gothic Art History FF	3
Entertainment Design (Core)			33 Credits
	ART 1120	2D Design	3
	ART 1210	Observational Drawing	3
	ART 1220	Perspective Drawing	3
	ART 1400	Graphic Computer Applications	3
	ART 2220	Imagination and Visual Literacy	3
	ART 2240	Illustrative Media and Techniques II	3
	ART 2250	Gestural Drawing	3
	ART 2260	Digital Painting I	3
	ART 2270	Figure Drawing I	3
	ART 2280	3D Modeling	3
	ART 2440	Motion Graphics I	3
Elective Requirements:			9 Credits
Complete courses at any level 1000+			9

Graduation Requirements:

1. Completion of a minimum of 65 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 20 credit hours through course attendance at UVU.

Art and Design

4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.

Entertainment Design, A.A.S. Careers

1. Employ efficient and accurate drawing and painting abilities that convey an understanding of perspective, light, material and color.
2. Apply the use of anatomy, gesture, form, and staging in figure drawing and character design.
3. Apply principles of composition, color theory, and form to concept designs and illustrations as a way to emphasize and dramatize story.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design, Certificate of Completion

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Requirements

The certificate provides basic instruction in both two-dimensional and three-dimensional using traditional and digital tools.

Total Program Credits: 30

Discipline Core Requirements:			18 Credits
	ART 1120	2D Design	3
	ART 1400	Graphic Computer Applications	3
	ART 1110	Drawing I	3
	ART 1050	Photography I FF	3
or	ART 1750	Intro to Digital Imaging (3)	
	ARTH 2710	Prehistoric Through Gothic Art History FF	3
or	ARTH 2720	Renaissance Through Contemporary Art History FF (3)	
	ART 1130	3D Design	3
Elective Requirements:			12 Credits
	Any ART course not already taken (See Department Advisor).		12

Graduation Requirements:

1. Portfolio Submission.
2. Completion of a minimum of 30 credits.
3. Overall GPA of 2.0 or higher.
4. Residency hours -- Minimum of 10 credits required through course attendance at UVU.

Art and Design, Certificate of Completion Careers

1. Demonstrate skills with one of the following: contour, line, gesture, tone, value, texture, mark making, and handling of medium.

2. Demonstrate skills with one of the following: depth and spatial illusion, accurate/realistic representation, and rendering 3D form.
3. Demonstrate skills with one of the following: composition, focal point, direction of viewer's eye, and balance.
4. Demonstrate with skill: focused technique/style using one of the following media (painting, drawing, graphic design, photography, sculpture/ceramics etc.)
5. Demonstrate skills with: the craftsmanship and execution of artistic work.
6. Demonstrate skills with: producing artwork in a variety of appropriate techniques or styles. You might consider creative/personalized visual style, media, subject matter, or psychological tone.
7. Demonstrate skills with: creating or critiquing projects in collaboration with a variety of individuals from different emphases inside and/or outside of the department.
8. Demonstrate with skill: how art has an influence across cultures/subcultures.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design, Certificate of Proficiency

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Requirements

This certificate is available for all UVU students with a particular focus designed to provide high school students an opportunity to obtain a certificate of proficiency in a Career and Technical Education (CTE) field while still enrolled in high school and stack into certificate, associate, and bachelor degrees at UVU. This certificate is meant to help students become college ready; it does not prepare them to be job ready.

Total Program Credits: 16

Discipline Core Requirements:			16 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	MAT 1030	Quantitative Reasoning QL	3
or	MATH 1050	College Algebra QL (4)	
	BIOL 1010	General Biology BB	3
	BIOL 1015	General Biology Laboratory	1
	ART 1120	2D Design	3
	ART 1400	Graphic Computer Applications	3

Graduation Requirements:

1. Completion of a minimum of 16 semester credits.
2. Overall grade point average of 2.5 or above.
3. All courses must be completed with grade 'C' or higher.

Art and Design, Certificate of Proficiency Careers

1. Understand how to modify digital images.
2. Develop basic design skills.
3. Understand how to create page basic page layout skills.

- Understand the elements and principles of design.
- Apply elements and principles of design to a series of design problems.
- Create projects based on such principles as line, shape, rhythm, contour, value, and contrast.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art History, Minor

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Requirements

Because art history is cross-disciplinary by nature, a minor in art history would compliment almost any degree, whether within or outside of the arts. The minor requires 18 credits of art history courses, including the survey classes Art to and from the Renaissance, as well as four upper division electives, ranging from ancient to contemporary art history. The minor creates a more diverse skill set for students of the visual arts, as well as a more culturally rich educational experience for students outside of the arts.

Total Program Credits: 18

Discipline Core Requirements:		6 Credits
ARTH 2710	Prehistoric Through Gothic Art History FF	3
ARTH 2720	Renaissance Through Contemporary Art History FF	3
Elective Requirements:		12 Credits
Choose 12 credits from the following:		12
ARTH 2800	Introduction to Art History Research and Methodology WE (3)	
ARTH 300R	Special Topics in Art History (3)	
ARTH 3010	History of Design and Visual Arts (3)	
ARTH 3015	Ancient Art of Egypt and the Near East (3)	
ARTH 3020	Classical Art and Architecture History (3)	
ARTH 3030	Medieval Art and Architecture History (3)	
ARTH 3040	Renaissance Art History (3)	
ARTH 3050	Baroque Art and Architecture History (3)	
ARTH 3055	Northern Baroque Art History (3)	
ARTH 3060	Nineteenth-Century Art History (3)	
ARTH 3070	Modern Art and Architecture History WE (3)	
ARTH 3080	History of Architecture (3)	
ARTH 309G	Introduction to Non Western Ancient Art GI (3)	
ARTH 3100	History of American Art and Architecture (3)	

ARTH 3110	The History of Illustration WE (3)	
ARTH 3120	History of Contemporary Art (3)	
ARTH 3200	The History of Photography (3)	
ARTH 3300	Introduction to Museum Studies (3)	
ARTH 3310	Art Theory and Criticism (3)	
ARTH 3400	Arts Management (3)	
ARTH 400R	Art History Seminar WE (3)	
or any other advisor approved upper division courses.		

