Art and Design

Mission Statement
To cultivate the creation and appreciation of visual art, we foster creative confidence, critical thinking, interdisciplinary collaboration, and cultural responsibility. We follow these principles to accomplish our mission:

Visual Literacy, Professional Excellence, Creative Diversity, Interdisciplinary Collaboration, and Cultural/Social Responsibility

Visual Literacy
We encourage the development of strong visual literacy among students of the visual arts. We support the study of history, culture, technology and trends to this end.

Professional Excellence
In preparing visual art students for careers in a broad market, we support and expect excellence and professionalism.

Creative Diversity
While teaching techniques, styles, and practices is an important part of our programs, we support a diversity of styles and individual expressions among students in their creative work. We promote artistic freedom and seek to preserve cultural identity through creative production, exhibition, and historical research.

Art & Design

Administrative Assistant: Stacie Owens
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- Email: owensst@uvu.edu

Art Education
- Acting Coordinator: Courtney Davis
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Art History
- Coordinator: Courtney Davis
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Graphic Design
- Coordinator: Benjamin Evjen
- Office: GT 525a
- Telephone: 801-863-5302
- Email: bevjen@uvu.edu

Illustration

Painting/Drawing
- Coordinator: Marcus Vincent
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- Telephone: 801-863-6742
- Email: marcus.vincent@uvu.edu

Photography
- Coordinator: Reid Elem
- Office: GT 525c
- Telephone: 801-863-8497
- Email: RElem@uvu.edu

Sculpture/Ceramics
- Coordinator: Mark Talbert
- Office: GT 338
- Telephone: 801-863-6270
- Email: TALBERMA@uvu.edu

Art & Design Advisement

Advisors: Michelle Proctor
- Office: CS 637
- Telephone: 801-863-5397
- Email: SOAADVISORS@uvu.edu
- Hours: Monday - Friday, 9:00 AM - 4:00 PM

Program Description
Utah Valley University’s Department of Art & Design offers degrees in applied arts, fine arts, art history, and art education. Upon completing a degree, students emerge from the program ready to enter careers in graphic design, photography, advertising, printing, animation, illustration, art education, printmaking, sculpture, painting and more. Students can earn a general degree, exploring several areas within the visual arts, or they can specialize, exploring a specific practice in depth to better understand it and/or prepare for employment in that field.

Degrees Offered
Students who want to concentrate on a specific area of art and design can gain professional training at UVU through several specialized degrees:

Associate in Applied Science (A.A.S.)
A two-year degree where students can emphasize in one of three areas.
- Graphic Design
- Illustration
- Photography

Bachelor of Arts (B.A.) in Art History
A four-year degree that prepares students for careers and additional education in art history.

Bachelor of Science (B.S.) in Art Education
A four-year degree in which students are trained to teach as art specialists at the secondary level (7–12 grade).
Art and Design

Bachelor of Fine Arts (B.F.A.)

A four-year degree for individuals with above-average abilities, who are looking for a competitive program to hone their skills.

- Graphic Design
- Illustration
- Painting/Drawing
- Photography
- Sculpture/Ceramics

General Art Degrees (B.A., B.S., A.A., A.S.)

Students wanting to study art and design broadly, without emphasizing one particular emphasis area can choose to earn one of four general degrees:

- Bachelor of Arts in Art and Design (B.A.)
- Bachelor of Science in Art and Design (B.S.)
- Associate in Art in Art and Design (A.A.)
- Associate in Science in Art and Design (A.S.)

Students who elect to earn a bachelor of arts or associate in arts degree are required to complete a foreign language requirement, while those who earn a bachelor of science or associate in 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. Some of our 1000 level courses also fulfill general education requirements.

Career Opportunities

Our degrees prepare students for various career opportunities, some of which are delineated below.

Art History: BA in Art History

Students are prepared for an array of arts-related jobs, including art dealership, art directorship, and work in museums and galleries. It also provides the necessary foundation for graduate studies in art history, which in turn, will prepare students for a career in postsecondary teaching, museum curatorship, and museum directorship.

Fine Arts: Painting/Drawing, Sculpture/Ceramics, Photography

Students are prepared to compete in the arts arena typically via self-employment by promoting their work through galleries, museums, exhibitions and commissions. Some students also choose to pursue graduate studies to further their development or to prepare them to teach in higher education. Areas of study include painting, drawing, printmaking, sculpture, and ceramics.

Applied Arts: Graphic Design, Illustration, Photography

Students are prepared to compete for employment at advertising agencies, design studios, in-house design departments, printing firms, photography studios, gaming developers, animation studios and for freelance consulting work (self-employed). Some students may also choose to further their studies in graduate programs.

Education: BS in Art Education

The Bachelor of Science in Art Education certifies students to teach as an art specialist at the secondary level in public schools and private schools.

Engaged Learning

Students are encouraged to learn by applying what they study in the real world and by taking part in activities outside the classroom.

The department offers many opportunities for students to travel and to interact with practicing art professionals. Art & Design offers rotating trips to art capitals, such as New York City, to visit museums, galleries, and artists’ studios. Students may also participate in course related excursions to produce creative works, such as the Art & Design book project. Students can also apply to attend a five-week study abroad program to Italy each summer or to participate in additional rotating international travel experiences.

Students regularly enter their work in competitions at local, state and national levels, with several students earning awards each year. At UVU’s biennial art history symposium, students present their research alongside faculty. Every student in the Department of Art & Design attends an art lecture series, in which artists from around the country visit UVU to present their work, lecture on what they do and occasionally hold a workshop.

Art & Design Core Grade Requirement

The Art & Design Core requirements (ART 1110, ART 1120, ART 1130, ART 1400 and one of the following: ART 1210, ART 1350, ART 1420, ART 1650, or ART 1750) must be completed with a B- or higher before being formally admitted to the BS, BA, and BFA programs. The Bachelor of Fine Arts (BFA) Requirements:

This degree is for those with exceptional abilities in art and design fields. In order to apply to the BFA, students must first meet the core class requirements (consult with your academic advisor for details) in the Art & Design Department and submit a portfolio for departmental BFA review. Students desiring to participate in the review should submit a letter of intent to the area coordinator in their particular interest. Portfolios will be due in March as designated by the area coordinator. Acceptance into the BFA is based on the portfolio review, overall GPA of 2.0 or above with 3.0 GPA or above in ART and ARTH courses. Courses within the student’s area of emphasis must be completed with a C grade or above. For graduation with a BFA degree, students must maintain the grade requirements listed above and receive a B grade or above for ART 499R BFA Project. For more information, contact the Academic Advisors. Students not accepted into the BFA program, or who are unable to fulfill the above requirements, may still pursue the more general BA/BS degrees.

