

Art and Design, Certificate of Completion

The certificate provides basic instruction in both two-dimensional and three-dimensional using traditional and digital tools.

Program Requirements

| Code | Title | Credit Hours |
|--|--|-------------------|
| Total Credit Hours | | 30 |
| Discipline Core Requirements | | 18 Credits |
| ART 1120 | 2D Design | 3 |
| ART 1400 | Graphic Computer Applications | 3 |
| ART 1110 | Drawing I | 3 |
| ART 1050 or ART 1750 | Photography I FF Intro to Digital Imaging | 3 |
| ARTH 2710 or ARTH 2720 | Prehistoric Through Gothic Art History FF Renaissance Through Contemporary Art History FF | 3 |
| ART 1130 | 3D Design | 3 |
| Elective Requirements | | 12 Credits |
| Any ART course not already taken (See Department Advisor). | | 12 |

Graduation Requirements

1. Portfolio Submission.
2. Completion of a minimum of 30 credits.
3. Overall GPA of 2.0 or higher.
4. Residency hours -- Minimum of 10 credits required through course attendance at UVU.

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 | | Credit Hours |
|---------------------------|---|--------------|
| Semester 1 | | |
| ART 1120 | 2D Design | 3 |
| ART 1110 | Drawing I | 3 |
| ART 1400 | Graphic Computer Applications | 3 |
| ARTH 2710 or ARTH 2720 | Prehistoric Through Gothic Art History FF or Renaissance Through Contemporary Art History FF | 3 |
| Credit Hours | | 12 |
| Semester 2 | | |
| ART 1050 | Photography I FF | 3 |
| ART 1130 | 3D Design | 3 |
| ART/ARTH Elective | | 3 |
| ART/ARTH Elective | | 3 |
| Credit Hours | | 12 |
| Second Year | | |
| Semester 3 | | |
| ART/ARTH Elective | | 3 |
| ART/ARTH Elective | | 3 |
| Credit Hours | | 6 |
| Total Credit Hours | | 30 |

Program Learning Outcomes

1. Demonstrate skills with one of the following: contour, line, gesture, tone, value, texture, mark making, and handling of medium.
2. Demonstrate skills with one of the following: depth and spatial illusion, accurate/realistic representation, and rendering 3D form.
3. Demonstrate skills with one of the following: composition, focal point, direction of viewer's eye, and balance.
4. Demonstrate with skill: focused technique/style using one of the following media (painting, drawing, graphic design, photography, sculpture/ceramics etc.)
5. Demonstrate skills with: the craftsmanship and execution of artistic work.
6. Demonstrate skills with: producing artwork in a variety of appropriate techniques or styles. You might consider creative/personalized visual style, media, subject matter, or psychological tone.
7. Demonstrate skills with: creating or critiquing projects in collaboration with a variety of individuals from different emphases inside and/or outside of the department.
8. Demonstrate with skill: how art has an influence across cultures/subcultures.