Art History, Minor Careers

- VISUAL LITERACY:** Demonstrate with competency a deep understanding of specific art historical styles, movements, and trends by presenting or analyzing visual characteristics, techniques, and approaches.
- PROFESSIONAL EXCELLENCE:** Demonstrate with competency the ability to conduct scholarly research and to demonstrate an understanding of current art historical scholarship and academic writing formalities. Show consideration of creative and critical thinking skills as evidenced by well-reasoned and well-researched arguments and analysis that incorporate a level of original thought.
- CREATIVE DIVERSITY:** Demonstrate with competency a deep understanding of the cultural, social, and historical contexts/influences of specific artworks, styles, and themes. Might consider (but not limited to): analyzing connections or distinctions between one or more cultures or time periods, exploring the creation of cultural meaning through symbols and artistic messages, and analyzing the historical value and relevance of specific artworks or approaches.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Archivists
- Curators
- Museum Technicians and Conservators

Art Education, B.S.

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Requirements

The Bachelor of Science in Art Education prepares students to qualify for teaching licensure for 7--12th grade. Curriculum is designed to give students a background in general education, as well as secondary education. Students can also focus on a single studio area within visual arts such as painting/drawing, sculpture/ceramics, illustration or printmaking.

Total Program Credits: 120

Matriculation Requirements:
Students will apply for formal admission to the Secondary Education and the Art and Design Department Art Education program in the semester prior to the beginning of their junior year. Admission criteria include:
1. ENGL and MATH QL courses must have a grade C or higher.
2. GPA of 3.0 or higher with no grade lower than a C in discipline core courses.
3. Completion of all General Education requirements and 70% of content area courses.

Art and Design

4. Pass LiveScan Criminal Background Check.		
General Education Requirements:		35 Credits
	ENGL 1010	Introduction to Academic Writing CC 3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)
	ENGL 2010	Intermediate Academic Writing CC 3
Complete one of the following:		3
	MAT 1030	Quantitative Reasoning QL (3)
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)
	STAT 1040	Introduction to Statistics QL (3)
	STAT 1045	Introduction to Statistics with Algebra QL (5)
	MATH 1050	College Algebra QL (4)
	MATH 1055	College Algebra with Preliminaries QL (5)
	MATH 1090	College Algebra for Business QL (3)
Complete one of the following:		3
	HIST 1700	American Civilization AS (3)
	HIST 1740	US Economic History AS (3)
	HIST 2700	US History to 1877 AS (3)
and	HIST 2710	US History since 1877 AS (6)
	POLS 1000	American Heritage SS (3)
	POLS 1100	American National Government AS (3)
Complete the following:		
	PHIL 2050	Ethics and Values IH 3
	HLTH 1100	Personal Health and Wellness TE (2)
or	EXSC 1097	Fitness for Life TE 2
Distribution Courses:		
	Biology	3
	Physical Science	3
	Additional Biology or Physical Science	3
	Humanities	3
	ART 1350	Ceramics I FF (fulfills Fine Arts) 3
	Social/Behavioral Science	3
Discipline Core Requirements:		85 Credits
<i>Must be completed with a grade of C or higher.</i>		
	ART 1110	Drawing I 3
	ART 1120	2D Design 3
	ART 1130	3D Design 3
	ART 1400	Graphic Computer Applications 3
	ART 1650	Watercolor FF 3
	ART 1750	Intro to Digital Imaging 3
	ART 2630	Painting I 3
	ART 2680	Printmaking I 3
	ART 3500	Secondary Art Education Methods I WE 3

	ART 3510	Secondary Art Education Methods II WE	3
	ARTH 2710	Prehistoric Through Gothic Art History FF	3
	ARTH 2720	Renaissance Through Contemporary Art History FF	3
	ART 200R	Art and Design Lecture Series (must be repeated)	2
	ART 2110	Drawing II	3
Choose one upper-division ARTH class from the list below:			3
	ARTH 3070	Modern Art and Architecture History WE (3)	
	ARTH 3120	History of Contemporary Art (3)	
One elective 2000 or higher within studio emphasis area. Choose from: Drawing, Painting, Printmaking, Illustration, Ceramics, or Sculpture. It is strongly recommended that students choose the same emphasis area for the one studio elective 2000 or higher AND the two upper division studio courses.			3
Two upper-division studio courses within one emphasis area. Choose from: Drawing, Painting, Printmaking, Illustration, Ceramics, or Sculpture.			6
Prerequisite Secondary Education Requirements:			
	EDSC 1010	Introduction to Education	2
Secondary Education Licensure Requirements:			
	EDSC 3000	Educational Psychology	3
	EDSC 325G	Equitable Technology Integration GI	2
	EDSP 340G	Exceptional Students GI	2
	EDSC 4200	Classroom Management I (Dance Education majors take DANC 4430 in place of EDSC 4200.)	2
	EDSC 4250	Classroom Management II	2
	EDSC 4440	Content Area Literacies	3
	EDSC 445G	Multicultural Instruction ESL GI	3
	EDSC 455G	Secondary Curriculum Instruction and Assessment GI	3
	EDSC 4850	Student Teaching Secondary	8
	EDSC 4990	Teacher Performance Assessment Project WE	2

Graduation Requirements:

1. Completion of a minimum of 120 semester credits, with a minimum of 40 credits of upper division credit.
2. Overall GPA of 3.0 (B) or above with no grade lower than a C in discipline core courses and no grade lower than a B- in Licensure and Methods courses.
3. Completion of GE and specified departmental requirements.
4. Portfolio Submission
5. Successful completion of at least one Global/Intercultural course

Art Education, B.S.

Careers

1. VISUAL LITERACY: Demonstrate with proficiency the expression of personal creative and artistic skills in diverse media and technologies, traditional to contemporary, including

an emphasis in one medium. Demonstrate with proficiency knowledge of the diverse artistic skills, creative expressions, and contextual understandings applied by artists throughout time and place to communicate the human experience.

2. **PROFESSIONAL EXCELLENCE:** Demonstrate with proficiency knowledge of applying and assessing educational theories and pedagogical practices that support a diverse understanding of 21st century adolescent development and learning according to state and national art education standards. Demonstrate with proficiency self-evaluative practices supportive of an ongoing professional and ethical demeanor of leadership and collaboration in the classroom and school community.
3. **CREATIVE DIVERSITY:** Demonstrate with proficiency the application of a broad range of teaching methods that encourage individual creative expression, critical thinking, and problem solving for the 21st century secondary classroom. Demonstrate with proficiency the ability to promote meaningful artistic and creative partnerships and resolutions that empower individuals, schools, and communities across diverse contexts. Demonstrate with proficiency teaching methods that engage students' awareness and critique of the art world and its impact on social, ethical, and cultural issues within local and global communities.

Related Careers

- Education Teachers, Postsecondary
- Art, Drama, and Music Teachers, Postsecondary
- Middle School Teachers, Except Special and Career/Technical Education
- Secondary School Teachers, Except Special and Career/Technical Education

Art History, B.A.