Graduation Requirement: Portfolio Submission

To ensure that faculty and programs at UVU are adequately teaching and preparing students for professional careers and/or further schooling, the Art & Design Department has implemented a graduating student portfolio submission. All students completing a degree in the Art & Design Department are required to submit a portfolio for faculty/professional review prior to graduation. Results are kept confidential and are used only to help modify and improve curriculum and teaching. Consult with your academic advisor for details of deadlines and requirements to make certain all Art & Design degree graduation requirements are met.
Art and Design

DEPARTMENT CHAIR
DAVIS, Courtney  Assistant Professor

FACULTY
BULE, Steve  Professor
CLARK, Travis Lee  Lecturer
DAVIS, Courtney  Assistant Professor
DEWITT, Robert B.  Professor
ELEM, Reid  Assistant Professor
EVJEN, Benjamin  Assistant Professor
FRY, Gareth  Lecturer
FULLMER, Howard W.  Associate Professor
HARDIN, Chad Wayne  Assistant Professor
JENSEN, Brian L.  Associate Professor
LOVELL, Travis  Associate Professor
MILLWARD, Jason  Lecturer
PARKINSON, Susan M.  Associate Professor
REEES, John  Associate Professor
STEELE-MAKASCI, Nancy  Associate Professor
STEWART, Perry Alan  Associate Professor
TALBERT, Mark  Professor
THORNOCK, Christopher  Assistant Professor
TRUSCOTT, Brandon T.  Associate Professor
VINCENT, Marcus A.  Associate Professor
WILKEY, Patrick  Associate Professor
YOUNG, Christopher  Assistant Professor

Degrees & Programs
Art and Design - Design/Illustration Emphasis, A.A.S.

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

<table>
<thead>
<tr>
<th>Matriculation Requirements:</th>
</tr>
</thead>
<tbody>
<tr>
<td>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 &amp; Design.)</td>
</tr>
</tbody>
</table>

General Education Requirements: 16 Credits

| ENGL 1010 | Introduction to Writing (3) |
| Complete one of the following: | 3 |

| MAT 1030 | Quantitative Reasoning (3.0) |
| MAT 1035 | Quantitative Reasoning with Integrated Algebra (6.0) |
| STAT 1040 | Introduction to Statistics (3.0) |
| STAT 1045 | Introduction to Statistics with Algebra (5.0) |
| MATH 1050 | College Algebra (4.0) |

Graduation Requirements:

1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
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 - Design/Illustration Emphasis, A.A.S. Careers

Careers:
Students are prepared to compete for production design/entry level employment at advertising agencies, design studios, in-house design departments, publishing firms, printing firms, and for freelance consulting work (self-employed). The types of job responsibilities could include pre-press printing, logo design, web and interactive design, digital and traditional publishing, and motion design.
Art and Design

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.

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 Writing 3
- Complete one of the following: 3
  - MAT 1030 Quantitative Reasoning (3.0)
  - MAT 1035 Quantitative Reasoning with Integrated Algebra (6.0)
  - STAT 1040 Introduction to Statistics (3.0)
  - STAT 1045 Introduction to Statistics with Algebra (5.0)
  - MATH 1050 College Algebra (4.0)
  - MATH 1055 College Algebra with Preliminaries (5.0)
  - MATH 1090 College Algebra for Business (3.0)

Social or Behavioral Science 3
- Biology or Physical Science 3
- P.E. or Health 1
- ARTH 2710 History of Art to the Renaissance (3.0)
  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 3 D 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

Emphasis Elective Requirements: 9 Credits
Complete 9 credits from any ART/ARTH courses not previously used.

Graduation Requirements:
1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
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

Students are prepared to compete for production design/entry level employment at advertising agencies, design studios, in-house design departments, publishing firms, printing firms, and for freelance consulting work (self-employed). The types of job responsibilities could include pre-press printing, logo design, web and interactive design, digital and traditional publishing, and motion design.

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.

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 Writing 3
- Complete one of the following: 3
  - MAT 1030 Quantitative Reasoning (3.0)
  - MAT 1035 Quantitative Reasoning with Integrated Algebra (6.0)
  - STAT 1040 Introduction to Statistics (3.0)
  - STAT 1045 Introduction to Statistics with Algebra (5.0)
  - MATH 1050 College Algebra (4.0)
  - MATH 1055 College Algebra with Preliminaries (5.0)
  - MATH 1090 College Algebra for Business (3.0)
  - Social or Behavioral Science
  - Biology or Physical Science
  - P.E. or Health

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

Emphasis Elective Requirements: 9 Credits
Complete 9 credits from any ART/ARTH courses not previously used.

Graduation Requirements:
1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
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

Students are prepared to compete for production design/entry level employment at advertising agencies, design studios, in-house design departments, publishing firms, printing firms, and for freelance consulting work (self-employed). The types of job responsibilities could include pre-press printing, logo design, web and interactive design, digital and traditional publishing, and motion design.

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

#### MATH 1050
College Algebra (4.0)

#### MATH 1055
College Algebra with Preliminaries (5.0)

#### MATH 1090
College Algebra for Business (3.0)

#### Social or Behavioral Science
3

#### Biology or Physical Science
3

#### P.E. or Health
1

#### ARTH 2710
History of Art to the Renaissance (3.0)

#### ARTH 2720
History of Art from the Renaissance (3.0)

**Discipline Core Requirements:** 15 Credits

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1110</td>
<td>Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>ART 1120</td>
<td>2D Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 1130</td>
<td>3 D Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 1400</td>
<td>Graphic Computer Applications</td>
<td>3</td>
</tr>
<tr>
<td>ART 1750</td>
<td>Intro to Digital Imaging</td>
<td>3</td>
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</tbody>
</table>

**Emphasis Requirements:** 20 Credits

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1790</td>
<td>Dark Room Techniques</td>
<td>3</td>
</tr>
<tr>
<td>ART 2700</td>
<td>Photography II</td>
<td>3</td>
</tr>
<tr>
<td>ART 2710</td>
<td>Documentary Photography</td>
<td>3</td>
</tr>
<tr>
<td>ART 2720</td>
<td>Color Photography</td>
<td>3</td>
</tr>
<tr>
<td>ART 2730</td>
<td>Photographic Lighting I</td>
<td>3</td>
</tr>
<tr>
<td>ART 200R</td>
<td>Art and Design Lecture Series (1)</td>
<td>2</td>
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<tr>
<td>ARTH 3200</td>
<td>The History of Photography</td>
<td>3</td>
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</table>

**Emphasis Elective Requirements:** 12 Credits

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 3740</td>
<td>Fine Art Photography (3.0)</td>
<td>3</td>
</tr>
<tr>
<td>ART 3750</td>
<td>Advanced Digital Imaging (3.0)</td>
<td>3</td>
</tr>
</tbody>
</table>

#### Graduation Requirements:

1. Completion of a minimum of 63 semester credits.
2. Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
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.A.

