

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

Visit the Art and Design Department page (<https://www.uvu.edu/artdesign/>) for more information on the program and access to advising.

Program Description

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
Total Credit Hours		62
Art and Design Requirements		30
		Credits
Complete the requirements		30
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 2000R	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
Total Credit Hours		30
General Education Requirements		12
		Credits
ENGL 1010 or ENGH 1005	Introduction to Academic Writing Literacies and Composition Across Contexts	3
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
Discipline Core Requirements		18 Credits
ARTH 2710 or ARTH 2720	Prehistoric Through Gothic Art History Renaissance Through Contemporary Art History	3
ART 1120	2D Design	3
ART 1130	3D Design	3
Complete 9 credits from the following list (please note: 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 (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)	

Graduation Requirements

1. Completion of a minimum of 62 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

Semester 1		Credit Hours
ART 1120	2D Design	3
ART 1210	Observational Drawing	3
ART 1220	Perspective Drawing	3
ARTH 2710 or ARTH 2720	Prehistoric Through Gothic Art History or Renaissance Through Contemporary Art History	3
ENGL 1010 or ENGH 1005	Introduction to Academic Writing or Literacies and Composition Across Contexts	3
MAT 1030 or MAT 1035	Quantitative Reasoning or Quantitative Reasoning with Integrated Algebra	3
Credit Hours		18

Semester 2

ART 1400	Graphic Computer Applications	3
ART 2000R	Art and Design Lecture Series	1
Social/Behavioral Science Distribution		3
ART 2220	Imagination and Visual Literacy	3
ART 2270	Figure Drawing I	3
Credit Hours		13

Second Year

Semester 3		Credit Hours
ART 2000R	Art and Design Lecture Series	1
ART 1130	3D Design	3
ART 2230	Illustrative Media and Techniques I	3
ART 2250	Gestural Drawing	3
ART 2260	Digital Painting I	3
ART 2280	3D Modeling	3
Credit Hours		16

Semester 4

ART 2240	Illustrative Media and Techniques II	3
ARTH 2720 or ARTH 2710	Renaissance Through Contemporary Art History or Prehistoric Through Gothic Art History	3
ART/ARTH Elective		3
ART/ARTH Elective		3
Biology Science Distribution		3
	Credit Hours	15
	Total Credit Hours	62

Program Learning Outcomes

1. Competently and skillfully implement the creative process; ideation, research and the execution of compelling images.
2. Effectively communicate and present one's self and work in a professional manner.
3. Create images using digital and traditional media.
4. 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.

Web and digital interface designers

- Total Positions 128,600
- Field Growth 7.9%
- Median Salary \$98,540
- Average Openings 9.9

Art, drama, and music teachers, postsecondary

- Total Positions 127,400
- Field Growth 2.7%
- Median Salary \$80,360
- Average Openings 9.9

Commercial and industrial designers

- Total Positions 34,000
- Field Growth 3.1%
- Median Salary \$76,250
- Average Openings 2.3

Graphic designers

- Total Positions 267,200
- Field Growth 2.5%
- Median Salary \$58,910
- Average Openings 21.1

Set and exhibit designers

- Total Positions 29,600
- Field Growth 5.1%
- Median Salary \$59,490
- Average Openings 2.4

Designers, all other

- Total Positions 30,400
- Field Growth 3.0%
- Median Salary \$67,500
- Average Openings 2.4