

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	Select from the following	10 cr
ART1035 Design Concepts.....	4	ANI3015 Illustration	2
History & Theory	10 cr	ANI3106 Motion Design.....	4
ANI1005 Animation Principles and Trends	2	ANI3303 3D Modeling	4
ART3267 Themes in Art History [WCE]	4	ANI4302 Advanced Animation & Illustration II.....	4
MEP1016 Story Structure	4	ANI4995 Animation & Illustration Internship	1-2
Required Production	14 cr	ART2031 Painting I	3
ANI1105 Animation I	4	ART3112 Drawing II.....	2
ANI2201 Animation II	4	MEP1012 Audio Production	3
ANI3201 Advanced Animation & Illustration I	4	MEP3135 Single Camera Production.....	3
DES2235 Digital Illustration	2		

WCE= WRITTEN COMMUNICATION EMPHASIS.
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 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 ANI3015, ART2021, 2031, 3112, DES1031, or 2236.

ART & DESIGN

Art Major

Bachelor of Art 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 47.

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:		ART3233 Painting II, III, IV.....	3
ANI3015 Illustration.....	2	ART2021 Print I.....	3
ANI3105 Figure Drawing.....	2	ART3223 Print II, III, IV.....	3
ART3112 Drawing II.....	2	ART2048 Ceramics I.....	3
ART3805 Topics in Art & Design.....	2	ART3243 Ceramics II, III, IV.....	3
		ART2251 Sculpture I.....	3
History & Theory	6 cr	ART3253 Sculpture II, III, IV.....	3
ART3267 Themes in Art History [WCE].....	4	ART2081 Photography I.....	3
Select one of the following:		ART3322 Photography II.....	3
ART3162 19th and 20th Century Art History.....	2	ART4995 Art Internship.....	3
ART3265 Art Since 1945.....	2		
ART3365 Aesthetics.....	2	Capstone	3 cr
ART3806 Topics in Art History.....	2	ART4855 Senior Seminar in Art [OCE].....	3

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Art Minor.....16 cr

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

Graphic Design Major

Bachelor of Art 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 47.

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
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Select one of the following:

DES4845	Senior Project in Graphic Design	4
DES4995	Graphic Design Internship	4

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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 Art or Bachelor of Science

Full details are given under School of Education programs. See pages 100–104 and 114.