

Art and Visual Communications

Art and Visual Communications

Department Chair: Steve Bule

Office: GT 535a
Telephone: 801-863-7378

Faculty:

Professor

Douglas D. Anderson
Steve Bule
Bob deWitt
Catherine Downing
Jon Turner

Associate Professor

Susan Parkinson
Perry Stewart

Assistant Professor

Simon Blundell
Jim Godfrey
Hyunmee Lee
Mark Talbert

Advisor: Jennifer Lynch
Office: FA 726
Telephone: 801-863-6412

Office Manager: Staci Owens
Office: GT 535
Telephone: 801-863-8341

School of Humanities, Arts, and Social Sciences

Dean: William W. Cobb, Jr.
Office: LA 209d
Telephone: 801-863-7435

Advisory Committee: Stephen Hales, Stephen Hales Creative, Inc.; David Canaan, SBG Partners; Jeff Bell, Springville High School.

PROGRAM DESCRIPTION

The Art and Visual Communications Department provides both technical and aesthetic training in the fine art, design, and illustration areas as well as traditional and computer-based graphics production processes.

The art and visual communications industries have always offered challenging and rewarding careers to artistically talented individuals. This trend will only continue in the future, but now these professions are demanding workers with both artistic as well as technical skills. Students will receive hands-on and theoretical training needed for entry-level employment in this highly exciting and diversified field.

In addition to career training, the Art

and Visual Communications Department provides opportunities to explore the possibilities of drawing, painting, sculpture, ceramics, or photography as elective credit or as a foundation for a career in fine art.

CAREER OPPORTUNITIES

Career opportunities are many and varied. Modern communication systems have an ever-increasing need for signs, symbols, books, brochures, labels, and innumerable other visual messages and documents. Companies employ people in such areas as screen printing, computer imaging, photography, pre-press composition and layout, design, and illustration. The graduate is qualified to seek employment with such organizations as advertising agencies, business or industrial graphics departments, news agencies, and other desktop publishing and computer graphics workplaces. Most larger companies also have in-house art/design departments requiring people with various artistic and technical skills.

PROGRAMS

Six options are available: a One-year Certificate, the Associate in Applied Science Degree, the Associate in Science or Arts Degree, the Bachelor of Science or Arts Degree, the Bachelor of Fine Arts Degree, and the Bachelor of Science in Technology Management Degree.

Bachelor of Fine Arts (BFA) Requirements:

In order to apply to the BFA, students must first meet the requirements of the AS or AA degree in the Art and Visual Communications Department and submit a portfolio for the annual BFA review held in March. If the student has an AA or AS degree in an area of study other than art, the student will need to complete the 27 credits of the AVC core classes that have not already been completed before applying to the BFA. Students are accepted into the BFA based on the portfolio review and a minimum GPA of a 3.2 in the AVC Program as well as maintaining a minimum overall GPA of 2.7. Students must maintain this GPA throughout the BFA degree in order to remain in the degree. For more information contact the Academic Advisor.

BFA Requirements for Transfer Students:

Transfer students can apply to the BFA if they have an AA, AS, BA or BS art degree from another school. If the student is transferring without a degree, the student must complete the remaining requirements for the AA or AS in the Art and Visual Communications Department before applying to the BFA. For additional requirements, please refer to the Bachelor

of Fine Arts Requirements.

BFA Requirements for Students with an AAS Degree:

For students that have received an AAS degree from the Art and Visual Communications Department, they will then be placed in the AA or AS degree in the Art & Visual Communications Department to complete the remaining General Education Requirements before applying to the BFA. If a student has an AAS degree from a different field other than art, they must finish the remaining requirements of the AA or AS in the Art and Visual Communications Department before applying to the BFA. For additional requirements, please refer to the Bachelor of Fine Arts Requirements.

