

# Art and Design - Painting and Drawing 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
<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>59 Credits</b>
Students emphasizing a 2D area complete the following: <sup>1</sup>		
ART 1110	Drawing I	3
ART 1650	Watercolor FF	3
ART 2110	Drawing II	3
ART 2620	Color Theory	3
ART 2630	Painting I	3
ART 2640	Painting II	3
ART 2680	Printmaking I	3
ART 367R	Printmaking II	3
ARTH 3070	Modern Art and Architecture History WE	3
ARTH 3120	History of Contemporary Art	3
Complete two classes from the following:		6
ART 1340 or ART 1350	Sculpture I FF (3) Ceramics I FF	
ARTH 3020	Ancient Greek Art and Architecture (3)	
ARTH 3030	Medieval Art and Architecture (3)	
ARTH 3040	Renaissance Art History (3)	
ARTH 3050	Southern Baroque Art History (3)	
ARTH 3060	Nineteenth-Century Art History (3)	
ARTH 3100	History of American Art and Architecture (3)	
Emphasis Elective Requirements:		
Complete minimum of 9 credit hours in one specialization:		9
Drawing:		
ART 311R	Drawing III (3) (may be taken twice)	
ART 366R	Life Drawing (3) (may be taken twice)	
ART 411R	Drawing IV (3) (may be taken twice)	
ART 466R	Advanced Life Drawing (3) (may be taken twice)	
Painting:		
ART 363R	Painting III (3) (may be taken twice)	

ART 369R	Contemporary Figure Painting (3) (may be taken thrice)	
ART 463R	Painting IV (3) (may be taken twice)	
Printmaking:		
ART 368R	Printmaking III (3) (may be taken twice)	
ART 468R	Printmaking IV (3) (may be taken twice)	
Complete 12.0 elective credits from upper-division specialization courses listed below. It is recommended to focus on depth in the selected specialization.		12
Drawing:		
ART 311R	Drawing III (3) (may be taken twice)	
ART 366R	Life Drawing (3) (may be taken twice)	
ART 411R	Drawing IV (3) (may be taken twice)	
ART 466R	Advanced Life Drawing (3) (may be taken twice)	
Painting:		
ART 363R	Painting III (3) (may be taken twice)	
ART 369R	Contemporary Figure Painting (3) (may be taken thrice)	
ART 463R	Painting IV (3) (may be taken twice)	
Printmaking:		
ART 368R	Printmaking III (3) (may be taken twice)	
ART 468R	Printmaking IV (3) (may be taken twice)	
ART 4840	Professional Presentation for the Visual Arts WE	1
Complete one of the following additional Professional content courses:		1
ART 4820	Professional Practices for the Visual Arts I WE (1)	
ART 4830	Professional Practices for the Visual Arts II WE (1)	
ART 4850	Professional Writing for the Visual Arts WE (1)	

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ART 1110, 1350, and 2630 taken to fulfill this requirement will not also count toward the BFA Discipline Core (credit will not count twice).

## Core Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>61</b>
<b>General Education Requirements</b>		<b>35</b>
		<b>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
MAT 1030	Quantitative Reasoning QL	3
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
ARTH 2710	Prehistoric Through Gothic Art History FF	3
<b>Credit Hours</b>		<b>15</b>

### Semester 2

ENGL 2010	Intermediate Academic Writing CC	3
ART 1130	3D Design	3
Art Core Elective		3
ART 1650	Watercolor FF	3
ARTH 2720	Renaissance Through Contemporary Art History FF	3
<b>Credit Hours</b>		<b>15</b>

### Second Year

#### Semester 3

Physical Science Distribution		3
ART 2620	Color Theory	3
ART 2650		3

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ART 2680	Printmaking I	3
Complete one of the following:		3
ARTH 3020	Ancient Greek Art and Architecture	
ARTH 3030	Medieval Art and Architecture	
ARTH 3040	Renaissance Art History	
ARTH 3050	Southern Baroque Art History	
ARTH 3060	Nineteenth-Century Art History	
ARTH 3100	History of American Art and Architecture	
<b>Credit Hours</b>		<b>15</b>
<b>Semester 4</b>		
Humanities Distribution		3
American Institutions Distribution		3
ART 2110	Drawing II	3
ART 2630	Painting I	3
ART 367R	Printmaking II	3
<b>Credit Hours</b>		<b>15</b>
<b>Third Year</b>		
<b>Semester 5</b>		
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2
Biology Distribution		3
ART 200R	Art and Design Lecture Series	1
ART 2640	Painting II	3
Complete one of the following:		3
ARTH 3020	Ancient Greek Art and Architecture	
ARTH 3030	Medieval Art and Architecture	
ARTH 3040	Renaissance Art History	
ARTH 3050	Southern Baroque Art History	
ARTH 3060	Nineteenth-Century Art History	
ARTH 3100	History of American Art and Architecture	
Upper Division Art/ArH elective		1
<b>Credit Hours</b>		<b>13</b>
<b>Semester 6</b>		
Third Science Distribution		3
ART 200R	Art and Design Lecture Series	1
Art Core Elective		3
BFA Specialization Elective		3
Upper Division Paint/Drawing Elective		3
Upper Division Paint/Drawing Elective		3
<b>Credit Hours</b>		<b>16</b>
<b>Fourth Year</b>		
<b>Semester 7</b>		
Social Science Distribution		3
ART 499R	BFA Project WE	3
BFA Specialization Elective		3
Upper Division Paint/Drawing Elective		3
ARTH 3070	Modern Art and Architecture History WE	3
<b>Credit Hours</b>		<b>15</b>
<b>Semester 8</b>		
PHIL 205G	Ethics and Values IH GI	3
ART 499R	BFA Project WE	3
BFA Specialization Elective		3
Upper Division Paint/Drawing Elective		3
Upper Division Art/ArH elective		1
ARTH 3120	History of Contemporary Art	3
<b>Credit Hours</b>		<b>16</b>
<b>Total Credit Hours</b>		<b>120</b>

## Program Learning Outcomes

1. VISUAL LITERACY: Demonstrate with proficiency the creation of compositions that successfully use the elements of art and principles of design.
2. PROFESSIONAL EXCELLENCE: Demonstrate with proficiency the creation of a portfolio of cohesive and unified work. Demonstrate with proficiency the writing of an artist statement that successfully explains the process, purpose, and ideas of the student's work. Demonstrate with proficiency the ability to obtain an exhibition space, organize, advertise, and install an exhibition of student's art works from the BFA project course/courses.
3. CREATIVE DIVERSITY: Demonstrate with proficiency an individual expression/voice in student's art.