

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 apply creative problem solving, concepts and terminology, current technology, and philosophical foundations to art/design.
2. To examine critical and historical writing, analyze trends, and value artistic expression.
3. To create visual art/design, formulate ethical and spiritual values toward art/design, and support the field of art/design, modeling professionalism.

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 47–48 (40 credits must be in 3000- or 4000- level courses).

- **Creative Expression** 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 [WCE]	4
MEP1016	Story Structure	4

Required Production 14 cr

ANI1105	Animation I	4
ANI2201	Animation II	4
ANI3205	CG Production	4
DES2235	Digital Illustration	2

Capstone 4 cr

ANI4835	Portfolio Seminar	2
ANI4855	Senior Capstone [OCE]	2

Select from the following 10 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
MEP1012	Audio Production	3
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 47–48 (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	Production	24 cr
ART1011 Drawing I	4	Select from the following:	
ART1035 Design Concepts	4	ART2031 Painting I	3
Select one of the following:		ART3232 Painting II	3
ANI3015 Illustration	2	ART4312 Painting III	3
ANI3105 Figure Drawing	2	ART2021 Print I	3
ART3112 Drawing II	2	ART3222 Print II	3
ART3805 Topics in Art & Design	2	ART4322 Print III	3
		ART2048 Ceramics I	3
History & Theory	6 cr	ART3242 Ceramics II	3
ART3267 Themes in Art History [WCE]	4	ART4242 Ceramics III	3
Select one of the following:		ART2251 Sculpture I	3
ART3162 19th and 20th Century Art History	2	ART3252 Sculpture II	3
ART3265 Art Since 1945	2	ART4252 Sculpture III	3
ART3365 Aesthetics	2	ART2081 Photography I	3
ART3806 Topics in Art History	2	ART3322 Photography II	3
		Capstone	3 cr
		Select one of the following:	
		ART4855 Senior Seminar in Art [OCE]	3
		ART4995 Art Internship [OCE]	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 47–48 (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 [WCE]	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 [OCE]	4
Select one of the following:	
DES4845 Senior Project in Graphic Design	4
DES4995 Graphic Design Internship	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.