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Requirements

The Bachelors of Art in Art History degree at UVU offers a strong foundation in the study of art history and the liberal arts, with an emphasis on both intellectual and practical skills. The department offers an array of art history courses on topics ranging from ancient culture to contemporary art, as well as specialized courses on such relevant topics as museum studies and arts management.

Total Program Credits: 120

General Education Requirements:		36 Credits
	ENGL 1010 Introduction to Academic Writing CC	3
or	ENGL 1005 Literacies and Composition Across Context CC (5)	
	ENGL 2010 Intermediate Academic Writing CC	3
Complete one of the following:		3
	MAT 1030 Quantitative Reasoning QL (3)	
	MAT 1035 Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040 Introduction to Statistics QL (3)	
	STAT 1045 Introduction to Statistics with Algebra QL (5)	
	MATH 1050 College Algebra QL (4)	
	MATH 1055 College Algebra with Preliminaries QL (5)	
	MATH 1090 College Algebra for Business QL (3)	

Complete one of the following:		3
	HIST 2700 US History to 1877 AS (3)	
and	HIST 2710 US History since 1877 AS (3)	
	HIST 1700 American Civilization AS (3)	
	HIST 1740 US Economic History AS (3)	
	POLS 1000 American Heritage SS (3)	
	POLS 1100 American National Government AS (3)	
Complete the following:		
	PHIL 2050 Ethics and Values IH	3
	HLTH 1100 Personal Health and Wellness TE	2
or	EXSC 1097 Fitness for Life TE (2)	
Distribution Courses:		
	Biology	3
	Physical Science	3
	Additional Biology or Physical Science	3
	Humanities Distribution ¹	4
	Fine Arts	3
	Social/Behavioral Science	3
Discipline Core Requirements:		51 Credits
Art Studio Core: Complete one of the following:		3
	ART 1020 Basic Drawing for Non-Majors FF (3)	
	ART 1050 Photography I FF (3)	
	ART 1120 2D Design (3)	
	ART 1130 3D Design (3)	
	ART 1340 Sculpture I FF (3)	
	ART 1350 Ceramics I FF (3)	
	ART 1650 Watercolor FF (3)	
Art History foundation core: complete the following--		9
	ARTH 2710 Prehistoric Through Gothic Art History FF (3)	
	ARTH 2720 Renaissance Through Contemporary Art History FF (3)	
	ARTH 2800 Introduction to Art History Research and Methodology WE (3)	
Art History Upper Division: complete eleven courses from the following--		33
	ARTH 300R Special Topics in Art History (3)	
	ARTH 3010 History of Design and Visual Arts (3)	
	ARTH 3015 Ancient Art of Egypt and the Near East (3)	
	ARTH 3020 Classical Art and Architecture History (3)	
	ARTH 3030 Medieval Art and Architecture History (3)	
	ARTH 3040 Renaissance Art History (3)	
	ARTH 3050 Baroque Art and Architecture History (3)	
	ARTH 3055 Northern Baroque Art History (3)	
	ARTH 3060 Nineteenth-Century Art History (3)	

Art and Design

	ARTH 3070	Modern Art and Architecture History WE (3)	
	ARTH 3080	History of Architecture (3)	
	ARTH 309G	Introduction to Non Western Ancient Art (3)	
	ARTH 3100	History of American Art and Architecture (3)	
	ARTH 3120	History of Contemporary Art (3)	
	ARTH 3200	The History of Photography (3)	
	ARTH 3300	Introduction to Museum Studies (3)	
	ARTH 3310	Art Theory and Criticism (3)	
	ARTH 3400	Arts Management (3)	
	ARTH 350G	Latin American Art and Architectural History GI (3)	
Seminars:			
	ARTH 400R	Art History Seminar WE (3) (Complete a minimum of two)	6
Elective Requirements:			33 Credits
One Foreign Language (1010, 1020, 2010 levels. German or French are recommended)			12
Complete any courses from Humanities, History, Philosophy, English, Art, or Art History (at least four courses must be 3000 level). The major adviser will have a list of approved courses.			21

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall grade point average of 2.0 (C) or above and a grade point average of 3.0 (B) or above in all ARTH courses.
3. Residency hours- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Successful completion of at least one Global/Intercultural course.
6. Portfolio Submission.

Footnote:

1-Fulfilled with Foreign Language 202G/2020

Art History, B.A.

Careers

1. VISUAL LITERACY: Demonstrate with proficiency a deep understanding of specific art historical styles, movements, and trends by presenting or analyzing visual characteristics, techniques, and approaches.
2. PROFESSIONAL EXCELLENCE: Demonstrate with proficiency the ability to conduct scholarly research and to demonstrate an understanding of current art historical scholarship and academic writing formalities. Should consider creative and critical thinking skills as evidenced by well-reasoned and well-researched arguments and analysis that incorporate a level of original thought.
3. CREATIVE DIVERSITY: Demonstrate with proficiency a deep understanding of the cultural, social, and historical contexts/influences of specific artworks, styles, and themes. Might consider (but not limited to): analyzing connections or distinctions between one or more cultures or time periods, exploring the creation of cultural meaning through symbols and artistic messages, and analyzing the historical value and relevance of specific artworks or approaches.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Archivists
- Curators
- Museum Technicians and Conservators

Art and Design - Graphic Design Emphasis, B.F.A.

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Requirements

Situated in the heart of the "Silicon Slopes," UVU's graphic design program is uniquely situated to offer students cutting-edge learning, internship, and job-placement opportunities. As students use the latest software to practice communicating creatively using typography and imagery, they learn to approach problem solving from marketing and artistic standpoints that resonate with target audiences. Courses emphasize creative, concept-intensive communication, and effective design implementation in both print and interactive design.

