

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 48–49 (40 credits must be successfully completed in 3000- or 4000- level courses).

- **Creative Expression** course in core curriculum must include COM2007

Foundations	12 cr	Capstone	4 cr
ANI3105 Figure Drawing	2	ANI4835 Portfolio Seminar	2
ANI3305 Character Design	2	ANI4855 Senior Capstone [OCE]	2
ART1011 Drawing I	4		
ART1035 Design Concepts	4		
History & Theory	10 cr	Select from the following	10 cr
ANI1005 Animation Principles and Trends	2	ANI3015 Illustration	2
ART3267 Themes in Art History [WCE]	4	ANI3106 Motion Design	4
MEP1016 Story Structure	4	ANI3303 3D Modeling	4
		ANI4303 Advanced Animation	4
		ANI4995 Animation & Illustration Internship	1–2
		ART2031 Painting I	3
Required Production	14 cr	ART3112 Drawing II	2
ANI1105 Animation I	4	MEP1012 Audio Production	3
ANI2201 Animation II	4	MEP3135 Single Camera Production	3
ANI3205 CG Production	4		
DES2235 Digital Illustration	2		

WCE= WRITTEN COMMUNICATION EMPHASIS.
OCE = ORAL COMMUNICATION EMPHASIS.
SEE PAGE 50 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 & DESIGN

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 48–49 (40 credits must be successfully completed in 3000- or 4000-level courses).

- **B.A. option** requires achieving 1002-level competency in an approved foreign language. See page 46.

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 [WCE]	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
ART3233	Painting II, III, IV	3
ART2021	Print I	3
ART3223	Print II, III, IV	3
ART2048	Ceramics I	3
ART3243	Ceramics II, III, IV	3
ART2251	Sculpture I	3
ART3253	Sculpture II, III, IV	3
ART2081	Photography I	3
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
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Required Courses: ART1011 or 1035; 12 credits from any ART-prefix courses.

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 48–49 (40 credits must be successfully completed in 3000- or 4000-level courses).

- **B.A. option** requires achieving 1002-level competency in an approved foreign language. See page 46.

Foundations	8 cr	Required Production	24 cr
ART1011 Drawing I	4	ART2021 Print I	3
ART1035 Design Concepts	4	ART2081 Photography I	3
		DES1031 Introduction to Layout	2
History & Theory	10 cr	DES2111 Introduction to Graphic Design	2
ART3267 Themes in Art History [WCE]	4	DES2235 Digital Illustration	2
DES3069 Design History	2	DES2236 Digital Imaging	2
Select 2–4 credits from the following:		DES3212 Graphic Design II	4
ART3162 19th and 20th Century Art History	2	DES3215 Interactive Design	4
ART3265 Art Since 1945	2	DES3271 Typography	2
ART3365 Aesthetics	2		
ART3806 Topics in Art History	2	Capstone	8 cr
Selectives (0–2 cr):		DES4313 Graphic Design III [OCE]	4
ANI3015 Illustration	2	Select one of the following:	
ANI3105 Figure Drawing	2	DES4845 Senior Project in Graphic Design	4
ART3112 Drawing II	2	DES4995 Graphic Design Internship	4
ART3805 Topics in Art & Design	2		

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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 109–113 and 126.