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dedicated faculty, quality education and active community involvement, we seek to empower students to honor God in their visual communication.

Student Handbook. The Department of Art & Design Student Handbook, available at the Department office, provides clarification of departmental guidelines, requirements and standards.

Multiple Majors & Degrees. The department of Art & Design allows students to graduate with a double BFA major or a BFA and a BA in Art History. Credits cannot be duplicated within the 36 credit emphasis track.

Computer Policy. The Departments of Art & Design and Digital Media & Photography regard the computer as a tool integral to the success of the visual communicator in their professional development. All students are required to purchase a laptop computer and software meeting the department guidelines. Because computer technology is continually changing, a revised policy is drafted in the fall semester, outlining the specific requirements for each year. Laptop purchases should be made by mid-fall semester of the student's freshman year. Use of the computer in the curriculum varies by course.

The three closely related departments of Art & Design, Communication, and Digital Media & Photography offer students an exciting opportunity to earn a collaborative Bachelor of Fine Arts degree (BFA). The BFA degree encompasses three areas: Photography, Visual Communication and Visual Art.

Each of the BFA degree emphases has a 4-part curriculum:

- (1) Art History
- (2) Studio Core
- (3) Foundation Courses, and
- (4) Portfolio Track.

Additional cognates along with the General Education requirements complete the specifications for graduation with a BFA degree.

Upon completion of the Studio Core and Foundation Courses the student must arrange for a BFA review. The BFA review should happen no later than the end of the sophomore year. The BFA review is a critique of the student's portfolio by the combined faculty of the Department of Art & Design. All work created in the Studio Core and Foundation program should be available for review. Once accepted into the BFA program students must maintain a 2.75 GPA in all BFA coursework. No courses with a final grade below a B- will be accepted toward the completion of the BFA. The completion of the BFA includes a senior exhibition and portfolio of the student's work.

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Art History—12

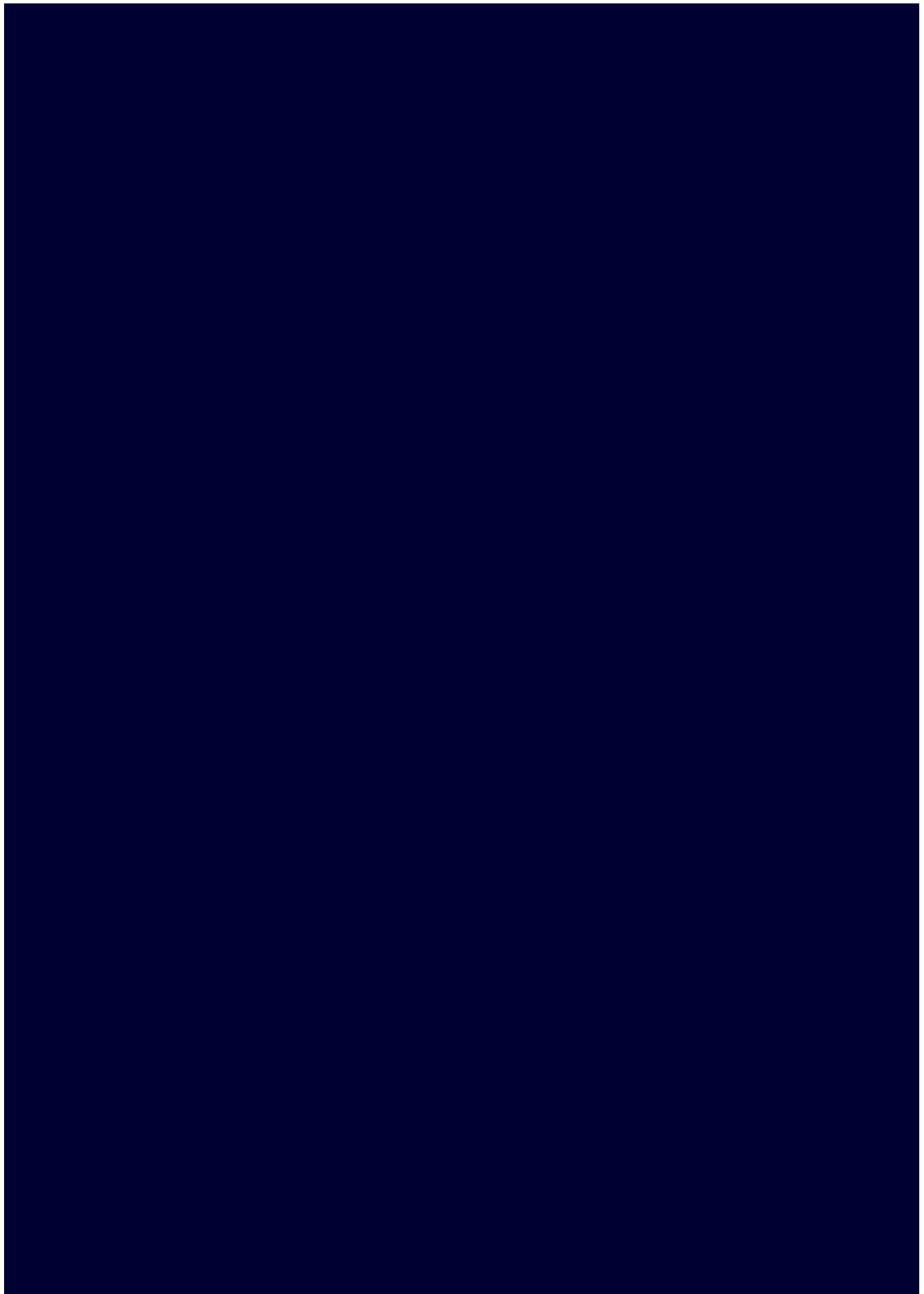
ARTH325	Prehistoric to Medieval Art	3
ARTH326	Renaissance to Modern Art	3
ARTH440	Art Since 1945	3
Choose one additional class from this list/		
PHTO210	History of Photography	3
ARTH245	History of Graphic Design	3