Certificate in Art and Visual Communications 30 CREDITS

Discipline	Core Requirements:	18 Credits
• ART 1120	2D Design	3.0
• ART 1400	Graphic Computer Applications	3.0
• ART 1110	Drawing I	3.0
• ART 1050	Photography I	3.0
• ARTH 2710	History of Art to the Renaissance (3.0)	
or ARTH 2720	History of Art from the Renaissance	3.0
• ART 1130	3 D Design	3.0
Elective Requirements:		12 Credits
• Any ART course not already taken (See Department 12.0 Advisor).		

AAS in Art and Visual Communications 64 CREDITS

General Education Requirements:		16 Credits
• ENGL 1010	Introduction to Writing	3.0
• MAT 1010	Intermediate Algebra* (4.0)	
or ACC 1150	Fundamentals of Business Math*	3.0
• Social or Behavioral Science		3.0
• Biology or Physical Science		3.0
• P.E. or Health		1.0
• ARTH 2710	History of Art to the Renaissance (3.0)	
or ARTH 2720	History of Art from the Renaissance	3.0
Discipline	Core Requirements:	15 Credits
• ART 1120	2D Design	3.0
• ART 1400	Graphic Computer Applications	3.0
• ART 1110	Drawing I	3.0
• ART 1050	Photography I	3.0
• ART 1130	3 D Design	3.0
Emphasis:		
Complete one of the following:		
• Design/Illustration		33.0
• Graphic Design		33.0
• Photography		33.0
Graduation Requirements:		
1 Completion of a minimum of 64 semester credits.		
2 Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)		
3 Residency hours--minimum of 20 credit hours through course attendance at UVSC.		
4 Completion of GE and specified departmental requirements.		

Footnotes:
* See AVC advisor

Emphasis in Design/Illustration 33 Credits

Emphasis Requirements:		21 Credits
• ART 2210	Drawing for Illustration	3.0
• ART 2230	Illustrative Media and Techniques I	3.0
• ART 2240	Illustrative Media and Techniques II	3.0
• ART 2460	Interactive Design I	3.0
• ART 2630	Painting I	3.0
or ART 1650	Watermedia I	
• ART 2640	Painting II	3.0
or ART 2650	Watermedia II	
• ART 200R	Art and Visual Communications Lectures (1.0)	2.0
• ART 2590	Portfolio	1.0
Emphasis Elective Requirements:		12 Credits

Art and Visual Communications

Complete 12 credits of any ART/ARTH courses not previously used. Students are STRONGLY ADVISED to fulfill part of this requirement with the following courses:

- ART 3210 Illustration I (3.0)
- ART 3220 Illustration II (3.0)
- ART 361R Figure Drawing I (3.0)
- ART 3290 Rendering the Human Head (3.0)

Emphasis in Graphic Design

33 Credits
Emphasis Requirements: 21 Credits

- ART 1430 Digital Prepress 3.0
- ART 1410 Typography and Layout I 3.0
- ART 2410 Typography and Layout II 3.0
- ART 2430 Graphic Design I 3.0
- ART 2450 Digital Imaging 3.0
- ART 2590 Portfolio 1.0
- ART 200R Art and Visual Communications Lectures (1.0) 2.0
- ART 2460 Interactive Design I 3.0

Emphasis Elective Requirements: 12 Credits
 Complete 12 credits of any ART/ARTH courses not previously used. Students are STRONGLY ADVISED to fulfill part of this requirement with the following courses:

- ARTH 3010 History of Design and Visual Arts (3.0)
- ART 3460 Interactive Design II (3.0)
- ART 3410 Advanced Layout (3.0)
- ART 3430 Graphic Design II (3.0)

Emphasis in Photography

33 Credits
Emphasis Requirements: 21 Credits

- ART 2450 Digital Imaging 3.0
- ART 2710 Alternative Photography I 3.0
- ART 2720 Color Photography 3.0
- ART 2700 Photography II 3.0
- ART 2730 Photographic Lighting 3.0
- ARTH 2790 The History of Photography 3.0
- ART 200R Art and Visual Communications Lectures (1.0) 2.0
- ART 2590 Portfolio 1.0

