

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.