

BYU Hawaii Curriculum Proposal Number [14-07]

Section 1 - Approvals

Approvals

Name of Proposal: Visual Arts Department: Curriculum revision and update.

Submitted by: Brandon T. Truscott Signature: *Brandon T. Truscott*

Date: 15 March 2014

Procedure	Recommendation/Signature	Date
Faculty Vote: For - 4 Against - 0 Abstain - 0 Absent - 0		
1. Approved by Department	Signature: <i>Brandon T. Truscott</i> Chair: Brandon Truscott	14 March 2014
2. Approved by College	Signature: <i>Phillip McArthur</i> Dean: Phillip McArthur	24 MAR 2014
3. Approved by General Education (if any GE course is affected)	Signature: GE: David Beus	
4. Approved by University Curriculum Committee	Signature: _____ AAVP Curr.: Jennifer Lane	
5. Approved by Academic Council	Signature: <i>Max Checketts</i> AVP: Max Checketts	25 Mar 14
6. Approved by the President's Council (for new programs)	Signature: Pres: Steven Wheelwright	

Section 2 – Overview (Support)

Summary:

The objectives of this proposal are:

1. To remove the Sculpture / Ceramics track due to program changes per the administration's request.
2. To remove all Ceramics course offerings due to program changes per the administration's request.
(Art 255, 355, 455)
3. To reorganize the core classes due to course removals.
4. To account for core classes new online offerings.
5. To adjust the Painting track requirements due to core adjustments.
6. To adjust the Graphic Design track due to core adjustments by adding two new courses: Design Methods (Art 444) Design Studio (Art 445).
7. To add an enrollment cap on students entering the Visual Arts major due to excessive student enrollment and insufficient faculty resources.
8. To update course Catalog information, titles and descriptions.

Faculty and Facility Resource Factors:

Due to excessive student enrollment and insufficient faculty resources in the current graphic design classes, we must add a cap on the number of students allowed to enter the Visual Arts major. We will limit the enrollment in Visual Arts Tracks based on student proficiency as demonstrated in a pre-major portfolio.

Projected Effects on major enrollment

It is expected that the student demand for the Visual Arts major will continue to increase in the next five years. This increase is primarily due to the development of the Graphic Design Track. The Painting Track updates have generated increased enrollment in painting courses. The Certificates in Visual Arts are also adding to the increased demand for art courses.

Effects of Program Proposal

This proposal maintains the same number of credit hours for Visual Arts majors and will not hinder their ability to complete the degree within the suggested 120 credit goal. The BA in Art currently requires 45 credit hours; the BFA option is 57. The prerequisites for the major, except for one, (IT 240) are within the department.

** These figures include general education credit courses within the core requirement for the major.*

Credit Hour Requirements	Major Core BA/BFA*	Media BA/BFA*	Religion BA/BFA	GE BA/BFA*	Electives BA/BFA	Total BA/BFA
Art Major	24	21 / 33	14	32	29 / 17	120

Two courses will be added in the Graphic Design Track:

- Art 444 – **Design Methods**

In order to better prepare Visual Arts students in the Graphic Design Track, the new Art 444 Design Methods course will be offered. With the removal of two core classes this keeps the requirements at the same credit hour level in the track. From a pragmatic standpoint, design methods is concerned with the “how” and is challenging to implement since the field of graphic design is always evolving. This course will give us the ability to address an ever-changing variety of tools, techniques and language. While there are many consistent conceptual models and frameworks, there needs to be more flexibility and adaptability of tools and techniques.

- Art 445 – **Design Studio**

In order to better prepare Visual Arts students in the Graphic Design Track, the new Art 445 Design Studio course will be offered. With the removal of two core classes this keeps the requirements at the same credit hour level in the track. The Design Studio course will give us a venue to educate the students about design strategy as a discipline which helps firms determine what to make and do, why to do it, and how to innovate contextually, both immediately and over the long term. This process involves the interplay between design, marketing, and business strategy and we will practice integrating students into professional scenarios.