Emphasis Elective Requirements: 12 Credits
 Complete 12 credits of any ART/ARTH courses not previously used. Students are STRONGLY ADVISED to fulfill part of this requirement with the following courses:

- ART 1410 Typography and Layout I (3.0)
- ART 2460 Interactive Design I (3.0)
- ART 3750 Digital Imaging II (3.0)
- ART 471R Photographic Illustration (3.0)

AA Pre Major in Art and Visual Communications

63 CREDITS

General Education Requirements: 35 Credits

- ENGL 1010 Introduction to Writing 3.0
- ENGL 2010 Intermediate Writing--Humanities/Social Sciences 3.0
- or ENGL 2020 Intermediate Writing--Science and Technology (3.0)

Complete one of the following: 3.0

- MATH 1030 Quantitative Reasoning (3.0)
- MATH 1040 Introduction to Statistics (3.0)
- MATH 1050 College Algebra (4.0)

Complete one of the following: 3.0

- HIST 2700 US History to 1877 (3.0)
- and HIST 2710 US History since 1877 (3.0)
- HIST 1700 American Civilization (3.0)
- HIST 1740 US Economic History (3.0)
- POLS 1000 American Heritage (3.0)
- POLS 1100 American National Government (3.0)

Complete the following:

- PHIL 2050 Ethics and Values 3.0
- HLTH 1100 Personal Health and Wellness 2.0
- or PES 1097 Fitness for Life (2.0)

Distribution Courses

- Biology 3.0
- Physical Science 3.0
- Additional Biology or Physical Science 3.0
- Humanities Distribution 3.0
- ARTH 2710 History of Art to the Renaissance 3.0
- Social/Behavioral Science 3.0

Discipline Core Requirements: 15 Credits

- ART 1120 2D Design 3.0
- ART 1400 Graphic Computer Applications 3.0
- ART 1110 Drawing I 3.0
- or ART 1050 Photography I (3.0)
- ARTH 2720 History of Art from the Renaissance 3.0
- ART 1130 3 D Design 3.0

Elective Requirements: 10 Credits

- Complete 10 credits of the same Foreign Language 10.0

Graduation Requirements:

- 1 Completion of a minimum of 60 semester credits.
- 2 Overall grade point average of 2.0 (C) or above (Departments may require a higher GPA.)
- 3 Residency hours-- minimum of 20 credit hours through course attendance at UVSC.
- 4 Completion of GE and specified departmental requirements.
- 5 For the AA degree, completion of 10 credit hours of course work from one language.

AS Pre Major in Art and Visual Communications

62 CREDITS

General Education Requirements: 35 Credits

- ENGL 1010 Introduction to Writing 3.0
- ENGL 2010 Intermediate Writing--Humanities/Social Sciences 3.0

Complete one of the following: 3.0

- MATH 1030 Quantitative Reasoning (3.0)
- MATH 1040 Introduction to Statistics (3.0)
- MATH 1050 College Algebra (4.0)

Complete one of the following: 3.0

- HIST 2700 US History to 1877 (3.0)
- and HIST 2710 US History since 1877 (3.0)
- HIST 1700 American Civilization (3.0)
- HIST 1740 US Economic History (3.0)
- POLS 1000 American Heritage (3.0)
- POLS 1100 American National Government (3.0)

Complete the following:

- PHIL 2050 Ethics and Values 3.0
- HLTH 1100 Personal Health and Wellness 2.0
- or PES 1097 Fitness for Life (2.0)

Distribution Courses

- Biology 3.0
- Physical Science 3.0
- Additional Biology or Physical Science 3.0
- Humanities Distribution 3.0
- ARTH 2710 History of Art to the Renaissance 3.0
- Social/Behavioral Science 3.0

Discipline Core Requirements: 18 Credits

- ART 1120 2D Design 3.0
- ART 1400 Graphic Computer Applications 3.0
- ART 1110 Drawing I 3.0
- ART 1050 Photography I 3.0
- ARTH 2720 History of Art from the Renaissance 3.0
- ART 1130 3 D Design 3.0

Elective Requirements: 9 Credits

Complete a minimum of 9 credits from any ART/ARTH Course not already required. Courses relative to the type of Bachelors Degree you plan to pursue are recommended. (See department advisor for appropriate courses.)