Total Program Credits: 120

Matriculation Requirements:			
1. AA, AS, or AAS Degree or equivalent in Art and Design or advisor approval (Graphic Design Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Graphic Design; Illustration Emphasis. B.F.A. candidates must complete the AAS Degree or equivalent in Illustration)			
2. Portfolio Review			
General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (NOTE: A higher level MATH course may substitute for this requirement)			3
	MAT 1030	Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE (2)	
or	EXSC 1097	Fitness for Life TE	2
Distribution Courses:			
	Biology		3

Physical Science	3
Additional Biology or Physical Science	3
Humanities	3
ARTH 2710 Prehistoric Through Gothic Art History FF	3
Social/Behavioral Science	3
Discipline Core Requirements:	26 Credits
Courses taken to fulfill individual program emphases will not also count toward the Discipline Core Requirements (credit will not count twice)	
ART 1120 2D Design	3
ART 1130 3D Design	3
ART 200R Art and Design Lecture Series (1) (Must be taken 2 times)	2
ART 499R BFA Project WE (3) (must be taken in two consecutive semesters)	6
ARTH 2720 Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: ART 1210 is required for Illustration BFA degrees, ART 1110 is required for Painting/Drawing BFA degrees, ART 1400 is required for Graphic Design and Illustration BFA degrees, ART 1750 is required for Photography BFA degrees)	9
ART 1110 Drawing I (3)	
ART 1210 Observational Drawing (3)	
ART 1350 Ceramics I FF (3)	
ART 1400 Graphic Computer Applications (3)	
ART 1420 Graphic Design I (3)	
ART 1750 Intro to Digital Imaging (3)	
ART 2630 Painting I (3)	
Emphasis Requirements:	6 Credits
ART 1410 Typography I	3
ART 1420 Graphic Design I	3
AAS Portfolio Review	
Lower Division Core:	15 Credits
DWDD 1600 Web Essentials	3
ART 2280 3D Computer Modeling	3
ART 2400 Production Design	3
ART 2430 Branding I	3
ART 2440 Motion Graphics I	3
BFA Portfolio Review	
Upper Division Core:	12 Credits
Upper Division Core	
ART 3420 Typography II	3
ART 3440 Motion Graphics II	3
ART 3450 Branding II	3
ART 3480 UI/UX Design II	3
Art History Requirements:	6 Credits
ARTH 3010 History of Design and Visual Arts	3

ARTH 3070 Modern Art and Architecture History WE	3
Capstone Requirements:	11 Credits
ART 443R Design Studio	3
ART 481R Art and Design Internship (1)	2
Complete 2 of the following:	6
ART 4440 Motion Graphics Studio (3)	
ART 4480 UI/UX Studio (3)	
ART 443R Design Studio (3)	
Emphasis Elective Requirements:	9 Credits
Complete any ART/ARTH courses not already used (Five credits must be upper division)	9

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio submission required during senior year.
6. Successful completion of at least one Global/Intercultural course.

Art and Design - Graphic Design Emphasis, B.F.A. Careers

1. VISUAL LITERACY: Demonstrate proficient imagery selection and creation. Create proficient design through hierarchy, negative space, pacing, and graphic elements. Demonstrate proficient use of typography through selection, pairing, typesetting and/or stylization.
2. PROFESSIONAL EXCELLENCE: Demonstrate committed participation, sincere improvement, and dedicated work ethic. Present work professionally through variety, individuality, and craftsmanship.
3. CREATIVE DIVERSITY: Communicate concepts clearly and creatively. Exhibit work with others or collaborate on a project, paper or presentation in a culturally responsible manner.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design - Illustration Emphasis, B.F.A.

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Requirements

The program is ideal for students wanting to pursue careers in traditional illustration, digital illustration, or animation. In addition to working with faculty who are professionals in their fields, students have access to the best software in the industry. Courses in figure drawing, children's book illustration, anatomy and figure structure, flash animation, 3-D computer rendering, and advanced illustration are just a few of the classes available to students. The courses offer a well-rounded and practical learning experience. Students in the illustration

Art and Design

program benefit from interaction with instructors who are nationally known professional illustrators.

Total Program Credits: 120

Matriculation Requirements:		
1. AA, AS, or AAS Degree or equivalent in Art and Design or advisor approval (Graphic Design Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Graphic Design; Illustration Emphasis. B.F.A. candidates must complete the AAS Degree or equivalent in Illustration)		
2. Portfolio Review		
General Education Requirements:		35 Credits
ENGL 1010	Introduction to Academic Writing CC	3
or ENGH 1005	Literacies and Composition Across Contexts CC (5)	
ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (NOTE: A higher level MATH course may substitute for this requirement)		3
MAT 1030	Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)	
MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:		3
HIST 2700	US History to 1877 AS (3)	
and HIST 2710	US History since 1877 AS (3)	
HIST 1700	American Civilization AS (3)	
HIST 1740	US Economic History AS (3)	
POLS 1000	American Heritage SS (3)	
POLS 1100	American National Government AS (3)	
Complete the following:		
PHIL 2050	Ethics and Values IH	3
HLTH 1100	Personal Health and Wellness TE (2)	
or EXSC 1097	Fitness for Life TE	2
Distribution Courses:		
Biology		3
Physical Science		3
Additional Biology or Physical Science		3
Humanities		3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
Social/Behavioral Science		3
Discipline Core Requirements:		26 Credits
Courses taken to fulfill individual program emphases will not also count toward the Discipline Core Requirements (credit will not count twice)		
ART 1120	2D Design	3
ART 1130	3D Design	3
ART 200R	Art and Design Lecture Series (1) (Must be taken 2 times)	2
ART 499R	BFA Project WE (3) (must be taken in two consecutive semesters)	6

ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: ART 1210 is required for Illustration BFA degrees, ART 1110 is required for Painting/Drawing BFA degrees, ART 1400 is required for Graphic Design and Illustration BFA degrees, ART 1750 is required for Photography BFA degrees):		9
ART 1110	Drawing I (3)	
ART 1210	Observational Drawing (3)	
ART 1350	Ceramics I FF (3)	
ART 1400	Graphic Computer Applications (3)	
ART 1420	Graphic Design I (3)	
ART 1750	Intro to Digital Imaging (3)	
ART 2630	Painting I (3)	
Emphasis Requirements:		48 Credits
ART 1220	Perspective Drawing	3
ART 2220	Imagination and Visual Literacy	3
ART 2230	Illustrative Media and Techniques I	3
ART 2240	Illustrative Media and Techniques II	3
ART 2260	Digital Painting I	3
ART 2270	Figure Drawing I	3
ART 2280	3D Modeling	3
ART 3210	Narrative Illustration	3
ART 3220	Conceptual Illustration	3
ART 3240	Head Drawing	3
ART 328R	Painting the Human Head	3
ART 361R	Figure Drawing II	3
ART 364R	Figure Painting	3
ART 421R	Advanced Illustration	3
ART 470R	Figure Drawing III	3
ARTH 3110	The History of Illustration WE	3
Emphasis Elective Requirements:		11 Credits
Take an additional 9 credits from the classes below.		9
ART 3250	Environment Design (3)	
ART 322R	Advanced Rendering of Forms and Surfaces (3)	
ART 324R	Children's Book Illustration (3)	
ART 325R	2D Animation for Illustration (3)	
ART 3260	Digital Painting II (3)	
ART 3270	Digital Illustration (3)	
ART 3280	3D Texturing and Rendering (3)	
ART 4250	Character Design (3)	
ART 4270	Sequential Illustration (3)	
ART 4290	3D Sculpting (3)	
Complete any ART/ARTH courses not already used (2 credit must be upper division).		2

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.

- Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
- Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
- Completion of GE and specified departmental requirements.
- Portfolio submission required during senior year.
- Successful completion of at least one Global/Intercultural course.

Art and Design - Illustration Emphasis, B.F.A. Careers

- VISUAL LITERACY:** Demonstrate proficient imagery selection and creation. Create proficient design through hierarchy, negative space, pacing, and graphic elements. Demonstrate proficient use of typography through selection, pairing, typesetting and/or stylization.
- PROFESSIONAL EXCELLENCE:** Demonstrate committed participation, sincere improvement, and dedicated work ethic. Present work professionally through variety, individuality, and craftsmanship.
- CREATIVE DIVERSITY:** Communicate concepts clearly and creatively. Exhibit work with others or collaborate on a project, paper or presentation in a culturally responsible manner.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design - Painting and Drawing Emphasis, B.F.A.

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Requirements

Within the painting/drawing program, students emphasize one of four areas: drawing, watermedia, painting, or printmaking. In their senior year, B.F.A. students receive one-on-one instruction from the professor of their choice. Students explore their personal artistic identity while learning the rigor and attention to detail needed to put together a solo exhibition as their culminating experience.

Total Program Credits: 120

Matriculation Requirements:			
1. AA, AS, or AAS Degree or equivalent in Art and Design or advisor approval (Graphic Design Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Graphic Design; Illustration Emphasis. B.F.A. candidates must complete the AAS Degree or equivalent in Illustration)			
2. Portfolio Review			
General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)			3

	MAT 1030	Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses:			
	Biology		3
	Physical Science		3
	Additional Biology or Physical Science		3
	Humanities		3
	ARTH 2710	Prehistoric Through Gothic Art History FF	3
	Social/Behavioral Science		3
Discipline Core Requirements:			26 Credits
Courses taken to fulfill individual program emphases will not also count toward the Discipline Core Requirements (credit will not count twice)			
	ART 1120	2D Design	3
	ART 1130	3D Design	3
	ART 200R	Art and Design Lecture Series (1) (Must be taken 2 times)	2
	ART 499R	BFA Project WE (3) (Must be taken in two consecutive semesters)	6
	ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: ART 1210 is required for Illustration BFA degrees, ART 1110 is required for Painting/Drawing BFA degrees, ART 1400 is required for Graphic Design and Illustration BFA degrees, ART 1750 is required for Photography BFA degrees):			9
	ART 1110	Drawing I (3)	
	ART 1210	Observational Drawing (3)	
	ART 1350	Ceramics I FF (3)	
	ART 1400	Graphic Computer Applications (3)	
	ART 1420	Graphic Design I (3)	
	ART 1750	Intro to Digital Imaging (3)	
	ART 2630	Painting I (3)	
Emphasis Requirements:			36 Credits
Students emphasizing a 2D area complete the following: ¹			
	ART 1110	Drawing I	3

Art and Design

	ART 1650	Watercolor FF	3
	ART 2110	Drawing II	3
	ART 2620	Color Theory	3
	ART 2630	Painting I	3
	ART 2640	Painting II	3
	ART 2680	Printmaking I	3
	ART 367R	Printmaking II	3
	ARTH 3070	Modern Art and Architecture History WE	3
	ARTH 3120	History of Contemporary Art	3
Complete two classes from the following:			6
	ART 1340	Sculpture I FF (3)	
or	ART 1350	Ceramics I FF (3)	
	ARTH 3020	Classical Art and Architecture History (3)	
	ARTH 3030	Medieval Art and Architecture History (3)	
	ARTH 3040	Renaissance Art History (3)	
	ARTH 3050	Baroque Art and Architecture History (3)	
	ARTH 3060	Nineteenth-Century Art History (3)	
	ARTH 3100	History of American Art and Architecture (3)	
Emphasis Elective Requirements:			23 Credits
	ART 4840	Professional Presentation for the Visual Arts WE	1
Complete minimum of 9 credit hours in one specialization:			9
Drawing			
	ART 311R	Drawing III (3) (may be taken twice)	
	ART 366R	Life Drawing (3) (may be taken twice)	
	ART 411R	Drawing IV (3) (may be taken twice)	
	ART 466R	Advanced Life Drawing (3) (may be taken twice)	
Painting			
	ART 363R	Painting III (3) (may be taken twice)	
	ART 369R	Contemporary Figure Painting (3) (may be taken thrice)	
	ART 463R	Painting IV (3) (may be taken twice)	
Printmaking			
	ART 368R	Printmaking III (3) (may be taken twice)	
	ART 468R	Printmaking IV (3) (may be taken twice)	
Complete 12.0 elective credits from upper-division specialization courses listed below. It is recommended to focus on depth in the selected specialization.			12
Drawing			
	ART 311R	Drawing III (may be taken twice) (3)	
	ART 366R	Life Drawing (3) (may be taken twice)	
	ART 411R	Drawing IV (may be taken twice) (3)	

	ART 466R	Advanced Life Drawing (3) (may be taken twice)	
Painting			
	ART 363R	Painting III (may be taken twice) (3)	
	ART 369R	Contemporary Figure Painting (3) (may be taken thrice)	
	ART 463R	Painting IV (3) (may be taken twice)	
Printmaking			
	ART 368R	Printmaking III (may be taken twice) (3)	
	ART 468R	Printmaking IV (may be taken twice) (3)	
Complete one of the following additional Professional content courses:			1
	ART 4820	Professional Presentation for the Visual Arts I WE (1)	
	ART 4830	Professional Practices for the Visual Arts II WE (1)	
	ART 4850	Professional Writing for the Visual Arts WE (1)	

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio submission required during senior year.
6. Successful completion of at least one Global/Intercultural course.

Footnote

¹ ART 1110, 1350, and 2630 taken to fulfill this requirement will not also count toward the BFA Discipline Core (credit will not count twice).

Art and Design - Painting and Drawing Emphasis, B.F.A.

Careers

1. VISUAL LITERACY: Demonstrate with proficiency the creation of compositions that successfully use the elements of art and principles of design.
2. PROFESSIONAL EXCELLENCE: Demonstrate with proficiency the creation of a portfolio of cohesive and unified work. Demonstrate with proficiency the writing of an artist statement that successfully explains the process, purpose, and ideas of the student's work. Demonstrate with proficiency the ability to obtain an exhibition space, organize, advertise, and install an exhibition of student's art works from the BFA project course/courses.
3. CREATIVE DIVERSITY: Demonstrate with proficiency an individual expression/voice in student's art.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design - Photography Emphasis, B.F.A.

