

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

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.

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 |
|---|--|-------------------|
| Total Credit Hours | | 120 |
| Art and Design requirements | | 61 Credits |
| Complete the requirements | | 61 |
| Emphasis Requirements | | 59 Credits |
| 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 2260 | Digital Painting I | 3 |
| ART 2270 | Figure Drawing I | 3 |
| ART 2280 | 3D Modeling | 3 |
| ART 3210 | Narrative Illustration | 3 |
| ART 3220 | Conceptual Illustration | 3 |
| ART 3240 | Head Drawing | 3 |
| ART 328R | Painting the Human Head | 3 |
| ART 361R | Figure Drawing II | 3 |
| ART 364R | Figure Painting | 3 |
| ART 421R | Advanced Illustration | 3 |
| ART 470R | Figure Drawing III | 3 |
| ARTH 3110 | The History of Illustration WE | 3 |
| Emphasis Elective Requirements: | | |
| Take an additional 9 credits from the classes below. | | 9 |
| ART 3250 | Environment Design (undefined) | |
| ART 322R | Advanced Rendering of Forms and Surfaces (undefined) | |
| ART 324R | Childrens Book Illustration (3) | |
| ART 325R | 2D Animation for Illustration (3) | |
| ART 3260 | Digital Painting II (3) | |
| ART 3270 | Digital Illustration (3) | |
| ART 3280 | 3D Texturing and Rendering (3) | |
| ART 4250 | Character Design (undefined) | |
| ART 4270 | Sequential Illustration (undefined) | |
| ART 4290 | 3D Sculpting (undefined) | |
| Complete any ART/ARTH courses not already used (2 credit must be upper division). | | 2 |

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If ART 1210 is used in the discipline core requirements, take ART 1750

Core Requirements

| Code | Title | Credit Hours |
|---|---|-------------------|
| Total Credit Hours | | 61 |
| General Education Requirements | | 35 Credits |
| 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 |
| Discipline Core Requirements <small>count twice)</small> | Courses taken to fulfill individual program emphases will not also count toward the Discipline Core Requirements (credit will not count twice) | 26 Credits |
| 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 |
| MAT 1030 or MAT 1035 | Quantitative Reasoning QL or Quantitative Reasoning with Integrated Algebra QL | 3 |
| ARTH 2710 | Prehistoric Through Gothic Art History FF | 3 |
| ART 1120 | 2D Design | 3 |
| Discipline Core Elective (ART 1210 is required for Illustration BFA degrees) | | 3 |
| Credit Hours | | 15 |

Semester 2

| | | |
|--|---|-----------|
| ENGL 2010 | Intermediate Academic Writing CC | 3 |
| Social/Behavioral Science Distribution | | 3 |
| ARTH 2720 | Renaissance Through Contemporary Art History FF | 3 |
| ART 1130 | 3D Design | 3 |
| ART 1220 | Perspective Drawing | 3 |
| Credit Hours | | 15 |

Second Year

Semester 3

| | | |
|---------------------------|---|-----------|
| Biology Distribution | | 3 |
| American Institutions | | 3 |
| HLTH 1100 or EXSC 1097 | Personal Health and Wellness TE or Fitness for Life TE | 2 |
| ART 200R | Art and Design Lecture Series | 1 |
| ART 2220 | Imagination and Visual Literacy | 3 |
| ART 2280 | 3D Modeling | 3 |
| Credit Hours | | 15 |

Semester 4

| | | |
|-------------------------------|--------------------------------------|-----------|
| Physical Science Distribution | | 3 |
| ART 200R | Art and Design Lecture Series | 1 |
| ART 2230 | Illustrative Media and Techniques I | 3 |
| ART 2240 | Illustrative Media and Techniques II | 3 |
| ART 2260 | Digital Painting I | 3 |
| ART 2270 | Figure Drawing I | 3 |
| Credit Hours | | 16 |

Third Year

Semester 5

| | | |
|--------------------------|-------------------------|-----------|
| PHIL 2050 | Ethics and Values IH | 3 |
| Discipline Core Elective | | 3 |
| ART 3210 | Narrative Illustration | 3 |
| ART 3220 | Conceptual Illustration | 3 |
| Emphasis Elective | | 3 |
| Credit Hours | | 15 |

Semester 6

| | | |
|--------------------------|-------------------|---|
| Discipline Core Elective | | 3 |
| ART 3240 | Head Drawing | 3 |
| ART 361R | Figure Drawing II | 3 |

| | | |
|----------------------------------|--------------------------------|------------|
| ART 421R | Advanced Illustration | 3 |
| Emphasis Elective | | 3 |
| Credit Hours | | 15 |
| Fourth Year | | |
| Semester 7 | | |
| Third Science Distribution | | 3 |
| ART 328R | Painting the Human Head | 3 |
| ART 364R | Figure Painting | 3 |
| ART 470R | Figure Drawing III | 3 |
| ART 499R | BFA Project WE | 3 |
| Credit Hours | | 15 |
| Semester 8 | | |
| Humanities Distribution | | 3 |
| ARTH 3110 | The History of Illustration WE | 3 |
| ART 499R | BFA Project WE | 3 |
| Emphasis Elective | | 3 |
| Upper Division ART/ARTH Elective | | 2 |
| Credit Hours | | 14 |
| Total Credit Hours | | 120 |

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.