Graduation Requirements:

- 1 Completion of a minimum of 62 semester credits.
- 2 Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
- 3 Residency hours-- minimum of 20 credit hours through course attendance at UVSC.
- 4 Completion of GE and specified departmental requirements.

BA in Art and Visual Communications

122 CREDITS

General Education Requirements: 35 Credits

- ENGL 1010 Introduction to Writing 3.0
- ENGL 2010 Intermediate Writing--Humanities/Social Sciences 3.0
- or ENGL 2020 Intermediate Writing--Science and Technology (3.0)

Complete one of the following: 3.0

- MATH 1030 Quantitative Reasoning (3.0)
- MATH 1040 Introduction to Statistics (3.0)
- MATH 1050 College Algebra (4.0)

Complete one of the following: 3.0

- HIST 2700 US History to 1877 (3.0)
- and HIST 2710 US History since 1877 (3.0)
- HIST 1700 American Civilization (3.0)
- HIST 1740 US Economic History (3.0)
- POLS 1000 American Heritage (3.0)
- POLS 1100 American National Government (3.0)

Complete the following:

- PHIL 2050 Ethics and Values 3.0
- HLTH 1100 Personal Health and Wellness 2.0
- or PES 1097 Fitness for Life (2.0)

Distribution Courses

- Biology 3.0

- Physical Science 3.0
- Additional Biology or Physical Science 3.0
- 2020 of chosen foreign language (Humanities Distribution) 3.0
- ARTH 2710 History of Art to the Renaissance 3.0
- Social/Behavioral Science 3.0

Discipline Core Requirements: 63 Credits

- ART 1120 2D Design 3.0
- ART 1400 Graphic Computer Applications 3.0
- ART 1110 Drawing I 3.0
- ART 1050 Photography I 3.0
- ARTH 2720 History of Art from the Renaissance 3.0
- ART 1130 3 D Design 3.0
- ART 4890 Senior Seminar 3.0
- ART 4991 BFA Project 3.0
- ART 200R Art and Visual Communications Lectures (1.0) 3.0

Complete an additional 36 ART/ARTH upper division credits not already taken.

Elective Requirements: 24 Credits

- One Foreign Language 15.0
- Complete any courses 1000 level or higher 9.0

Graduation Requirements:

- 1 Completion of a minimum of 122 semester credits.
- 2 Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
- 3 Residency hours-- minimum of 30 credit hours through course attendance at UVSC, with at least 10 hours in the last 45 hours.
- 4 Completion of GE and specified departmental requirements.
- 5 For the BA degree, completion of 18 credit hours of course work from one language to include the 1010, 1020, 2010, and 2020 levels or transferred equivalents.

BS in Art and Visual Communications

122 CREDITS

General Education Requirements: 35 Credits

- ENGL 1010 Introduction to Writing 3.0
- ENGL 2010 Intermediate Writing--Humanities/Social Sciences 3.0
- or ENGL 2020 Intermediate Writing--Science and Technology (3.0)

Complete one of the following: 3.0

- MATH 1030 Quantitative Reasoning (3.0)
- MATH 1040 Introduction to Statistics (3.0)
- MATH 1050 College Algebra (4.0)

Complete one of the following: 3.0

- HIST 2710 US History since 1877 (3.0)
- and HIST 2710 US History since 1877 (3.0)
- HIST 1700 American Civilization (3.0)
- HIST 1740 US Economic History (3.0)
- POLS 1000 American Heritage (3.0)
- POLS 1100 American National Government (3.0)

Complete the following:

- PHIL 2050 Ethics and Values 3.0
- HLTH 1100 Personal Health and Wellness 2.0
- or PES 1097 Fitness for Life (2.0)