**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**

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Education Requirements</td>
<td>35</td>
</tr>
<tr>
<td>ENGL 1010 Introduction to Writing</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 2010 Intermediate Writing--Humanities/Social Sciences</td>
<td>3</td>
</tr>
<tr>
<td>Complete one of the following:</td>
<td>3</td>
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<tr>
<td>MAT 1030 Quantitative Reasoning (3.0)</td>
<td></td>
</tr>
<tr>
<td>MAT 1035 Quantitative Reasoning with Integrated Algebra (6.0)</td>
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<td>STAT 1040 Introduction to Statistics (3.0)</td>
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<td>STAT 1045 Introduction to Statistics with Algebra (5.0)</td>
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<tr>
<td>MATH 1055 College Algebra with Preliminaries (5.0)</td>
<td></td>
</tr>
<tr>
<td>MATH 1090 College Algebra for Business (3.0)</td>
<td></td>
</tr>
<tr>
<td>Complete one of the following:</td>
<td>3</td>
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<tr>
<td>HIST 2700 US History to 1877 (3.0)</td>
<td></td>
</tr>
<tr>
<td>HIST 2710 US History since 1877 (3.0)</td>
<td></td>
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<tr>
<td>HIST 1700 American Civilization (3.0)</td>
<td></td>
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<tr>
<td>HIST 1740 US Economic History (3.0)</td>
<td></td>
</tr>
<tr>
<td>POLS 1000 American Heritage (3.0)</td>
<td></td>
</tr>
<tr>
<td>POLS 1100 American National Government (3.0)</td>
<td></td>
</tr>
<tr>
<td>Complete the following:</td>
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<tr>
<td>PHIL 2050 Ethics and Values</td>
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<tr>
<td>HLTH 1100 Personal Health and Wellness</td>
<td>2</td>
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<tr>
<td>or PES 1097 Fitness for Life (2.0)</td>
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</table>

**Distribution Courses:**

<table>
<thead>
<tr>
<th>Discipline</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>Biology</td>
<td>3</td>
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<tr>
<td>Physical Science</td>
<td>3</td>
</tr>
<tr>
<td>Additional Biology or Physical Science</td>
<td>3</td>
</tr>
<tr>
<td>Humanities Distribution</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 2710 History of Art to the Renaissance</td>
<td>3</td>
</tr>
<tr>
<td>Social/Behavioral Science</td>
<td>3</td>
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</table>

**Discipline Core Requirements:** 18 Credits

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1110</td>
<td>Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>ART 1120</td>
<td>2D Design</td>
<td>3</td>
</tr>
</tbody>
</table>

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

**Careers**

The Applied Associate in Science is a two-year work-ready degree that helps prepare students for entry level jobs within the photography industry. These could include serving as a photographer’s assistant, freelance work in areas such as advertising, stock images, weddings, documentary, portraiture etc. Entry level jobs at in-house photography departments or studios are also possibilities. Students may also choose to promote their work to galleries, museums, exhibitions, commissions.

**Related Careers**

- Art, Drama, and Music Teachers, Postsecondary

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**Careers**

- Commercial and Industrial Designers
- Graphic Designers
- Set and Exhibit Designers
- Designers, All Other

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**Related Careers**

- Art, Drama, and Music Teachers, Postsecondary
### Art and Design

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1130</td>
<td>3 D Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 1400</td>
<td>Graphic Computer Applications</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 2720</td>
<td>History of Art from the Renaissance</td>
<td>3</td>
</tr>
</tbody>
</table>

Complete 3 credits from one of the following:
- ART 1210  Spatial Drawing (3.0)
- ART 1350  Ceramics I (3.0)
- ART 1420  Graphic Design I (3.0)
- ART 1650  Watermedia I (3.0)
- ART 1750  Intro to Digital Imaging (3.0)

Elective Requirements: 8 Credits
Complete 8 credits of the same Foreign Language

**Graduation Requirements:**
1. Completion of a minimum of 61 semester credits.
2. Overall grade point average of 2.0 (C) or above (Departments may require a higher GPA.)
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**
Students can use this degree as a stepping stone to 4-year programs both within and outside of the the Art & Design department.

**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.

**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: 60**

<table>
<thead>
<tr>
<th>General Education Requirements:</th>
<th>35 Credits</th>
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</thead>
<tbody>
<tr>
<td>ENGL 1010 Introduction to Writing</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 2010 Intermediate Writing--Humanities/Social Sciences</td>
<td>3</td>
</tr>
</tbody>
</table>

Complete one of the following:
- MAT 1030  Quantitative Reasoning (3.0)
- MAT 1035  Quantitative Reasoning with Integrated Algebra (6.0)
- STAT 1040 Introduction to Statistics (3.0)

### Elective Requirements: 7 Credits

Complete a minimum of 7 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.)

**Graduation Requirements:**
1. Completion of a minimum of 60 semester credits.
2. Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
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

Students can use this degree as a stepping stone to 4-year programs both within and outside of the the Art & Design department.

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

Requirements

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

Total Program Credits: 30

<table>
<thead>
<tr>
<th>Discipline Core Requirements:</th>
<th>18 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1120 2D Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 1400 Graphic Computer Applications</td>
<td>3</td>
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<tr>
<td>ART 1110 Drawing I</td>
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<tr>
<td>ART 1050 Photography I</td>
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<tr>
<td>ARTH 2710 History of Art to the Renaissance</td>
<td>3</td>
</tr>
<tr>
<td>or ARTH 2720 History of Art from the Renaissance</td>
<td>3</td>
</tr>
<tr>
<td>ART 1130 3 D Design</td>
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</table>

Elective Requirements: 12 Credits

<table>
<thead>
<tr>
<th>Choose 12 credits from the following:</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTH 2800 Introduction to Art History Research and Methodology (3)</td>
</tr>
<tr>
<td>ARTH 300R Special Topics in Art History (3)</td>
</tr>
<tr>
<td>ARTH 3010 History of Design and Visual Arts (3.0)</td>
</tr>
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<tr>
<td>ARTH 3400 Arts Management (3.0)</td>
</tr>
<tr>
<td>ARTH 391R Art History Seminar (3.0)</td>
</tr>
</tbody>
</table>

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 History, Minor

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

<table>
<thead>
<tr>
<th>Discipline Core Requirements:</th>
<th>6 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTH 2710 History of Art to the Renaissance</td>
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<tr>
<td>ARTH 2720 History of Art from the Renaissance</td>
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<tr>
<td>ARTH 391R Art History Seminar (3.0)</td>
</tr>
</tbody>
</table>

or any other advisor approved upper division courses.

Art History, Minor

Careers
This degree creates a more diverse skill set for careers related to the visual arts, as well as a more culturally rich knowledge base for careers outside the visual arts.

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

Art Education, B.S.

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. ACT exam minimums: Composite 21, English 20, Math 19; or SAT exam minimums: Critical Read/Math 1000, with Math and Reading scores of 450; or If student has a bachelor degree or higher, he/she does not need to meet this testing requirement.
2. GPA of 3.0 or higher with no grade lower than a C in content area courses.
3. Completion of all General Education requirements and the majority of content area courses.
4. Pass group interview directed by the Secondary Teacher Education Department.
5. Pass LiveScan Criminal Background Check.
6. Pass a portfolio review with Art and Design Department Art Education Program, and submit an application to the art education program with a pre-teaching statement concurrent with their Secondary Education program application.

