

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

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.

## 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.)

## Program Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>63</b>
<b>Art and Design Requirements</b>		<b>31 Credits</b>
Complete the requirements		31
<b>Emphasis Requirements</b>		<b>32 Credits</b>
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	2
Emphasis Elective Requirements:		
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

## Core Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>31</b>
<b>General Education Requirements</b>		<b>16 Credits</b>
ENGL 1010 or ENGL 1005	Introduction to Academic Writing CC Literacies and Composition Across Contexts 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)	
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

<b>Discipline Core Requirements</b>		<b>15 Credits</b>
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

## 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.

## 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 (<http://www.uvu.edu/wolverinetrack/>).

### First Year

<b>Semester 1</b>		<b>Credit Hours</b>
ART 1120	2D Design	3
ART 1110	Drawing I	3
ARTH 2710 or ARTH 2720	Prehistoric Through Gothic Art History FF or Renaissance Through Contemporary Art History FF	3
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Contexts CC	3
MAT 1030 or MAT 1035	Quantitative Reasoning QL or Quantitative Reasoning with Integrated Algebra QL	3
<b>Credit Hours</b>		<b>15</b>

### Semester 2

ART 1400	Graphic Computer Applications	3
ART 1750	Intro to Digital Imaging	3
ART 1210	Observational Drawing	3
ART 200R	Art and Design Lecture Series	1
Social/Behavioral Science Distribution		3
Biology Distribution		3
<b>Credit Hours</b>		<b>16</b>

### Second Year

#### Semester 3

ART 200R	Art and Design Lecture Series	1
ART 1130	3D Design	3
ART 2220	Imagination and Visual Literacy	3
ART 2230	Illustrative Media and Techniques I	3
ART 2250	Gestural Drawing	3
ART 2270	Figure Drawing I	3
<b>Credit Hours</b>		<b>16</b>

#### Semester 4

ART 2240	Illustrative Media and Techniques II	3
ART 2260	Digital Painting I	3
ART 2280	3D Modeling	3
PES 1097 or HLTH 1100	or Personal Health and Wellness TE	2
ART/ARTH Elective		3
ART/ARTH Elective		3
<b>Credit Hours</b>		<b>17</b>

**Total Credit Hours**

**64**

## Program Learning Outcomes

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.