

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.

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.

Total Program Credits: 63

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|---|---|--|------------|
| 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 | 3 |
| or | ENGH 1005 | Literacies and Composition Across Contexts (5) | |
| Complete one of the following: (Note: A higher level MATH course may substitute for this requirement) | | | 3 |
| | MAT 1030 | Quantitative Reasoning (3) | |
| | MAT 1035 | Quantitative Reasoning with Integrated Algebra (6) | |
| | Social or Behavioral Science | | 3 |
| | Biology or Physical Science | | 3 |
| | P.E. or Health | | 1 |
| | ARTH 2710 | History of Art to the Renaissance (3) | |
| or | ARTH 2720 | History of Art from the Renaissance | 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: | | | 23 Credits |
| | ART 1410 | Typography I | 3 |
| | ART 1420 | Graphic Design I | 3 |
| AAS Portfolio Review | | | |
| | DGM 2120 | 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 |
| Emphasis Elective Requirements: | | | 9 Credits |
| | Complete 9 credits from any ART/ARTH courses not previously used. | | 9 |

Graduation Requirements:

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Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in [Wolverine Track](#).

Milestone courses (pre-requisites for a course in one of the subsequent semesters) are marked in red and italicized.

| Semester 1 | Course Title | Credit Hours |
|------------------------|--|--------------|
| ENGL 1010 or ENGH 1005 | Introduction to Academic Writing or Literacies and Composition Across Contexts | 3 |
| | Social or Behavioral Science GE | 3 |
| <i>ART 1420</i> | Intro. To Graphic Design | 3 |
| <i>ART 1120</i> | 2D Design | 3 |
| <i>ART 1110</i> | Drawing I | 3 |
| Elective | ART or ARTH course 1000 level or above | 3 |
| | Semester total: | 18 |
| Semester 2 | Course Title | Credit Hours |
| MAT 1030 or MAT 1035 | Quantitative Reasoning or Quantitative Reasoning with Integrated Algebra | 3 |
| <i>ART 1400</i> | Graphic Computer Applications | 3 |
| ART 1750 | Intro to Digital Imaging | 3 |
| ART 1130 | 3D Design | 3 |
| ART 200R | AVC Lectures | 1 |
| Elective | ART or ARTH course 1000 level or above | 3 |
| | Semester total: | 16 |
| Semester 3 | Course Title | Credit Hours |
| | P.E. or Health GE | 1 |
| <i>ART 1410</i> | Typography I | 3 |
| <i>ART 2400</i> | Production Design | 3 |
| <i>ART 2440</i> | Motion Graphics I | 3 |
| ARTH 2710 or ARTH 2720 | Choose 1: Art History to the Renaissance/ Art History from the Renaissance | 3 |
| ART 200R | AVC Lectures | 1 |
| | Semester total: | 14 |
| Semester 4 | Course Title | Credit Hours |
| | Biology or Physical Science GE | 3 |
| ART 2430 | Branding I | 3 |
| DGM 2120 | Web Essentials | 3 |
| DGM 2280 | Interactive Media Production | 3 |
| Elective | ART or ARTH course 1000 level or above | 3 |
| | Semester total: | 15 |
| | Degree total: | 63 |