General Education Requirements: 35 Credits
ENGL 1010 Introduction to Writing 3
ENGL 2010 Intermediate Writing--Humanities/Social Sciences (3.0)
Complete one of the following: 3
MAT 1030 Quantitative Reasoning (3.0)
MAT 1035 Quantitative Reasoning with Integrated Algebra (6.0)
STAT 1040 Introduction to Statistics (3.0)
STAT 1045 Introduction to Statistics with Algebra (5.0)
MATH 1050 College Algebra (4.0)
MATH 1055 College Algebra with Preliminaries (5.0)
MATH 1090 College Algebra for Business (3.0)
Complete one of the following: 3
HIST 1700 American Civilization (3.0)
HIST 1740 US Economic History (3.0)

and
HIST 2710 US History since 1877 (3.0)

POLS 1000 American Heritage (3.0)
POLS 1100 American National Government (3.0)
Complete the following:
PHIL 2050 Ethics and Values 3
HLTH 1100 Personal Health and Wellness (2.0)
or PES 1097 Fitness for Life 2

Distribution Courses:
- Biology 3
- Physical Science 3
- Additional Biology or Physical Science 3
- Humanities 3
- ART 1350 Ceramics I (fulfills Fine Arts) 3
- Social/Behavioral Science 3

Discipline Core Requirements: 85 Credits
ART 1110 Drawing I 3
ART 1120 2D Design 3
ART 1130 3D Design 3
ART 1400 Graphic Computer Applications 3
ART 1650 Watermedia I 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 3
ART 3510 Secondary Art Education Methods II 3
ARTH 2710 History of Art to the Renaissance 3
ARTH 2720 History of Art from the Renaissance 3
ART 200R Art and Design Lecture Series (must be repeated) 2
ART 2110 Drawing II 3
or ART 2270 Figure Drawing I 3

One upper-division ARTH classes 3
One studio elective 2000 or higher within studio emphasis area. Choose from drawing, painting, printmaking, illustration, and ceramics/sculpture. 3
Two upper-division Studio courses in One Emphasis Area. Choose From: Drawing, Painting, Printmaking, Illustration, or Ceramics / Sculpture. 6

Prerequisite Secondary Education Requirements:
EDSP 3400 Exceptional Students 2

Secondary Education Licensure Requirements:
EDSC 3000 Educational Psychology 3
EDSC 3050 Foundations of American Education 2
EDSC 3250 Instructional Media 2
EDSC 4200 Classroom Management I 2
EDSC 4440 Content Area Literacies 3
EDSC 4250 Classroom Management II 2
EDSC 445G Multicultural Instruction ESL 3
EDSC 4550 Secondary Curriculum Instruction and Assessment 3
EDSC 4850 Student Teaching--Secondary 10

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 major required content 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
Teaching art in a public, private, or charter school, K-12 is the most traditional way of using an Art Education degree. Other options students might consider include: teaching online, teaching preschool (or daycare), teaching private lessons to adults or children, teaching art at an after-school program, running education programs and teaching classes at art museums, starting a non-profit arts organization, teaching at non-traditional organization, being a guest artist or teacher, tutoring, teaching assistant, substitute teaching, retail craft coordinator, writing about art, or consultant for art supply catalog or store.

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.

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 Writing 3
ENGL 2010 Intermediate Writing--Humanities/ Social Sciences 3
Complete one of the following: 3
MAT 1030 Quantitative Reasoning (3.0)
MAT 1035 Quantitative Reasoning with Integrated Algebra (6.0)
STAT 1040 Introduction to Statistics (3.0)
STAT 1045 Introduction to Statistics with Algebra (5.0)
MATH 1050 College Algebra (4.0)
MATH 1055 College Algebra with Preliminaries (5.0)
MATH 1090 College Algebra for Business (3.0)
Complete one of the following: 3
HIST 2700 US History to 1877 (3.0)
and HIST 2710 US History since 1877 (3.0)
HIST 1700 American Civilization (3.0)
HIST 1740 US Economic History (3.0)
POLS 1000 American Heritage (3.0)
POLS 1100 American National Government (3.0)
Complete the following:
PHIL 2050 Ethics and Values 3
HLTH 1100 Personal Health and Wellness 2
or PES 1097 Fitness for Life (2.0)

Distribution Courses:
Biology 3
Physical Science 3
Additional Biology or Physical Science 3
Humanities Distribution¹ 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 (3.0)
ART 1050 Photography I (3.0)
ART 1120 2D Design (3.0)
ART 1130 3D Design (3.0)
ART 1340 Sculpture I (3.0)
ART 1350 Ceramics I (3.0)
ART 1650 Watermedia I (3.0)

Art History foundation core: complete the following-- 9
ARTH 2710 History of Art to the Renaissance (3.0)
ARTH 2720 History of Art from the Renaissance (3.0)
ARTH 2800 Introduction to Art History Research and Methodology (3.0)

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 (3.0)
ARTH 3015 Ancient Art of Egypt and the Near East (3.0)
ARTH 3020 Classical Art and Architecture History (3.0)
ARTH 3030 Medieval Art and Architecture History (3.0)
ARTH 3040 Renaissance Art History (3.0)
ARTH 3050 Baroque Art and Architecture History (3.0)
Art and Design

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<thead>
<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>ARTH 3055</td>
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<td>ARTH 3400</td>
<td>Arts Management</td>
<td>3.0</td>
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</tbody>
</table>

Seminars: complete a minimum of two--
ARTH 391R  | Art History Seminar                                       | 3.0     |

Elective Requirements: 33 Credits
1. One Foreign Language (1010, 1020, 2010 levels. German or French are recommended) 12
2. Complete any courses from Humanities, History, Philosopy, 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
Art historians preserve ideas and artifacts for future generations, and they teach others to appreciate art, culture, and cultural history. The Bachelor of Arts in Art History degree helps students prepare for a range of arts-related jobs, including art dealership, art directorship, art education, and work in museums and galleries. It also provides the necessary foundation for graduate studies in art history, which in turn, prepares one for a career in post-secondary teaching, museum curatorialship, and museum directorship. Finally, the degree helps students prepare for graduate work in related fields, such as art restoration, arts management, library studies, international business, and legal studies.

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

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

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)
2. Portfolio Review

General Education Requirements: 35 Credits
ENGL 1010  | Introduction to Writing                                    | 3       |
ENGL 2010  | Intermediate Writing--Humanities/ Social Sciences          | 3       |

Complete one of the following: 3
MAT 1030  | Quantitative Reasoning (recommended for Humanities or Arts majors) | 3.0     |
MAT 1035  | Quantitative Reasoning with Integrated Algebra             | 6.0     |
STAT 1040 | Introduction to Statistics (recommended for Social Science majors) | 3.0     |
STAT 1045 | Introduction to Statistics with Algebra                    | 5.0     |
MATH 1050 | College Algebra (recommended for Business, Education, Science, and Health Professions majors) | 4.0     |
MATH 1055 | College Algebra with Prelimianaries                        | 5.0     |
MATH 1090 | College Algebra for Business (recommended for Business majors) | 3.0     |

Complete one of the following: 3
HIST 2700 | US History to 1877                                         | 3.0     |
HIST 2710 | US History since 1877                                      | 3.0     |
HIST 1700 | American Civilization                                      | 3.0     |
HIST 1740 | US Economic History                                        | 3.0     |
POLS 1000 | American Heritage                                          | 3.0     |
POLS 1100 | American National Government                               | 3.0     |

Complete the following:
PHIL 2050 | Ethics and Values                                          | 3       |
HLTH 1100 | Personal Health and Wellness                               | 2       |

Distribution Courses:
Biology                                                | 3       |
### Discipline Core Requirements:

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<thead>
<tr>
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<tr>
<td>ART 1110</td>
<td>Drawing I</td>
<td>3</td>
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<td>ART 1120</td>
<td>2D Design</td>
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<td>ART 1130</td>
<td>3D Design</td>
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<tr>
<td>ART 1400</td>
<td>Graphic Computer Applications</td>
<td>3</td>
</tr>
<tr>
<td>ART 200R</td>
<td>Art and Design Lecture Series (Must be taken 2 times)</td>
<td>2</td>
</tr>
<tr>
<td>ART 499R</td>
<td>BFA Project (must be taken in two consecutive semesters)</td>
<td>6</td>
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<tr>
<td>ARTH 2720</td>
<td>History of Art from the Renaissance</td>
<td>3</td>
</tr>
</tbody>
</table>

### Emphasis Elective Requirements:

Complete any ART/ARTH courses not already used (5 credits must be upper division)

### Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall GPA of 2.0 or above with 3.0 GPA or above in ART & ARTH courses. Courses within the student's area of emphasis must be completed with a C grade or above.
3. ART 1110, ART 1120, ART 1130, ART 1400 and one of the following: ART 1050, ART 1350, ART 1420, or ART 1650 must be completed with a B- or higher before being formally admitted to the program.
4. 4 Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
5. Completion of GE and specified departmental requirements.
6. Portfolio submission required during senior year.
7. Successful completion of at least one Global/Intercultural course.