Distribution Course

- Biology 3.0
- Physical Science 3.0
- Additional Biology or Physical Science 3.0
- Humanities Distribution 3.0
- ARTH 2710 History of Art to the Renaissance 3.0
- Social/Behavioral Science 3.0

Discipline Core Requirements: 72 Credits

- ART 1120 2D Design 3.0
- ART 1400 Graphic Computer Applications 3.0
- ART 1110 Drawing I 3.0
- ART 1050 Photography I 3.0
- ARTH 2720 History of Art from the Renaissance 3.0
- ART 1130 3 D Design 3.0
- ART 4890 Senior Seminar 3.0
- ART 4990 Senior Studio 3.0
- ART 200R Art and Visual Communications Lectures (1.0) 3.0

Complete 45 credits from any ART/ARTH courses not already taken, of which 36 credits must be upper division.

Elective Requirements: 15 Credits

- Complete any courses 1000 level or higher 15.0

Graduation Requirements:

- 1 Completion of a minimum of 122 semester credits.
- 2 Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
- 3 Residency hours-- minimum of 30 credit hours through course attendance at UVSC, with at least 10 hours earned in the last 45 hours.
- 4 Completion of GE and specified departmental requirements.

Art and Visual Communications

BFA in Art and Visual Communications 125 CREDITS

Matriculation Requirements:

- 1 AA, AS, or AAS Degree or equivalent in Art and Visual Communication or advisor approval
- 2 Portfolio Review

General Education Requirements: 35 Credits

- ENGL 1010 Introduction to Writing 3.0
- ENGL 2010 Intermediate Writing--Humanities/ Social Sciences 3.0

- or ENGL 2020 Intermediate Writing--Science and Technology (3.0)

Complete one of the following: 3.0

- MATH 1030 Quantitative Reasoning (recommended for Humanities or Arts majors) (3.0)
- MATH 1040 Introduction to Statistics (recommended for Social Science majors) (3.0)
- MATH 1050 College Algebra (recommended for Business, Education, Science, and Health Professions majors) (4.0)

Complete one of the following: 3.0

- HIST 2700 US History to 1877 (3.0)
- and HIST 2710 US History since 1877 (3.0)
- HIST 1700 American Civilization (3.0)
- HIST 1740 US Economic History (3.0)
- POLS 1000 American Heritage (3.0)
- POLS 1100 American National Government (3.0)

Complete the following:

- PHIL 2050 Ethics and Values 3.0
- HLTH 1100 Personal Health and Wellness (2.0)
- or PES 1097 Fitness for Life 2.0

Distribution Courses

- Biology 3.0
- Physical Science 3.0
- Additional Biology or Physical Science 3.0
- Humanities Distribution 3.0
- ARTH 2710 History of Art to the Renaissance 3.0
- Social/Behavioral Science 3.0

Discipline Core Requirements: 18 Credits

- ART 1120 2D Design 3.0
- ART 1400 Graphic Computer Applications 3.0
- ART 1110 Drawing I 3.0
- ART 1050 Photography I 3.0
- ARTH 2720 History of Art from the Renaissance 3.0
- ART 1130 3 D Design 3.0

Emphasis:

Complete one of the following:

- Fine Arts 63.0
- Graphic Design 63.0
- Illustration 63.0
- Photography 63.0

Elective Requirements: 9 Credits

- Complete any ART/ARTH courses not already used. 9.0

Graduation Requirements:

- 1 Completion of a minimum of 125 semester credits.
- 2 Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
- 3 Residency hours--minimum of 30 credit hours through course attendance at UVSC, with at least 10 hours earned in the last 45 hours.
- 4 Completion of GE and specified departmental requirements.