Offsetting Course Additions

Four classes will be eliminated from the curriculum:

- Art 122 – **Visual Design** (core)
- Art 255 – **Beginning Ceramics** (core)
- Art 355 – **Intermediate Ceramics**
- Art 455 – **Advanced Ceramics**

Online Course Additions

Two classes will be offered online (Fall 2014):

- Art 210 – **Digital Tools**
- Art 212 – **Digital Photography**

Support Coursework

Elective and substitute coursework from other departments have been identified and most have been in use for many years. IT 240 is the only prerequisite previously established to this proposal that is taught outside of the department. The only need for faculty outside the department will be Art 442 Readings in Aesthetics taught by Yifen Beus.

Program Change Support By Faculty

In a recent faculty review, there was some disappointment expressed about the removal of the Sculpture Track and the Ceramics coursework as directed by the administration. However, these changes and their implementation were supported by all full-time faculty as the department identifies its priorities to facilitate improvement, manage its resources, and respond to student interests and opportunities.

The New Art Major Curriculum

Old 'Design and Media' Core (18)			New 'Visual Arts' Core (12)		
ART 112	Drawing Concepts	3	ART 112	Drawing Concepts	3
ART 122	Visual Design	3	*Deleted		
ART 210R	Digital Tools	3	ART 210 (Online Fall 2014)	Digital Tools	3
ART 212	Digital Photography	3	ART 212 (Online Fall 2014)	Digital Photography	3
ART 255	Beginning Ceramics (GenEd)	3	*Deleted		
ART 265	Beginning Sculpture	3	ART 265	Beginning Sculpture	3

* All students **Must Pass the Portfolio Review** to advance into a Visual Arts Track: Projects from Art 112, 210, 212 must be uploaded and submitted electronically through a Blog: <http://byuhvisualartsportfolio.blogspot.com/> to visualartsportfolio@byuh.edu. Applicants completing the prerequisites in the Fall will apply the last week of the same semester for Summer admittance. Applicants completing the prerequisites in the Winter will apply in the last week of the same semester for Fall admittance.

Old 'Art History' Core (12)			New 'Art History and Theory' Core (Same)		
ART 196	Art History I (GenEd)	3	ART 196	Art History I (GenEd)	3
ART 296	Art History II	3	ART 296	Art History II	3
ART 306	Contemporary Art History	3	ART 306	Contemporary Art History	3
ART 442	Readings in Aesthetics	3	ART 442	Readings in Aesthetics	3

Old Graphic Design Track (12)			New Graphic Design Track (18 (no net change))		
ART 311	Branding	3	ART 311	Branding	3
ART 333	Typography	3	ART 333	Typography	3
ART 411	Publication Design	3	ART 411	Publication Design	3
ART 433	Web For Designers	3	ART 433	Web For Designers	3
		*Added	ART 444	Design Methods	3
		*Added	ART 445	Design Studio	3

Old Graphic Design Electives (3)			New Graphic Design Electives (3)		
ART 470	Artist Portfolio Production	3	IT 240	Fundamentals of Web Design	3
ART 399R	Internship in Visual Art	3	ART 399R	Internship in Visual Art	3
ENTR 383	Entrepreneurship & Small Business Mgmt.	3	ENTR 383	Entrepreneurship & Small Business Mgmt.	3
ART	221R, 225, 308, 312, 318, 325, 345, 355, 365, 390R, 425, 455, 465, 495R	3	ART	221R, 225, 308, 312, 318, 325, 345, 365, 390R, 425, 465, 470, 495R	3

Old Painting Track (12)			New Painting Track (15 (no net change))		
ART 221R	Figure Drawing	3	ART 221R	Figure Drawing	3
ART 225	Painting Concepts	3	ART 225	Painting Concepts	3
ART 325	Figure Painting	3	ART 325	Figure Painting	3
ART 345	Digital Painting	3	ART 345	Digital Painting	3
		*Added	ART 425	Advanced Painting	3

