

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 ANI3015, 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 47.

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.....	3
ART2251 Sculpture I.....	3
ART3253 Sculpture II, III, IV.....	3
ART2081 Photography I.....	3
ART3322 Photography II.....	3
Capstone	3 cr
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 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 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
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 Arts or Bachelor of Science

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