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Requirements

UVU's photography program teaches the language of photography. Students will take courses to diversify their skill set in the creation and appreciation of different approaches to photography. They will work with film, historic photographic processes, and cutting edge digital technology. Students learn about and work in commercial and fine art environments. They will be taught working methods in the darkroom, studio lighting techniques, motion, and digital manipulation. The photo program emphasizes a hands-on and engaged approach. We actively look for opportunities to get our students on location and into real world scenarios through internships, study abroad programs, service oriented programs, and classes taught off campus.

Total Program Credits: 120

Matriculation Requirements:		
1. AA, AS, or AAS Degree or equivalent in Art and Design or advisor approval (Graphic Design Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Graphic Design; Illustration Emphasis. B.F.A. candidates must complete the AAS Degree or equivalent in Illustration)		
2. Portfolio Review		
General Education Requirements:		35 Credits
	ENGL 1010 Introduction to Academic Writing CC	3
or	ENGL 1005 Literacies and Composition Across Contexts CC (5)	
	ENGL 2010 Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)		3
	MAT 1030 Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)	
	MAT 1035 Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:		3
	HIST 2700 US History to 1877 AS (3)	
and	HIST 2710 US History since 1877 AS (3)	
	HIST 1700 American Civilization AS (3)	
	HIST 1740 US Economic History AS (3)	
	POLS 1000 American Heritage SS (3)	
	POLS 1100 American National Government AS (3)	
Complete the following:		
	PHIL 2050 Ethics and Values IH	3
	HLTH 1100 Personal Health and Wellness TE (2)	
or	EXSC 1097 Fitness for Life TE	2
Distribution Courses:		
	Biology	3
	Physical Science	3
	Additional Biology or Physical Science	3
	Humanities	3

ARTH 2710	Prehistoric Through Gothic Art History FF	3
Social/Behavioral Science		3
Discipline Core Requirements:		26 Credits
Courses taken to fulfill individual program emphases will not also count toward the Discipline Core Requirements (credit will not count twice)		
ART 1120	2D Design	3
ART 1130	3D Design	3
ART 200R	ART and Design Lecture Series (1) (Must be taken 2 times)	2
ART 499R	BFA Project WE (3) (Must be taken in two consecutive semesters)	6
ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: ART 1210 is required for Illustration BFA degrees, ART 1110 is required for Painting/Drawing BFA degrees, ART 1400 is required for Graphic Design and Illustration BFA degrees, ART 1750 is required for Photography BFA degrees):		9
ART 1110	Drawing I (3)	
ART 1210	Observational Drawing (3)	
ART 1350	Ceramics I FF (3)	
ART 1400	Graphic Computer Applications (3)	
ART 1420	Graphic Design I (3)	
ART 1750	Intro to Digital Imaging (3)	
ART 2630	Painting I (3)	
Emphasis Requirements:		15 Credits
Complete the following:		
ART 1790	Dark Room Techniques	3
ART 2700	Photography II	3
ART 2710	Documentary Photography	3
ART 2720	Color Photography	3
ART 2730	Photographic Lighting I	3
Emphasis Elective Requirements:		44 Credits
ARTH 3200	The History of Photography	3
ART 371R	Historical Photographic Processes	3
ART 3730	Photographic Lighting II	3
ART 3740	Fine Art Photography WE	3
ART 3750	Advanced Digital Imaging	3
ART 471R	Photographic Illustration	3
ART 474R	Advanced Photo Studies	3
ART 4750	Exploratory Photographic Processes	3
ART 481R	Art and Design Internship (1-6)	2
Complete any ART/ARTH courses not already used (6 credits must be upper division).		15
Take ONE of the following classes:		3
ARTH 3400	Arts Management (3)	
ARTH 3310	Art Theory and Criticism (3)	
ARTH 3120	History of Contemporary Art (3)	

Art and Design

	ARTH 3040	Renaissance Art History (3)	
	ARTH 3050	Baroque Art and Architecture History (3)	
	ARTH 3060	Nineteenth-Century Art History (3)	
	ARTH 3070	Modern Art and Architecture History WE (3)	

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio submission required during senior year.
6. Successful completion of at least one Global/Intercultural course.

Art and Design - Photography Emphasis, B.F.A. Careers

1. VISUAL LITERACY: Demonstrate with proficiency the ability to create imagery on a professional level within the student's chosen emphasis. Demonstrate with proficiency the ability to conceptualize and execute concept within a photographic image.
2. PROFESSIONAL EXCELLENCE: Demonstrate with proficiency the ability to execute a professional-level body of photographic work. Demonstrate with proficiency the ability to self-critique and edit photographic work in a way that reflects a professional level of aptitude and knowledge of technical and artistic skill sets.
3. CREATIVE DIVERSITY: Demonstrate with proficiency the ability to include individual expression/voice in a given body of photographic work. Demonstrate with proficiency the ability to communicate and express unique ideas within photographic work.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design - Sculpture and Ceramics Emphasis, B.F.A.

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Requirements

UVU's BFA in ceramics and sculpture helps students build a strong foundation of design fundamentals, technical skills, and the use of materials. Whether throwing clay on a potter's wheel or listening to a class lecture, students discover endless sources of creative ideas while taking courses in low-fire ceramics, mold making, casting, ceramic technologies, and more.

Total Program Credits: 120

Matriculation Requirements:	
1.	AA, AS, or AAS Degree or equivalent in Art and Design or advisor approval (Graphic Design Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Graphic Design;

Illustration Emphasis. B.F.A. candidates must complete the AAS Degree or equivalent in Illustration)

2. Portfolio Review

General Education Requirements:		35 Credits
	ENGL 1010	Introduction to Academic Writing CC 3
or	ENGL 1005	Literacies and Composition Across Context CC (5)
	ENGL 2010	Intermediate Academic Writing CC 3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)		3
	MAT 1030	Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)
Complete one of the following:		3
	HIST 2700	US History to 1877 AS (3)
and	HIST 2710	US History since 1877 AS (3)
	HIST 1700	American Civilization AS (3)
	HIST 1740	US Economic History AS (3)
	POLS 1000	American Heritage SS (3)
	POLS 1100	American National Government AS (3)
Complete the following:		
	PHIL 2050	Ethics and Values IH 3
	HLTH 1100	Personal Health and Wellness TE (2)
or	EXSC 1097	Fitness for Life TE 2
Distribution Courses:		
	Biology	3
	Physical Science	3
	Additional Biology or Physical Science	3
	Humanities	3
	ARTH 2710	Prehistoric Through Gothic Art History FF 3
	Social/Behavioral Science	3
Discipline Core Requirements:		26 Credits
Courses taken to fulfill individual program emphases will not also count toward the Discipline Core Requirements (credit will not count twice)		
	ART 1120	2D Design 3
	ART 1130	3D Design 3
	ART 200R	Art and Design Lecture Series (1) (Must be taken 2 times) 2
	ART 499R	BFA Project WE (3) (Must be taken in two consecutive semesters) 6
	ARTH 2720	Renaissance Through Contemporary Art History FF 3
Complete 9 credits from the following list (please note: ART 1210 is required for Illustration BFA degrees, ART 1110 is required for Painting/Drawing BFA degrees, ART 1400 is required for Graphic Design and Illustration BFA degrees, ART 1750 is required for Photography BFA degrees):		9
	ART 1110	Drawing I (3)