Old Painting Electives (3)			New Painting Electives (6)		
ART 425	Advanced Painting	3	*Required		
ART 470	Artist Portfolio Production	3	ART 470	Artist Portfolio Production	3
ENTR 383	Entrepreneurship & Small Business Mgmt.	3	ENTR 383	Entrepreneurship & Small Business Mgmt.	3
ART	308, 311, 312, 318, 333, 355, 365, 390R, 399R, 411, 433, 455, 465, 495R	3	ART	221R, 308, 311, 312, 318, 333, 365, 390R, 399R, 411, 433, 465, 495R	3

Old BFA (12)			New BFA (Same)		
ART 399R	Internship in Visual Art	3	ART 399R	Internship in Visual Art	3
ART 470	Artist Portfolio Production	3	ART 470	Artist Portfolio Production	3
ART 480R	BFA Thesis and Exhibit Production	6-9	ART 480R	BFA Thesis and Exhibit Production	6-9

*** The **Sculpture Track** will be removed.

The Certificates Curriculum

Certificates in Visual Arts (15 hours)

A certificate in visual arts consists of 15 hours that includes 6 hours of visual arts core classes, and 9 hours of media electives. Art majors may not have more than 6 hours of duplicate credit towards a certificate. Art majors and/or non-Art majors doing multiple certificates may not have more than 6 hours of duplicate credit towards a certificate. Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. All students **Must Pass the Portfolio Review** to advance into the certificate media electives for the Graphic Design and Painting Certificates: Projects from Art 112, 210, 212 must be uploaded and submitted electronically through a Blog:

<http://byuhvisualartsportfolio.blogspot.com/> to visualartsportfolio@byuh.edu. Transfer students may substitute equivalent classes if competence is reflected in their portfolio review. No grade below C- will be accepted in fulfilling certificate requirements.

Certificate in Graphic Design (15 hours)

Old Certificate in Graphic Design Core (6)			New Certificate in Graphic Design Core (6)		
ART 112	Drawing Concepts	3	Art 112	Drawing Concepts	3
ART 122	Visual Design	3	*Deleted		
		*Added	Art 210	Digital Tools	3

Media Electives – Select 3 (9 hours)

Old Certificate in Graphic Design Media (9)			New Certificate in Graphic Design Media (9)		
Art 210R	Digital Tools	3	*Deleted		
Art 212	Digital Photography	3	Art 212	Digital Photography	3
Art 311	Branding	3	Art 311	Branding	3
Art 333	Typography	3	Art 333	Typography	3
Art 411	Publication Design	3	Art 411	Publication Design	3
Art 433	Web for Designers	3	Art 433	Web for Designers	3

Certificate in Painting (15 hours)

Old Certificate in Painting Core (6)			New Certificate in Painting Core (6)		
ART 112	Drawing Concepts	3	ART 112	Drawing Concepts	3
ART 122	Visual Design	3	*Deleted		
		*Added	Art 212	Digital Photography	3

Media Electives – Select 3 (9 hours)

Old Certificate in Painting Media (9)			New Certificate in Painting Media (Same)		
Art 221R	Figure Drawing	3	Art 221R	Figure Drawing	3
Art 225	Painting Concepts	3	Art 225	Painting Concepts	3
Art 325	Figure Painting	3	Art 325	Figure Painting	3
Art 345	Digital Painting	3	Art 345	Digital Painting	3
Art 425	Advanced Painting	3	Art 425	Advanced Painting	3

Certificate in Photography / Video (15 hours)

Old Certificate in Photo/Video Core (6)			New Certificate in Photo/Video Core (6)		
ART 112	Drawing Concepts	3	*Deleted		
ART 122	Visual Design	3	*Deleted		
		*Added	Art 210	Digital Tools	3
		*Added	Art 212	Digital Photography	3

Media Electives – Select 3 (9 hours)