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

#### Careers

Students are prepared to compete for employment at advertising agencies, design studios, in-house design departments, publishing firms, printing firms, and for freelance consulting work (self-employed). Some students may also choose to further their studies in graduate programs. The types of job responsibilities could include branding/identity design, web and interactive design, information design and data visualization, digital and traditional publishing, advertising design, and motion design.

#### 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.

#### 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 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.)
Art and Design

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<td>ART 200R Art and Design Lecture Series (Must be taken 2 times)</td>
<td>2</td>
</tr>
<tr>
<td>ART 499R BFA Project (must be taken in two consecutive semesters)</td>
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<tr>
<td>ARTH 2720 History of Art from the Renaissance</td>
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<tr>
<td>Complete 3 credits from one of the following:</td>
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<tr>
<td>ART 1210 Spatial Drawing</td>
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<tr>
<td>ART 1350 Ceramics I</td>
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<tr>
<td>ART 1420 Introduction to Graphic Design</td>
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<tr>
<td>ART 1650 Watermedia</td>
<td></td>
</tr>
<tr>
<td>ART 1750 Intro to Digital Imaging</td>
<td></td>
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<tr>
<td>Emphasis Requirements:</td>
<td>39 Credits</td>
</tr>
<tr>
<td>ART 1210 Spatial Drawing</td>
<td></td>
</tr>
<tr>
<td>ART 2220 Imagination and Visual Literacy</td>
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<tr>
<td>ART 2230 Illustrative Media and Techniques I</td>
<td></td>
</tr>
<tr>
<td>ART 2240 Illustrative Media and Techniques II</td>
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<tr>
<td>ART 2260 Digital Painting for Illustration I</td>
<td></td>
</tr>
<tr>
<td>ART 2270 Figure Drawing I</td>
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</tr>
<tr>
<td>ART 3210 Narrative Illustration</td>
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</tr>
<tr>
<td>ART 3220 Conceptual Illustration</td>
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</tr>
<tr>
<td>ART 327R Rendering the Human Head</td>
<td></td>
</tr>
<tr>
<td>ART 361R Figure Drawing II</td>
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</tr>
<tr>
<td>ART 421R Advanced Illustration</td>
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</tr>
<tr>
<td>ART 470R Figure Drawing III</td>
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</tr>
<tr>
<td>ART 3110 The History of Illustration</td>
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<td>Emphasis Elective Requirements:</td>
<td>20 Credits</td>
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<tr>
<td>Take an additional 12 credits from the classes below.</td>
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<tr>
<td>ART 2290 3D Computer Modeling</td>
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<tr>
<td>ART 324R Children's Book Illustration</td>
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<tr>
<td>ART 328R Painting the Human Head</td>
<td></td>
</tr>
<tr>
<td>ART 364R Figure Painting</td>
<td></td>
</tr>
<tr>
<td>ART 325R Flash Animation for Illustration</td>
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</tr>
<tr>
<td>ART 3260 Digital Painting for Illustration II</td>
<td></td>
</tr>
<tr>
<td>ART 3270 Digital Illustration</td>
<td></td>
</tr>
<tr>
<td>ART 3280 3D Computer Rendering</td>
<td></td>
</tr>
<tr>
<td>ART 426R Concept Design I</td>
<td></td>
</tr>
<tr>
<td>ART 427R Concept Design II</td>
<td></td>
</tr>
<tr>
<td>ART 429R 3D Illustration</td>
<td></td>
</tr>
<tr>
<td>Complete any ART/ARTH courses not already used (4 credits must be upper division).</td>
<td>8</td>
</tr>
</tbody>
</table>

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall GPA of 2.0 or above with 3.0 GPA or above in ART & ARTH courses. Courses within the student’s area of emphasis must be completed with a C grade or above.
3. ART 1110, ART 1120, ART 1130, ART 1400 and one of the following: ART 1050, ART 1350, ART 1420, or ART 1650 must be completed with a B- or higher before being formally admitted to the program.
4. 4 Residency hours—minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
5. Completion of GE and specified departmental requirements.
6. Portfolio submission required during senior year.
7. Successful completion of at least one Global/Intercultural course.
Footnotes
1- Minimum grade of B- required

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

Careers:
Students are prepared to compete for employment creating concepts, illustrations, backgrounds, textures, and more in the areas of gaming development, animation, and for freelance consulting work (self-employed) creating illustrations for books (children’s, graphic novels, etc.), magazines (both traditional and online), storyboarding, advertising. Some students may also choose to further their studies in graduate programs. Many employment opportunities will be a combination of freelance, part time employment, and/or full time employment. For example, a concept artist may be in a full time position for the duration of a large project but may freelance or be employed part time on smaller similar projects.

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.

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)
2. Portfolio Review

General Education Requirements: 35 Credits

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 1010</td>
<td>Introduction to Writing</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 2010</td>
<td>Intermediate Writing--Humanities/ Social Sciences</td>
<td>3</td>
</tr>
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Complete one of the following: 3

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<thead>
<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>MAT 1030</td>
<td>Quantitative Reasoning (recommended for Humanities or Arts majors)</td>
<td>3</td>
</tr>
<tr>
<td>MAT 1035</td>
<td>Quantitative Reasoning with Integrated Algebra</td>
<td>6</td>
</tr>
<tr>
<td>MATH 1040</td>
<td>Introduction to Statistics (recommended for Social Science majors)</td>
<td>3</td>
</tr>
<tr>
<td>STAT 1040</td>
<td>Introduction to Statistics with Algebra</td>
<td>5</td>
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<thead>
<tr>
<th>Course</th>
<th>Title</th>
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</thead>
<tbody>
<tr>
<td>HIST 2700</td>
<td>US History to 1877</td>
<td>3</td>
</tr>
<tr>
<td>HIST 2710</td>
<td>US History since 1877</td>
<td>3</td>
</tr>
<tr>
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<td>American Civilization</td>
<td>3</td>
</tr>
<tr>
<td>HIST 1740</td>
<td>US Economic History</td>
<td>3</td>
</tr>
<tr>
<td>POLS 1000</td>
<td>American Heritage</td>
<td>3</td>
</tr>
<tr>
<td>POLS 1100</td>
<td>American National Government</td>
<td>3</td>
</tr>
</tbody>
</table>

Complete 3 credits from one of the following:

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<tr>
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<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ART 1110</td>
<td>Drawing 1</td>
<td>3</td>
</tr>
<tr>
<td>ART 1120</td>
<td>2D Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 1130</td>
<td>3D Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 1400</td>
<td>Graphic Computer Applications</td>
<td>3</td>
</tr>
<tr>
<td>ART 200R</td>
<td>Art and Design Lecture Series (Must be taken 2 times)</td>
<td>2</td>
</tr>
<tr>
<td>ART 499R</td>
<td>BFA Project (must be taken in two consecutive semesters)</td>
<td>6</td>
</tr>
<tr>
<td>ARTH 2720</td>
<td>History of Art from the Renaissance</td>
<td>3</td>
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</table>

Emphasis Requirements: 36 Credits

Students emphasizing a 2-D area complete the following:

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>ART 1650</td>
<td>Watermedia I</td>
<td>3</td>
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<tr>
<td>ART 2110</td>
<td>Drawing II</td>
<td>3</td>
</tr>
<tr>
<td>ART 2620</td>
<td>Color Theory</td>
<td>3</td>
</tr>
<tr>
<td>ART 2630</td>
<td>Painting I</td>
<td>3</td>
</tr>
<tr>
<td>ART 2640</td>
<td>Painting II</td>
<td>3</td>
</tr>
</tbody>
</table>
Art and Design

<table>
<thead>
<tr>
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<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 2650</td>
<td>Watermedia II</td>
<td>3</td>
</tr>
<tr>
<td>ART 2680</td>
<td>Printmaking I</td>
<td>3</td>
</tr>
<tr>
<td>ART 367R</td>
<td>Printmaking II</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 3070</td>
<td>Modern Art and Architecture History</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 3120</td>
<td>History of Contemporary Art</td>
<td>3</td>
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</tbody>
</table>

Complete two classes from the following: 6

<table>
<thead>
<tr>
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<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>ARTH 3020</td>
<td>Classical Art and Architecture History (3.0)</td>
<td></td>
</tr>
<tr>
<td>ARTH 3030</td>
<td>Medieval Art and Architecture History (3.0)</td>
<td></td>
</tr>
<tr>
<td>ARTH 3040</td>
<td>Renaissance Art History (3.0)</td>
<td></td>
</tr>
<tr>
<td>ARTH 3050</td>
<td>Baroque Art and Architecture History (3.0)</td>
<td></td>
</tr>
<tr>
<td>ARTH 3060</td>
<td>Nineteenth-Century Art History (3.0)</td>
<td></td>
</tr>
<tr>
<td>ARTH 3100</td>
<td>History of American Art and Architecture (3.0)</td>
<td></td>
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</tbody>
</table>

Emphasis Elective Requirements: 26 Credits

Complete one specialization for a total of 9 credits. 9

- **Drawing**
  - ART 311R Drawing III (may be taken twice) (3.0)
  - ART 411R Drawing IV (may be taken twice) (3.0)

- **Watermedia**
  - ART 365R Watermedia III (may be taken twice) (3.0)
  - ART 465R Watermedia IV (may be taken twice) (3.0)

- **Painting**
  - ART 363R Painting III (may be taken twice) (3.0)
  - ART 369R Contemporary Figure Painting (3.0) (may be taken thrice)
  - ART 463R Painting IV (3.0) (may be taken twice)

- **Printmaking**
  - ART 368R Printmaking III (may be taken twice) (3.0)
  - ART 468R Printmaking IV (may be taken twice) (3.0)

Complete 12.0 elective credits from upper-division Painting/Drawing 2D courses not previously taken. 12

Complete any ART/ARTH courses not already used (must be upper division) 2

**Graduation Requirements:**

1. Completion of a minimum of 120 semester credits.
2. Overall GPA of 2.0 or above with 3.0 GPA or above in ART & ARTH courses. Courses within the student's area of emphasis must be completed with a C grade or above.
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5. Completion of GE and specified departmental requirements.
6. Portfolio submission required during senior year.
7. Successful completion of at least one Global/Intercultural course.

**Footnotes**

1. Minimum grade of B- required.

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

**Careers**

Students are prepared to compete in the arts arena typically via self-employment by promoting their work through galleries, museums, exhibitions, commissions fairs and festivals. Other opportunities include teaching private lessons and working in related fields in museums and galleries. Some students also choose to pursue graduate studies to further their development or to prepare them to teach in higher education. Areas of study include painting, drawing, printmaking.

**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.

**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)
2. Portfolio Review

**General Education Requirements:** 35 Credits

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<td>Quantitative Reasoning (recommended for Humanities or Arts majors) (3.0)</td>
<td></td>
</tr>
<tr>
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<td>Quantitative Reasoning with Integrated Algebra (6.0)</td>
<td></td>
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<tr>
<td>STAT 1040</td>
<td>Introduction to Statistics (recommended for Social Science majors) (3.0)</td>
<td></td>
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<tr>
<td>Course Code</td>
<td>Course Title</td>
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<tr>
<td>STAT 1045</td>
<td>Introduction to Statistics with Algebra (recommended for Business, Education, Science, and Health Professions majors)</td>
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<td>MATH 1050</td>
<td>College Algebra (recommended for Business, Education, Science, and Health Professions majors)</td>
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<td>MATH 1055</td>
<td>College Algebra with Preliminaries</td>
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<td>MATH 1090</td>
<td>College Algebra for Business (recommended for Business majors)</td>
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<tr>
<td>HIST 2700</td>
<td>US History to 1877</td>
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<td>HIST 2710</td>
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<td>POLS 1100</td>
<td>American National Government</td>
<td>3.0</td>
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<tr>
<td>PHIL 2050</td>
<td>Ethics and Values</td>
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<td>HLTH 1100</td>
<td>Personal Health and Wellness</td>
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<td>PES 1097</td>
<td>Fitness for Life</td>
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<td>Biology</td>
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<td>Physical Science</td>
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<td>Additional Biology or Physical Science</td>
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<td>3.0</td>
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<td>Humanities Distribution</td>
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<td>3.0</td>
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<td>ARTH 2710</td>
<td>History of Art to the Renaissance</td>
<td>3.0</td>
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<tr>
<td>Social/Behavioral Science</td>
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<tr>
<td>ARTH 1110</td>
<td>Drawing I</td>
<td>3.0</td>
</tr>
<tr>
<td>ARTH 1120</td>
<td>2D Design</td>
<td>3.0</td>
</tr>
<tr>
<td>ARTH 1130</td>
<td>3D Design</td>
<td>3.0</td>
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<tr>
<td>ART 1400</td>
<td>Graphic Computer Applications</td>
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</tr>
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<td>2.0</td>
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<tr>
<td>ART 499R</td>
<td>BFA Project (must be taken in two consecutive semesters)</td>
<td>6.0</td>
</tr>
<tr>
<td>ARTH 2720</td>
<td>History of Art from the Renaissance</td>
<td>3.0</td>
</tr>
<tr>
<td>Complete 3 credits from the following:</td>
<td></td>
<td>3.0</td>
</tr>
<tr>
<td>ART 1210</td>
<td>Spatial Drawing</td>
<td>3.0</td>
</tr>
<tr>
<td>ART 1350</td>
<td>Ceramics I</td>
<td>3.0</td>
</tr>
<tr>
<td>ART 1420</td>
<td>Introduction to Graphic Design</td>
<td>3.0</td>
</tr>
<tr>
<td>ART 1650</td>
<td>Watermedia I</td>
<td>3.0</td>
</tr>
<tr>
<td>ART 1750</td>
<td>Intro to Digital Imaging</td>
<td>3.0</td>
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<tr>
<td>Emphasis Requirements:</td>
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<td>15 Credits</td>
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<tr>
<td>ART 1790</td>
<td>Dark Room Techniques</td>
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<td>ART 2700</td>
<td>Photography II</td>
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<tr>
<td>ART 2710</td>
<td>Documentary Photography</td>
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Emphasis Elective Requirements: 44 Credits