ART 1210	Observational Drawing (3)	
ART 1350	Ceramics I FF (3)	
ART 1400	Graphic Computer Applications (3)	
ART 1420	Graphic Design I (3)	
ART 1750	Intro to Digital Imaging (3)	
ART 2630	Painting I (3)	
Emphasis Requirements:		45 Credits
Students emphasizing 3-D art complete the following (either ART 334R or ART 335R must be repeated):		
ART 1340	Sculpture I FF	3
ART 1350	Ceramics I FF	3
ART 1650	Watercolor FF	3
ART 2340	Sculpture II	3
ART 2350	Ceramics II	3
ART 2630	Painting I	3
ART 2680	Printmaking I	3
ART 3800	Low-Fire Ceramics	3
ART 3810	Ceramic Technologies	3
ART 4360	Mold Making and Casting	3
ART 4370	Hand Building Ceramics	3
ART 3005	Ceramic History Trends and Practices WE	3
Complete 9.0 credits of the following, with no more than 6.0 credits in one course.		9
ART 334R	Sculpture III (3)	
ART 335R	Ceramics III (3)	
Emphasis Elective Requirements:		14 Credits
Two upper-division Art History classes (6 credits)		6
Complete any ART/ARTH courses not already used (4 credits must be upper division).		8

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio submission required during senior year.
6. Successful completion of at least one Global/Intercultural course.

Art and Design - Sculpture and Ceramics Emphasis, B.F.A.

Careers

1. VISUAL LITERACY: Demonstrate with proficiency the ability to articulate elements and principles of design. Demonstrate with proficiency the ability to control the given (material) media.
2. PROFESSIONAL EXCELLENCE: Demonstrate with proficiency technical knowledge of studio maintenance and proper use of space and materials. Demonstrate with proficiency the ability to produce a quality sculpture/ceramics portfolio to facilitate admission into graduate schools, to approach galleries, to enter shows, or to establish other means of marketing student's work.

3. CREATIVE DIVERSITY: Demonstrate with proficiency the exploration of a range of concept development, originality, historical research, and creativity.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design, B.A.

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Requirements

Students who elect to earn a bachelor of arts or associate of arts degree are required to complete a foreign language requirement, while those who earn a bachelor of science or associate of science degree have the option to take more electives. All of these degrees allow students to explore a few areas within the department and gain a more well-rounded education in the visual arts.

Total Program Credits: 120

Matriculation Requirements			
Portfolio review or completion of A.A., A.S. or A.A.S. degree in Art & Design.			
General Education Requirements:			36 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040	Introduction to Statistics QL (3)	
	STAT 1045	Introduction to Statistics with Algebra QL (5)	
	MATH 1050	College Algebra QL (4)	
	MATH 1055	College Algebra with Preliminaries QL (5)	
	MATH 1090	College Algebra for Business QL (3)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	

Art and Design

Distribution Courses:		
	Biology	3
	Physical Science	3
	Additional Biology or Physical Science	3
	Humanities Distribution (fulfilled with Foreign Language 202G/2020)	4
	ARTH 2710 Prehistoric Through Gothic Art History FF	3
	Social/Behavioral Science	3
Discipline Core Requirements:		47 Credits
	ART 1120 2D Design	3
	ART 1130 3D Design	3
	ART 200R Art and Design Lecture Series	2
	ARTH 2720 Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: when selecting electives be mindful of prerequisite requirements for advanced courses):		9
	ART 1110 Drawing I (3)	
	ART 1210 Observational Drawing (3)	
	ART 1350 Ceramics I FF (3)	
	ART 1400 Graphic Computer Applications (3)	
	ART 1420 Graphic Design I (3)	
	ART 1650 Watercolor FF (3)	
	ART 1750 Intro to Digital Imaging (3)	
Complete 3 of the 4 following classes:		3
	ART 4820 Professional Practices for the Visual Arts I WE (1)	
	ART 4830 Professional Practices for the Visual Arts II WE (1)	
	ART 4840 Professional Presentation for the Visual Arts WE (1)	
	ART 4850 Professional Writing for the Visual Arts WE (1)	
Complete 24 credits from any ART/ARTH courses not already taken (students must have 40 upper division credit hours to graduate, see Graduation Requirement 1).		24
Elective Requirements:		37 Credits
	One Foreign Language	12
Complete any courses 1000 level or higher (students must have 40 upper division credit hours to graduate, see Graduation Requirement 1).		25

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art & Design courses.
3. Residency hours- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.
6. Successful completion of at least one Global/Intercultural course.
7. For the BA degree, completion of 16 credit hours of course work from one language to include the 1010, 1020, 2010, and 202G/2020 levels or transferred equivalents.

Art and Design, B.A.

Careers

1. VISUAL LITERACY: Demonstrate with proficiency the creation of compositions that successfully use the elements of art and principles of design.
2. PROFESSIONAL EXCELLENCE: Demonstrate with proficiency the ability to execute a professional-level body of work (in at least one form of media) in a way that reflects a professional level of aptitude and knowledge of technical and artistic skill sets.
3. CREATIVE DIVERSITY: Demonstrate with proficiency the ability to include individual expression/voice in a given body of work or to communicate and express unique ideas.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Art and Design, B.S.

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Requirements

Students who elect to earn a bachelor of arts or associate of arts degree are required to complete a foreign language requirement, while those who earn a bachelor of science or associate of science degree have the option to take more electives. All of these degrees allow students to explore a few areas within the department and gain a more well-rounded education in the visual arts.