Old Certificate in Photo/Video Media (9)			New Certificate in Photo/Video Media (9)		
Art 210R	Digital Tools	3	*Deleted		
Art 212	Digital Photography	3	*Deleted		
Art 312	Intermediate Photography	3	Art 312	Intermediate Photography	3
Art 308	Basic Video Production	3	Art 308	Basic Video Production	3
Art 318	Intermediate Video Production	3	Art 318	Intermediate Video Production	3

Certificate in Sculpture (15 hours)

Old Certificate in Sculpture Core (6)			New Certificate in Sculpture Core (6)		
ART 112	Drawing Concepts	3	ART 112	Drawing Concepts	3
ART 122	Visual Design	3	*Deleted		
		*Added	Art 212	Digital Photography	3

Media Electives – Select 3 (9 hours)

Old Certificate in Sculpture Media (9)			New Certificate in Sculpture Media (Same)		
Art 265	Beginning Sculpture	3	Art 265	Beginning Sculpture	3
Art 365	Intermediate Sculpture	3	Art 365	Intermediate Sculpture	3
Art 465	Advanced Sculpture	3	Art 465	Advanced Sculpture	3
Art 495R	Independent Study	3	Art 495R	Independent Study	3

*** The **Certificate in Ceramics** will be removed.

Section 3 - Program Proposal

Upon approval, the information presented on this course proposal sheet will become binding on the department and the university. Any material changes require a new program proposal.

Effective Date: Fall 2014

College: College of Language, Culture, and Arts

Abbreviation: Art

Major Requirements Sheet (MRS): The main document required for a program proposal is the MRS which is used by academic advisors, students, and others. It must be attached immediately following this page. It must clearly identify ALL requirements that must be met. Take special care to make sure the MRS is as clear and accurate as possible.

Core elements of the Major Requirements Sheet are binding as approved and cannot be changed without a new program proposal. The following elements are core.

- The list of Requirements
- For each requirement, the number of credits required (if applicable) and the specific courses by number (or number range) that can be applied to meet that requirement. (Note that waivers and substitutions can be used to supersede requirements on a per student basis.)
- Take special care that “and” and “or” are clarified when complex alternatives are presented. If appropriate, simplify to meet the normal case and allow waivers and substitutions to be used to meet unusual cases.

Support elements of the Major Requirements Sheet are not binding and can be freely changed without a new program proposal. The following elements are support.

- The formatting of the MRS.
- The order in which the requirements are listed.
- For each requirement, its descriptive label.
- For each course, the dates the course is expected to be offered.
- For each course, its prerequisites.

Note that some support element changes require a Course Proposal, even though the MRS does not need to be re-approved.

Immediately following this page, attach the revised Major Requirements Sheet.

Following the MRS, attach PDF copies of the online catalog web pages that should change as a result of this proposal. Indicate the location of changes that should be made.

Old Art Degree MRS



Bachelor of Arts & Bachelor of Fine Arts ARTS.2013 45-57 credits, incl. 3 GE credits