Studio Core—18–19

ART104	Intro to Drawing	3
ART207	Basic Design	3
DGME130	Intro to Digital Graphics	3
PHTO115	Intro to Photo	3
or PHTO116	Intro to Digital Photo	4
ART209	3-D Design	3
DGME150	Intro to Web Design	3

Art History (Photography, Visual Communication, and Visual Art)





See inside front cover for symbol code.

ART_i 220 □ (3)

Language of Art

Presents the elements of visual language and studies them in relationship to images of famous paintings, sculptures, and contemporary advertisements. Does not duplicate an art history course.

ART_i 245 □ (3)

History of Graphic Design

This course surveys the pivotal events and achievements that led to the current state of graphic communication. The unceasing quest to give form to ideas is traced from the pictographs painted on cave walls to the latest imaginative designs. Through lectures, videotapes, discussions, presentations and research, students are introduced to the creative thinkers, important innovations and breakthrough technologies that have shaped the evolution of visual communication. Prerequisites: ART207, DGME130.

ART_i 325 □ (3)

Prehistoric to Medieval Art

Examines the ancient images of non-Western and Western cultures as they are manifested in famous works of art and architecture.

ART_i 326 □ (3)

Renaissance to Modern Art

A survey of selected Western and non-Western artists, techniques, and cultural eras from 1300 to 1945.

ART_i 328 □ (3)

ART307 Ceramics	3 (2–6)	students and gives practical ideas for developing individual creativity. Project ideas are part of the course.	
A systematic exploration of a particular area of ceramic practice. Subjects may include: wheel throwing, glaze formulation, various firing practices, raku, ceramic sculpture, exploring a form, or other assignments chosen by the professor. Repeatable. Prerequisite: ART107.			
ART308 Sculpture	3 (2–6)		
The expressive use of a range of materials through the skills of modeling, carving, and construction. Usually one medium is studied during the semester. Repeatable.			
ART 310 Typography	3 (3)		
An exploration of typographic structures terminology, methods, and visual problem solving. This studio course addresses typographic design as a practical form of visual communication. Prerequisites: ART207, 214.			
ART380 Topics in Art	3 (1–3)		
Courses cover specific topic areas in Art and Art History such as: African Arts, Asian Arts, Design, Egyptian Arts, Near Eastern Art, Mesopotamian Art, Mixed Mediums, Methods in Art Historical Research, Watercolor. Studio courses are also eligible. Prerequisites for advanced studio courses apply to Topics course.			
ART430 Corporate Identity	3 (3)		
This course focuses on the creation of effective corporate trademarks and logotypes. Prerequisites: ART207, 214.			
ART431 Editorial Design	3 (3)		
This course is concerned with the design of the page and the page sequence of books, periodicals and magazines through editorial concept, content, format, image and audience. Prerequisites: ART207, 214.			
ART432 Brand Design	3 (3)		
This course is concerned with creating a brand and provides a basis for deciding the procedures and practices for corporate communication goals. Prerequisites: ART207, 214.			
ART433 Advertising and Package Design	3 (3)		
This course explores the many facets of print advertising and package design. Prerequisites: ART207, 214.			
ART457 Art Methods/ Elementary	4 (4)		
Covers the process of teaching creativity and artistic expression to students at the elementary level. The focus is on understanding the developmental levels of creativity in children. Art is also integrated in the rest of the curriculum. Art projects are part of this course.			
ART459 Art Methods/ Secondary	4 (4)		
Deals with teaching creativity and artistic expression to students at the secondary level. It covers the developmental levels of			
		ART480 Practicum in Visual Art Education	(4)