Emphasis in Fine Arts 63 Credits

Emphasis Requirements: 21 Credits

Complete the following:

- ART 1340 Sculpture I 3.0
- ART 1350 Ceramics I 3.0
- ART 1650 Watermedia I 3.0
- ART 2110 Drawing II 3.0
- ART 2350 Ceramics II (3.0)
- or ART 2340 Sculpture II (3.0)
- or ART 2640 Painting II (3.0)
- or ART 2650 Watermedia II 3.0
- ART 2630 Painting I 3.0
- ART 200R Art and Visual Communications Lectures 3.0

Emphasis Elective Requirements: 42 Credits

Choose 1 of the following 2 Options. Each option is 42 credits.

Drawing/Painting

- ARTH 3020 Classical Art and Architecture History (3.0)
- or ARTH 3050 Baroque Art and Architecture History (3.0)
- ARTH 3040 Renaissance Art History (3.0)
- ART 363R Painting III (3.0)
- ART 365R Watermedia III (3.0)
- or ART 311R Drawing III (3.0)

- ART 4890 Senior Seminar (3.0)
- ART 4990 Senior Studio (3.0)
- ART 4991 BFA Project (3.0)
- ART 361R Figure Drawing I (3.0)
- ART/ARTH Upper Division Electives (18 credit hours)

Sculpture/Ceramics

- ARTH 3020 Classical Art and Architecture History (3.0)
- or ARTH 3050 Baroque Art and Architecture History (3.0)
- ARTH 3040 Renaissance Art History (3.0)
- ART 3340 Sculpture III (3.0)
- ART 3350 Ceramics III (3.0)
- ART 4360 Mold Making and Casting (3.0)
- or ART 4370 Hand Building Ceramics (3.0)
- ART 4890 Senior Seminar (3.0)
- ART 4990 Senior Studio (3.0)
- ART 4991 BFA Project (3.0)
- ART 361R Figure Drawing I (3.0)
- ART/ARTH Upper Division Electives (15 credit hours)

Emphasis in Graphic Design 63 Credits

Emphasis Requirements: 54 Credits

- ART 1410 Typography and Layout I 3.0
- ART 1430 Digital Prepress 3.0
- ART 2410 Typography and Layout II 3.0
- ART 2430 Graphic Design I 3.0
- ART 2450 Digital Imaging 3.0
- ART 2460 Interactive Design I 3.0
- ART 200R Art and Visual Communications Lectures (must be repeated) 3.0
- ART 3410 Advanced Layout 3.0
- ART 3430 Graphic Design II 3.0
- ART 3460 Interactive Design II 3.0
- ART 3470 Digital Painting 3.0
- ART 443R Special Topics in Graphic Design 3.0
- ART 446R Advanced Interactive Design 3.0
- ART 449R Advanced Graphic Design Studio 3.0
- ART 4890 Senior Seminar 3.0
- ART 4990 Senior Studio 3.0
- ART 4991 BFA Project 3.0
- ARTH 3010 History of Design and Visual Arts (3.0)
- or ARTH 3070 Twentieth Century Art and Architectural History 3.0

Emphasis Elective Requirements: 9 Credits

- Complete any upper-division ART or ARTH course not already completed or any advisor approved courses 9.0

Emphasis in Illustration 63 Credits

Emphasis Requirements: 21 Credits

- ARTH 3010 History of Design and Visual Arts (3.0)
- or ARTH 3070 Twentieth Century Art and Architectural History 3.0
- ART 2210 Drawing for Illustration 3.0
- ART 2230 Illustrative Media and Techniques I 3.0
- ART 2240 Illustrative Media and Techniques II 3.0
- ART 2460 Interactive Design I 3.0
- ART 361R Figure Drawing I 3.0
- ART 200R Art and Visual Communications Lectures 3.0

Emphasis Elective Requirements: 42 Credits

Choose 1 of the following 3 Options. Each Option is 42 credit hours.