Total Program Credits: 120

Matriculation Requirements:			
Portfolio review or completion of AA, AS, or AAS degree in Art & Design			
General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040	Introduction to Statistics QL (3)	
	STAT 1045	Introduction to Statistics with Algebra QL (5)	
	MATH 1050	College Algebra QL (4)	
	MATH 1055	College Algebra with Preliminaries QL (5)	
	MATH 1090	College Algebra for Business QL (3)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	

	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses:			
	Biology		3
	Physical Science		3
	Additional Biology or Physical Science		3
	Humanities Distribution		3
	ARTH 2710	Prehistoric Through Gothic Art History FF	3
	Social/Behavioral Science		3
Discipline Core Requirements:			47 Credits
	ART 1120	2D Design	3
	ART 1130	3D Design	3
	ART 200R	Art and Design Lecture Series (1)	2
	ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: when selecting electives be mindful of prerequisite requirements for advanced courses):			9
	ART 1110	Drawing I (3)	
	ART 1210	Observational Drawing (3)	
	ART 1350	Ceramics I FF (3)	
	ART 1400	Graphic Computer Applications (3)	
	ART 1420	Graphic Design I (3)	
	ART 1650	Watercolor FF (3)	
	ART 1750	Intro to Digital Imaging (3)	
Complete 3 of the 4 following classes:			3
	ART 4820	Professional Practices for the Visual Arts I WE (1)	
	ART 4830	Professional Practices for the Visual Arts II WE (1)	
	ART 4840	Professional Presentation for the Visual Arts WE (1)	
	ART 4850	Professional Writing for the Visual Arts WE (1)	
Complete 24 credits from any ART/ARTH courses not already taken (see Graduation Requirement 1).			24
Elective Requirements:			38 Credits
	Complete any courses 1000 level or higher (students must have 40 upper division credit hours to graduate, see Graduation Requirement 1).		38

Graduation Requirements:

1. Completion of a minimum of 120 semester credits, with a minimum of 40 of upper division credits.

2. Overall grade point average of 2.0 (C) above with no grade lower than a C-in all Art & Design courses.
3. Residency hours- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio Submission.
6. Successful completion of at least one Global/Intercultural course.

Art and Design, B.S.

Careers

1. VISUAL LITERACY: Demonstrate with proficiency the creation of compositions that successfully use the elements of art and principles of design.
2. PROFESSIONAL EXCELLENCE: Demonstrate with proficiency the ability to execute a professional-level body of work (in at least one form of media) in a way that reflects a professional level of aptitude and knowledge of technical and artistic skill sets.
3. CREATIVE DIVERSITY: Demonstrate with proficiency the ability to include individual expression/voice in a given body of work or to communicate and express unique ideas.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

Entertainment Design, B.F.A.

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Requirements

A successful career in Entertainment Design requires a limitless imagination, the ability to invent and conceptualize new realities, and an understanding of the traditional and technological tools used to do so. This interdisciplinary degree encompasses concept, character, story, place, and time relevant to the entertainment industry. Students can expect to learn the skills and creative ability required of concept artists in the disciplines of character and story development such as character design, storyboarding, motion sequencing, and art direction. As an Entertainment Designer, you will create realities and experiences that excite minds by combining art and technology to bring extraordinary experiences to life in toys, games, comics, movies, environments, and more.

Total Program Credits: 122

Matriculation Requirements:			
1. AAS Degree or equivalent in Entertainment Design or department approval			
2. Portfolio Review			
General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGL 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (NOTE: A higher level MATH course may substitute for this requirement)			3
	MAT 1030	Quantitative Reasoning QL (3)	

Art and Design

	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 205G	Ethics and Values IH GI	3
	HLTH 1100	Personal Health and Wellness TE (2)	
or	EXSC 1097	Fitness for Life TE	2
Distribution Courses:			
	Biology		3
	Physical Science		3
	Additional Biology or Physical Science		3
	Humanities		3
	Social/Behavioral Science		3
	ARTH 2710	Prehistoric Through Gothic Art History FF	3
Entertainment Design (Lower Division Core)			33 Credits
	ART 1120	2D Design	3
	ART 1210	Observational Drawing	3
	ART 1220	Perspective Drawing	3
	ART 1400	Graphic Computer Applications	3
	ART 2220	Imagination and Visual Literacy	3
	ART 2240	Illustrative Media and Techniques II	3
	ART 2250	Gestural Drawing	3
	ART 2260	Digital Painting I	3
	ART 2270	Figure Drawing I	3
	ART 2280	3D Modeling	3
	ART 2440	Motion Graphics I	3
BFA Portfolio Review			
Entertainment Design (Upper Division Core)			45 Credits
	ART 3210	Narrative Illustration	3
	ART 3240	Head Drawing	3
	ART 3250	Environment Design	3
	ART 3260	Digital Painting II	3
	ART 3280	3D Texturing and Rendering	3
	ART 3440	Motion Graphics II	3
	ART 361R	Figure Drawing II	3
	ART 4250	Character Design	3
	ART 4260	Concept Design	3
	ART 4270	Sequential Illustration	3
	ART 4280	3D Rigging and Animation	3
	ART 4290	3D Sculpting	3

	ART 4440	Motion Graphics Studio	3
Capstone (Repeated over two consecutive semesters)			
	ART 499R	BFA Project WE (3)	6
Elective Requirements (Complete any course 1000+ or, Recommended Elective Curriculum:			9 Credits
Theatre Arts, Minor			
	THEA 1513	Stagecraft I (2)	
	THEA 1713	Script and Text Analysis I (3)	
	THEA 2513	Introduction to Design for Stage and Screen (3)	
Digital Cinema, Certificate			
	DGM 1061	Digital Cinema Editing I (3)	
	DGM 1510	Film Production Analysis (3)	
	DGM 1520	Digital Cinema Production I (3)	
Writing for Entertainment Media, Minor			
	DGM 1510	Film Production Analysis (3)	
	DGM 2570	Storytelling for Digital Media I WE (3)	
	DGM 450R	Story Editing for Digital Media (3)	

Graduation Requirements:

1. Completion of a minimum of 122 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio submission required during senior year.
6. Successful completion of at least one Global/Intercultural course.
7. Successful completion of at least two Writing Enriched (WE) courses.

Entertainment Design, B.F.A.

Careers

1. Employ efficient and accurate drawing and painting abilities that convey an understanding of perspective, light, material and color.
2. Apply the use of anatomy, gesture, form, and staging in figure drawing and character design.
3. Apply principles of composition, color theory, and form to concept designs and illustrations as a way to emphasize and dramatize story.
4. Combine traditional and digital tools to create a variety of concept art including creatures, characters, environments, vehicles, costumes, and props in both 2D and 3D.
5. Develop proficient problem-solving skills through the use of research and development in ideation for storyboarding and sequential art.
6. Develop skills in modeling, texturing, lighting and rendering for 3D and 2D animation.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other