

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

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.

## Matriculation Requirements

1. AA, AS, or AAS Degree or equivalent in Art and Design or advisor approval (Graphic Design Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Graphic Design; Illustration Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Illustration)
2. Portfolio Review

## Program Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>120</b>
<b>Art and Design Requirements</b>		<b>61 Credits</b>
Complete the requirements		61
<b>Emphasis Requirements</b>		<b>6 Credits</b>
ART 1410	Typography I	3
ART 1420	Graphic Design I	3
AAS Portfolio Review		
<b>Lower Division Core</b>		<b>15 Credits</b>
DWDD 1600	Web Essentials	3
ART 2280	3D Modeling	3
ART 2400	Production Design	3
ART 2430	Branding I	3
ART 2440	Motion Graphics I	3
BFA Portfolio Review		
<b>Upper Division Core</b>		<b>12 Credits</b>
ART 3420	Typography II	3
ART 3440	Motion Graphics II	3
ART 3450	Branding II	3
ART 3480	UI/UX Design II	3
<b>Art History Requirements</b>		<b>6 Credits</b>
ARTH 3010	History of Design and Visual Arts WE	3
ARTH 3070	Modern Art and Architecture History WE	3
<b>Capstone Requirements</b>		<b>11 Credits</b>
ART 443R	Design Studio	3
ART 481R	Art and Design Internship	2
Complete 2 of the following:		6
ART 4440	Entertainment Design Studio (undefined)	
ART 4480	UI/UX Studio (undefined)	
ART 443R	Design Studio (3)	
<b>Emphasis Elective Requirements:</b>		<b>9 Credits</b>
Complete any ART/ARTH courses not already used. (Five credits must be upper division.)		9

## Core Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>61</b>
<b>General Education Requirements</b>		<b>35 Credits</b>
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC Literacies and Composition Across Contexts CC	3
ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)		3
MAT 1030	Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)	
MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:		3
HIST 2700 & HIST 2710	US History to 1877 AS and US History since 1877 AS (6)	
HIST 1700	American Civilization AS (3)	
HIST 1740	US Economic History AS (3)	
POLS 1000	American Heritage AS (3)	
POLS 1100	American National Government AS (3)	
Complete the following:		
PHIL 2050	Ethics and Values IH	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE Fitness for Life TE	2
Distribution Courses:		
Biology		3
Physical Science		3
Additional Biology or Physical Science		3
Humanities		3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
Social/Behavioral Science		3
<b>Discipline Core Requirements</b>	<b>Courses taken to fulfill individual program emphases will not also count toward the Discipline Core Requirements (credit will not count twice)</b>	<b>26 Credits</b>
ART 1120	2D Design	3
ART 1130	3D Design	3
ART 200R	Art and Design Lecture Series (1) (Must be taken 2 times)	2
ART 499R	BFA Project WE (3) (Must be taken in two consecutive semesters)	6
ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: ART 1210 is required for Illustration BFA degrees, ART 1110 is required for Painting/Drawing BFA degrees, ART 1400 is required for Graphic Design and Illustration BFA degrees, ART 1750 is required for Photography BFA degrees):		9
ART 1110	Drawing I (3)	
ART 1210	Observational Drawing (3)	
ART 1350	Ceramics I FF (3)	
ART 1400	Graphic Computer Applications (3)	
ART 1420	Graphic Design I (3)	
ART 1750	Intro to Digital Imaging (3)	
ART 2630	Painting I (3)	

## Graduation Requirements

1. Completion of a minimum of 120 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.

4. Completion of GE and specified departmental requirements.
5. Portfolio submission required during senior year.
6. Successful completion of at least one Global/Intercultural course.

## 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
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Contexts CC	3
ART 1110	Drawing I	3
ART 1120	2D Design	3
ART 1400	Graphic Computer Applications	3
Quantitative Literacy Requirement		3
ART 200R	Art and Design Lecture Series	1
<b>Credit Hours</b>		<b>16</b>

### Semester 2

ENGL 2010	Intermediate Academic Writing CC	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2
ART 1410	Typography I	3
ART 1420	Graphic Design I	3
ART 1750	Intro to Digital Imaging	3
ART 200R	Art and Design Lecture Series	1
<b>Credit Hours</b>		<b>15</b>

### Second Year

#### Semester 3

ART 1130	3D Design	3
ART 2280	3D Modeling	3
DWDD 1600	Web Essentials	3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
Humanities Distribution		3
<b>Credit Hours</b>		<b>15</b>

#### Semester 4

ART 2400	Production Design	3
ART 2430	Branding I	3
ART 2440	Motion Graphics I	3
ARTH 2720	Renaissance Through Contemporary Art History FF	3
Social/ Behavioral Science		3
<b>Credit Hours</b>		<b>15</b>

### Third Year

#### Semester 5

Art History 3010 History of Design and Visual Arts		3
Art History 3070 Modern Art and Architecture History		3
Art/ Art History Elective		3
Physical Science Distribution		3
Ethics and Values		3
<b>Credit Hours</b>		<b>15</b>

#### Semester 6

ART 3420	Typography II	3
ART 3450	Branding II	3
ART 3440	Motion Graphics II	3
ART 3480	UI/UX Design II	3
Biology Distribution		3
<b>Credit Hours</b>		<b>15</b>

### Fourth Year

#### Semester 7

ART 499R	BFA Project WE	3
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ART 481R	Art and Design Internship	2
ART 443R	Design Studio	3
Art/ Art History Elective		3
Third Science Distribution		3
<b>Credit Hours</b>		<b>14</b>
<b>Semester 8</b>		
ART 499R	BFA Project WE	3
ART 4440	Entertainment Design Studio	3
ART 4480	UI/UX Studio	3
*Upper Division Art/ Art History Elective		3
History/PoliSci/American Institutions		3
<b>Credit Hours</b>		<b>15</b>
<b>Total Credit Hours</b>		<b>120</b>

## Program Learning Outcomes

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