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>ARTH 3200</td>
<td>The History of Photography</td>
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<tr>
<td>ART 371R</td>
<td>Historical Photographic Processes</td>
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<tr>
<td>ART 3730</td>
<td>Photographic Lighting II</td>
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<tr>
<td>ART 3740</td>
<td>Fine Art Photography</td>
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</tr>
<tr>
<td>ART 3750</td>
<td>Advanced Digital Imaging</td>
<td>3.0</td>
</tr>
<tr>
<td>ART 471R</td>
<td>Photographic Illustration</td>
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</tr>
<tr>
<td>ART 474R</td>
<td>Advanced Photo Studies</td>
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<tr>
<td>ART 4750</td>
<td>Exploratory Photographic Processes</td>
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</tr>
<tr>
<td>ART 481R</td>
<td>Art and Design Internship</td>
<td>2.0</td>
</tr>
<tr>
<td>Complete any ART/ARTH courses not already used</td>
<td>15 Credits</td>
<td></td>
</tr>
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4. 4 Residency hours—minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
5. Completion of GE and specified departmental requirements.
6. Portfolio submission required during senior year.
7. Successful completion of at least one Global/Intercultural course.

Footnotes
1- Minimum grade of B- required.

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

Careers:

Students are prepared to compete in the photo area generally through free-lance work in areas such as advertising, stock images, weddings, documentary, portraiture etc. They may also look at in-house photography departments or studios. Students may also choose to promote their work to galleries, museums, exhibitions, commissions.

Related Careers
• Art, Drama, and Music Teachers, Postsecondary
• Commercial and Industrial Designers
Art and Design

• Graphic Designers
• Set and Exhibit Designers
• Designers, All Other

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

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)
2. Portfolio Review

General Education Requirements: 35 Credits

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<td></td>
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</tr>
<tr>
<td>MAT 1030</td>
<td>Quantitative Reasoning (recommended for</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>Humanities or Arts majors) (3.0)</td>
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</tr>
<tr>
<td>MAT 1035</td>
<td>Quantitative Reasoning with Integrated</td>
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</tr>
<tr>
<td></td>
<td>Algebra (6.0)</td>
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<tr>
<td>STAT 1040</td>
<td>Introduction to Statistics (recommended</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>for Social Science majors) (3.0)</td>
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</tr>
<tr>
<td>STAT 1045</td>
<td>Introduction to Statistics with Algebra</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>(5.0)</td>
<td></td>
</tr>
<tr>
<td>MATH 1050</td>
<td>College Algebra (recommended for Business,</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>Education, Science, and Health Professions</td>
<td></td>
</tr>
<tr>
<td></td>
<td>majors) (4.0)</td>
<td></td>
</tr>
<tr>
<td>MATH 1055</td>
<td>College Algebra with Preliminaries (5.0)</td>
<td>3</td>
</tr>
<tr>
<td>MATH 1090</td>
<td>College Algebra for Business (recommended</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>for Business majors) (3.0)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>and</td>
<td></td>
</tr>
<tr>
<td>HIST 2700</td>
<td>US History to 1877 (3.0)</td>
<td></td>
</tr>
<tr>
<td>HIST 2710</td>
<td>US History since 1877 (3.0)</td>
<td></td>
</tr>
<tr>
<td>HIST 1700</td>
<td>American Civilization (3.0)</td>
<td></td>
</tr>
<tr>
<td>HIST 1740</td>
<td>US Economic History (3.0)</td>
<td></td>
</tr>
<tr>
<td>POLS 1000</td>
<td>American Heritage (3.0)</td>
<td></td>
</tr>
<tr>
<td>POLS 1100</td>
<td>American National Government (3.0)</td>
<td></td>
</tr>
</tbody>
</table>

Complete the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHIL 2050</td>
<td>Ethics and Values</td>
<td>3</td>
</tr>
<tr>
<td>HLTH 1100</td>
<td>Personal Health and Wellness (2.0)</td>
<td>2</td>
</tr>
<tr>
<td>PES 1097</td>
<td>Fitness for Life</td>
<td>2</td>
</tr>
</tbody>
</table>

Distribution Courses: 3

Emphasis, B.F.A.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTH 2710</td>
<td>History of Art to the Renaissance</td>
<td>3</td>
</tr>
<tr>
<td>Social/Behavioral Science</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Discipline Core Requirements: 26 Credits

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1110</td>
<td>Drawing I ¹</td>
<td>3</td>
</tr>
<tr>
<td>ART 1120</td>
<td>2D Design ¹</td>
<td>3</td>
</tr>
<tr>
<td>ART 1130</td>
<td>3D Design ¹</td>
<td>3</td>
</tr>
<tr>
<td>ART 1400</td>
<td>Graphic Computer Applications ¹</td>
<td>3</td>
</tr>
<tr>
<td>ART 200R</td>
<td>Art and Design Lecture Series (Must be</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>taken 2 times)</td>
<td></td>
</tr>
<tr>
<td>ART 499R</td>
<td>BFA Project (must be taken in two</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>consecutive semesters)</td>
<td></td>
</tr>
<tr>
<td>ARTH 2720</td>
<td>History of Art from the Renaissance</td>
<td>3</td>
</tr>
</tbody>
</table>

Complete 3 credits from one of the following: ³

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1210</td>
<td>Spatial Drawing (3.0)</td>
<td></td>
</tr>
<tr>
<td>ART 1350</td>
<td>Ceramics I (3.0)</td>
<td></td>
</tr>
<tr>
<td>ART 1420</td>
<td>Introduction to Graphic Design (3.0)</td>
<td></td>
</tr>
<tr>
<td>ART 1650</td>
<td>Watermedia I (3.0)</td>
<td></td>
</tr>
<tr>
<td>ART 1750</td>
<td>Intro to Digital Imaging (3.0)</td>
<td></td>
</tr>
</tbody>
</table>

Emphasis Requirements: 45 Credits

Students emphasizing 3-D art complete the following (either ART 334R or ART 335R must be repeated):

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1340</td>
<td>Sculpture I</td>
<td>3</td>
</tr>
<tr>
<td>ART 1350</td>
<td>Ceramics I</td>
<td>3</td>
</tr>
<tr>
<td>ART 1650</td>
<td>Watermedia I</td>
<td>3</td>
</tr>
<tr>
<td>ART 2340</td>
<td>Sculpture II</td>
<td>3</td>
</tr>
<tr>
<td>ART 2350</td>
<td>Ceramics II</td>
<td>3</td>
</tr>
<tr>
<td>ART 2630</td>
<td>Painting I</td>
<td>3</td>
</tr>
<tr>
<td>ART 2680</td>
<td>Printmaking I</td>
<td>3</td>
</tr>
<tr>
<td>ART 3800</td>
<td>Low-Fire Ceramics</td>
<td>3</td>
</tr>
<tr>
<td>ART 3810</td>
<td>Ceramic Technologies</td>
<td>3</td>
</tr>
<tr>
<td>ART 4360</td>
<td>Mold Making and Casting</td>
<td>3</td>
</tr>
<tr>
<td>ART 4370</td>
<td>Hand Building Ceramics</td>
<td>3</td>
</tr>
<tr>
<td>ART 3005</td>
<td>Ceramic History Trends and Practices</td>
<td>3</td>
</tr>
</tbody>
</table>

Complete 9.0 credits of the following, with no more than 6.0 credits in one course.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 334R</td>
<td>Sculpture III (3.0)</td>
<td></td>
</tr>
<tr>
<td>ART 335R</td>
<td>Ceramics III (3.0)</td>
<td></td>
</tr>
</tbody>
</table>

Emphasis Elective Requirements: 14 Credits

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Two upper-division Art History classes (6 credits)</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Complete any ART/ARTH courses not already used (4 credits must be upper division)</td>
<td>8</td>
<td></td>
</tr>
</tbody>
</table>

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. Overall GPA of 2.0 or above with 3.0 GPA or above in ART & ARTH courses. Courses within the student's area of emphasis must be completed with a C grade or above.