Traditional

- ART 2630 Painting I (3.0)
- or ART 1650 Watermedia I (3.0)
- ART 2640 Painting II (3.0)
- or ART 2650 Watermedia II (3.0)
- ART 3210 Illustration I (3.0)
- ART 3220 Illustration II (3.0)
- ART 370R Figure Structure (3.0)
- or ART 370R Figure Structure (3.0)
- ART 412R Advanced Illustration (3.0)
- ART 4890 Senior Seminar (3.0)
- ART 4990 Senior Studio (3.0)
- ART 4991 BFA Project (3.0)
- ART 3290 Rendering the Human Head (3.0)
- ART/ARTH Upper Division Electives (12 credit hours)

Digital

- ART 1410 Typography and Layout I (3.0)
- ART 2730 Photographic Lighting (3.0)
- ART 3230 3-D Computer Modeling (3.0)
- or ART 3470 Digital Painting (3.0)
- ART 412R Advanced Illustration (3.0)
- or ART 3750 Digital Imaging II (3.0)
- ART 3210 Illustration I (3.0)
- ART 3220 Illustration II (3.0)

- ART 370R Figure Structure (3.0)
- or ART 370R Figure Structure (3.0)
- ART 412R Advanced Illustration (3.0)
- ART 4890 Senior Seminar (3.0)
- ART 4990 Senior Studio (3.0)
- ART 4991 BFA Project (3.0)
- ART 3290 Rendering the Human Head (3.0)
- ART/ARTH Upper Division Electives (6 credit hours)

Animation

- ART 3230 3-D Computer Modeling (3.0)
- ART 4230 Advanced 3D Computer Modeling (3.0)
- ART 370R Figure Structure (3.0)
- DGM 2620 Principles of Animation I (3.0)
- ART 470R Interpretive Drawing (3.0)
- DGM 3630 Character Modeling (3.0)
- DGM 2210 3D Modeling and Animation Essentials (4.0)
- DGM 3620 Principles of Animation II (3.0)
- DGM 3130 Digital Storyboarding (3.0)
- DGM 3640 SFX and Compositing (4.0)
- DGM 3680 Animation Project (3.0)
- ART 4990 Senior Studio (3.0)
- ART 3290 Rendering the Human Head (3.0)
- ART Upper Division Electives (6 credit hours)

Emphasis in Photography 63 Credits

Emphasis Requirements: 21 Credits

Complete the following:

- ART 200R Art and Visual Communications Lectures (1.0) 3.0
- ART 2710 Alternative Photography I 3.0
- ART 2720 Color Photography 3.0
- ART 2730 Photographic Lighting 3.0
- ART 2700 Photography II 3.0
- ART 2450 Digital Imaging 3.0
- ARTH 2790 The History of Photography 3.0

Emphasis Elective Requirements: 42 Credits

- ARTH 3010 History of Design and Visual Arts (3.0)
- or ARTH 3070 Twentieth Century Art and Architectural History 3.0
- ART 371R Alternative Photography II (Must be repeated once for credit) 6.0
- ART 3750 Digital Imaging II 3.0
- ART 474R Advanced Photo Studies (Must be repeated twice for credit) 9.0
- ART 4890 Senior Seminar 3.0
- ART 4990 Senior Studio 3.0
- ART 4991 BFA Project 3.0
- ART 471R Photographic Illustration (Must be repeated once for credit) 6.0
- ART/ARTH Upper Division Electives 6.0

BS in

Technology Management 124 CREDITS

The following Technical Area is available (see the Technology Management section of this catalog for complete degree requirement listings.)

Art and Visual Communications 45 Credits

Specialty Requirements: 45 Credits

- ART 1120 2 D Design 3.0
- ART 1400 Graphic Computer Applications 3.0
- ART 1000 Color Theory 3.0
- Complete an additional 36 credits from the AVC courses. 36.0

Notes:

No upper division Technology Management (i.e. Technology Management or Business Management) course work older than six years can be counted toward graduation. If student chooses HIST 2700 and HIST 2710, the additional three hours may be used towards a social science distribution requirement.

See Course Descriptions section of the catalog for detailed course information. This department manages the following course prefixes:

- ART, Art
- ARTH, Art History