

ART & DESIGN

Department of ART & DESIGN

Mission Statement

The Department of Art & Design aims to teach the production of visual arts within a Christian context, toward the goal of preparing students for professional careers in this field. Strong emphasis is placed upon critical thinking, research, and study in the visual arts, both on and off campus.

The department seeks to achieve the following objectives:

1. To demonstrate knowledge of creative problem solving, current technology, concepts and terminology, art historical trends, and philosophical foundations of visual art.
2. To demonstrate skill development in the creation of visual art, the conceptualization of ideas, visual and oral communication, and critical and historical writing through the use of current technology.
3. To develop an appreciation of artistic expression, formulate ethical and spiritual values, and exhibit a commitment to the field of art and design.

Animation & Illustration Major Bachelor of Science

The Animation & Illustration major is designed to promote breadth of knowledge in visual arts, design, and communication as comprehensive preparation for the field. Specific coursework in traditional and digital animation provides necessary skills leading to entry-level professional careers within the field of digital animation. Strong emphasis is placed upon critical thinking, effective communication, research, and technical production. The degree is granted upon completion of credits specified on pages 46–47 (40 credits must be in 3000- or 4000- level courses).

- **Fine Arts** course in core curriculum must include COM2007

Foundations	12 cr
ANI3105 Figure Drawing	2
ANI3305 Character Design	2
ART1011 Drawing I	4
ART1035 Design Concepts	4
History & Theory	10 cr
ANI1005 Animation Principles and Trends	2
ART3267 Themes in Art History [OCE]	4
MEP1016 Story Structure	4
Required Production	17 cr
ANI1105 Animation I	4
ANI2201 Animation II	4
ANI3205 CG Production	4
DES2235 Digital Illustration	2
MEP1012 Audio Production	3

Capstone	4 cr
ANI4835 Portfolio Seminar	2
ANI4855 Senior Capstone [WCE]	2
Select from the following	11 cr
ANI3015 Illustration	2
ANI3106 Motion Design	4
ANI3303 3D Modeling	4
ANI4303 Advanced Animation	4
ANI4995 Animation & Illustration Internship	1–2
ART2031 Painting I	3
ART3112 Drawing II	2
MEP3135 Single Camera Production	3

WCE= WRITTEN COMMUNICATION EMPHASIS.
 OCE = ORAL COMMUNICATION EMPHASIS.
 SEE PAGE 48 FOR EXPLANATION AND PREREQUISITES.

Animation Minor 16 cr

Required Courses: ANI1005, 1105; 10 credits from any ANI-prefix courses.

Illustration Minor 16 cr

Required Courses: ANI3105, 3305; ART1011; DES2235; 6 credits from ART2021, 2031, 3112, DES1031, or 2236.

Art Major Bachelor of Arts or Bachelor of Science

The Art major prepares the student for a career in studio production. The objectives of the program are to provide the student with basic art knowledge and skills using a variety of media and employing concepts drawn from aesthetics, art history and art criticism. The degree is granted upon completion of credits specified on pages 46–47 (40 credits must be in 3000- or 4000-level courses).

- **B.A. option** requires achieving 1002-level competency in an approved foreign language. See page 45.

Foundations	10 cr
ART1011 Drawing I	4
ART1035 Design Concepts	4
Select one of the following:	
ANI3015 Illustration	2
ANI3105 Figure Drawing	2
ART3112 Drawing II	2
ART3805 Topics in Art & Design	2

History & Theory	6 cr
ART3267 Themes in Art History [OCE]	4
Select one of the following:	
ART3162 19th and 20th Century Art History	2
ART3265 Art Since 1945	2
ART3365 Aesthetics	2
ART3806 Topics in Art History	2

Production	24 cr
Select from the following:	
ART2031 Painting I	3
ART3232 Painting II	3
ART4312 Painting III	3
ART2021 Print I	3
ART3222 Print II	3
ART4322 Print III	3
ART2048 Ceramics I	3
ART3242 Ceramics II	3
ART4242 Ceramics III	3
ART2251 Sculpture I	3
ART3252 Sculpture II	3
ART4252 Sculpture III	3
ART2081 Photography I	3
ART3322 Photography II	3

Capstone	3 cr
Select one of the following:	
ART4855 Senior Seminar in Art [WCE]	3
ART4995 Art Internship [WCE]	3

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Art Minor

16 cr

Required Courses: ART1011 or 1035; 12 credits from any ART-prefix courses.

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Graphic Design Major Bachelor of Arts or Bachelor of Science

The Graphic Design major prepares the student for a career in graphic design. The program provides basic and advanced instruction in the techniques, technology, and critical-thinking strategies necessary for the field of graphic design. Internships in graphic design are strongly recommended, but it is not possible to guarantee placement. Therefore, a senior project may be necessary to supplement the internship experience. The degree is granted upon completion of credits specified on pages 46–47 (40 credits must be in 3000- or 4000-level courses).

- **B.A. option** requires achieving 1002-level competency in an approved foreign language. See page 45.

Foundations	8 cr
ART1011 Drawing I	4
ART1035 Design Concepts	4
History & Theory	10 cr
ART3267 Themes in Art History [OCE]	4
DES3069 Design History	2
Select 2–4 credits from the following:	
ART3162 19th and 20th Century Art History	2
ART3265 Art Since 1945	2
ART3365 Aesthetics	2
ART3806 Topics in Art History	2
Selectives (0–2 cr):	
ANI3015 Illustration	2
ANI3105 Figure Drawing	2
ART3112 Drawing II	2
ART3805 Topics in Art & Design	2

Required Production	24 cr
ART2021 Print I	3
ART2081 Photography I	3
DES1031 Introduction to Layout	2
DES2111 Introduction to Graphic Design	2
DES2235 Digital Illustration	2
DES2236 Digital Imaging	2
DES3212 Graphic Design II	4
DES3215 Interactive Design	4
DES3271 Typography	2
Capstone	8 cr
DES4313 Graphic Design III	4
Select one of the following:	
DES4845 Senior Project in Graphic Design [WCE]	4
DES4995 Graphic Design Internship [WCE]	4

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 SEE PAGE 48 FOR EXPLANATION AND PREREQUISITES.

Design Minor 16 cr

Required Courses: ART1011 or 1035; DES1031, 2111, 2235, 2236; DES3212 or 3215.

Visual Arts Education Major Bachelor of Arts or Bachelor of Science

Full details are given under School of Education programs. See pages 107–111 and 124.