3. ART 1110, ART 1120, ART 1130, ART 1400 and one of the following: ART 1050, ART 1350, ART 1420, or ART 1650 must be completed with a B- or higher before being formally admitted to the program.

4. Residency hours—minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.

5. Completion of GE and specified departmental requirements.

6. Portfolio submission required during senior year.

7. Successful completion of at least one Global/Intercultural course.

Footnotes
1- Minimum grade of B- required.

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

Careers

Students are prepared to compete in the arts arena typically via self-employment by promoting their work through galleries, museums, exhibitions, commissions fairs and festivals. Other opportunities include teaching private lessons and working in related fields in museums and galleries. Some students also choose to pursue graduate studies to further their development or to prepare them to teach in higher education. Areas of study include sculpture and ceramics.

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.

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

General Education Requirements:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>3 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 1010</td>
<td>Introduction to Writing</td>
<td></td>
</tr>
<tr>
<td>ENGL 2010</td>
<td>Intermediate Writing--Humanities/</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Social Sciences</td>
<td></td>
</tr>
<tr>
<td>Complete one of the following:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MAT 1030</td>
<td>Quantitative Reasoning (3.0)</td>
<td></td>
</tr>
<tr>
<td>MAT 1035</td>
<td>Quantitative Reasoning with Integrated</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Algebra (6.0)</td>
<td></td>
</tr>
<tr>
<td>STAT 1040</td>
<td>Introduction to Statistics (3.0)</td>
<td></td>
</tr>
<tr>
<td>STAT 1045</td>
<td>Introduction to Statistics with Algebra</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(5.0)</td>
<td></td>
</tr>
<tr>
<td>MATH 1050</td>
<td>College Algebra (4.0)</td>
<td></td>
</tr>
</tbody>
</table>

Complete one of the following:  3

HIST 2700  US History to 1877 (3.0)
and HIST 2710  US History since 1877 (3.0)
HIST 1700  American Civilization (3.0)
HIST 1740  US Economic History (3.0)
POLS 1000  American Heritage (3.0)
POLS 1100  American National Government (3.0)

Complete the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>3 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHIL 2050</td>
<td>Ethics and Values</td>
<td></td>
</tr>
<tr>
<td>HLTH 1100</td>
<td>Personal Health and Wellness</td>
<td></td>
</tr>
<tr>
<td>or PES 1097</td>
<td>Fitness for Life</td>
<td></td>
</tr>
</tbody>
</table>

Distribution Courses:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>3 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Biology</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Physical Science</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Additional Biology or Physical Science</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Humanities Distribution (fulfilled with Foreign Language 202G/2020)</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>ARTH 2710</td>
<td>History of Art to the Renaissance</td>
<td></td>
</tr>
<tr>
<td>Social/Behavioral Science</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Discipline Core Requirements:  47 Credits

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>3 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1110</td>
<td>Drawing I 1</td>
<td></td>
</tr>
<tr>
<td>ART 1120</td>
<td>2D Design 1</td>
<td></td>
</tr>
<tr>
<td>ART 1130</td>
<td>3D Design 1</td>
<td></td>
</tr>
<tr>
<td>ART 1400</td>
<td>Graphic Computer Applications 1</td>
<td></td>
</tr>
<tr>
<td>ART 200R</td>
<td>Art and Design Lecture Series</td>
<td></td>
</tr>
<tr>
<td>ART 4890</td>
<td>Senior Seminar</td>
<td></td>
</tr>
<tr>
<td>ARTH 2720</td>
<td>History of Art from the Renaissance</td>
<td></td>
</tr>
</tbody>
</table>

Complete 3 credits from one of the following:  3

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>3 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1210</td>
<td>Spatial Drawing</td>
<td></td>
</tr>
<tr>
<td>ART 1350</td>
<td>Ceramics I (3.0)</td>
<td></td>
</tr>
<tr>
<td>ART 1420</td>
<td>Graphic Design I</td>
<td></td>
</tr>
<tr>
<td>ART 1650</td>
<td>Watermedia I (3.0)</td>
<td></td>
</tr>
<tr>
<td>ART 1750</td>
<td>Intro to Digital Imaging</td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>3 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>One Foreign Language</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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. ART 1110, ART 1120, ART 1130, ART 1400 and one of the following: ART 1050, ART 1350, ART 1420, or ART 1650 must be completed with a B- or higher before being formally admitted to the program.

4. Residency hours—minimum of 30 credit hours through course attendance at UVU, with at least 10 hours in the last 45 hours.

5. Completion of GE and specified departmental requirements.

6. Portfolio Submission.

7. Successful completion of at least one Global/Intercultural course.

8. 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.

Footnotes
1- Minimum grade of B- required

Art and Design, B.A.

Careers:
A degree in art provides training in creative and critical thinking, problem solving and visual communication, providing a sound background for careers both in and outside of the arts. Careers could include working with arts organizations, museums, or non-profit groups. While the BFA degrees provide specific professional training, Bachelor of Science students who have taken a number of classes in a specific area may also be qualified for jobs in the fields of graphic design, photography and illustration, or opportunities to submit work to galleries, museums, exhibitions, commissions fairs and festivals.

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.

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

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) or above. (Departments may require a higher GPA.)
3. ART 1110, ART 1120, ART 1130, ART 1400 and one of the following: ART 1050, ART 1350, ART 1420, or ART 1650 must be completed with a B- or higher before being formally admitted to the program.
4. Residency hours- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
5. Completion of GE and specified departmental requirements.
6. Portfolio Submission.
7. Successful completion of at least one Global/Intercultural course.

Footnotes
1- Minimum grade of B- required

Art and Design, B.S.

Careers
A degree in art provides training in creative and critical thinking, problem solving and visual communication, providing a sound background for careers both in and outside of the arts. Careers could include working with arts organizations, museums, or non-profit groups. While the BFA degrees provide specific professional training, Bachelor of Science students who have taken a number of classes in a specific area may also be qualified for jobs in the fields of graphic design, photography and illustration, or opportunities to submit work to galleries, museums, exhibitions, commissions fairs and festivals.

Related Careers
• Art, Drama, and Music Teachers, Postsecondary
• Commercial and Industrial Designers
• Graphic Designers
• Set and Exhibit Designers
• Designers, All Other