Effective Date: 2013

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core					18 Credits	
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3	Permission of Instructor	F,W,S		
ART 122	Visual Design	3	ART 112 - Concurrent ok	F,W,S		
ART 210R	Digital Tools	3	Permission of Instructor	F,W,S		
ART 212	Digital Photography	3	ART 112, 122, 210R - Concurrent ok	F,W,S		
ART 255	Beginning Ceramics (GenEd)	3		F,W,S		
ART 265	Beginning Sculpture	3		F,W		
Required Art History and Theory Core					12 Credits	
ART 196	Art History I (GenEd)	3		F,W		
ART 296	Art History II	3	ART 196	F,W		
ART 306	Contemporary Art History	3	ART 296	F,W,S		
ART 442	Readings in Aesthetics	3	ART 296	W		
One of the following 3 media options must be completed:					15 Credits	
Graphic Design Track- Required			12 Credits			
ART 311	Branding	3	ART 112, 122, 210R, 212	F,W,S		
ART 333	Typography	3	ART 112, 122, 210R	F,W		
ART 411	Publication Design	3	ART 112, 122, 210R, 212, 311, 333, IT 240	F,W		
ART 433	Web For Designers	3	ART 112, 122, 210R, 212, 311, 333, IT 240	F,W		
Electives: Take one of the following			3 Credits			
ART 470	Artist Portfolio Production	3	Permission of Instructor, Non-BFA Candidates	F,W,S		
ART 399R	Internship in Visual Art	3	Non-BFA Candidates	TBA		
ENTR 383	Entrepreneurship & Small Business Mgmt.	3		TBA		
ART	221, 225, 308, 312, 318, 325, 345, 355, 365, 390R, 425, 455, 465, 495R	3	Diverse Prerequisites. Permission of Instructor	TBA		
Painting Track- Required			12 Credits			
ART 221	Figure Drawing	3	ART 112, 122	F,W		
ART 225	Painting Concepts	3	ART 112, 122	F,W		
ART 325	Figure Painting	3	ART 112, 122, 221, 225	W		
ART 345	Digital Painting	3	ART 112, 122, 210R, 221, 225	F,S		
Electives: Take one of the following			3 Credits			
ART 425	Advanced Painting	3	ART 112, 122, 210R, 221, 225, 325, 345	S		
ART 470	Artist Portfolio Production	3	Permission of Instructor, Non-BFA Candidates	F,W,S		
ENTR 383	Entrepreneurship & Small Business Mgmt.	3		TBA		
ART	308, 311, 312, 318, 333, 355, 365, 390R, 399R, 411, 433, 455, 465, 495R	3	Diverse prerequisites. Permission of Instructor	TBA		
Sculpture/Ceramics Track- Required			12 Credits			
ART 355	Intermediate Ceramics	3	ART 255	F,W		
ART 365	Intermediate Sculpture	3	ART 265	F,W		
ART 455	Advanced Ceramics	3	ART 355	W,S		
ART 465	Advanced Sculpture	3	ART 365	F		
Electives: Take one of the following			3 Credits			
ART 470	Artist Portfolio Production	3	Permission of Instructor, Non-BFA Candidates	F,W,S		
ENTR 383	Entrepreneurship & Small Business Mgmt.	3		TBA		
ART	221, 225, 308, 311, 312, 318, 325, 333, 345, 390R, 399R, 411, 425, 433, 495R	3	Diverse Prerequisites. Permission of Instructor	TBA		
TOTAL CREDITS:						

Based on completion of remaining courses as indicated on this MRS, this student is authorized to graduate in this major.

Evaluation Date

Academic Advisor Approval

Date

Department Chair Approval

Date

The terms of this MRS will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.



The BFA Option

All BFA candidates must complete an additional 12 credits in the BFA Option. Students in the Graphic Design track must complete an internship along with their thesis level coursework to be awarded a BFA. Students in the Painting or Sculpture programs have the option to complete an internship but are not required. If you choose the internship option, only 6 credits may be used for BFA Thesis and Exhibit Production.

Completion of coursework does not automatically guarantee admittance into the program or attainment of the BFA. Applicants for the BFA must apply by:

- submitting their formal application no later than 12 full months before their projected graduation date,
- provide a professional level portfolio for review, and
- have earned a 3.5 GPA in their major coursework.

If accepted into the program, granting of the BFA is dependent upon the completion of the following:

- completion of the additional thesis level coursework listed below,
- a professional faculty review of the body of work achieved by the student, and
- the maintenance of a 3.5 GPA in their major coursework.

Thesis Level Coursework				12 Credits		
ART 399R	Internship in Visual Art	3		F,W,S		
ART 470	Artist Portfolio Production	3		F,W,S		
ART 480R	BFA Thesis and Exhibit Production	6-9	Internship option - 6 Unit Maximum	F,W,S		

BFA Total: 57 Credits

Based on completion of remaining courses as indicated on this MRS, this student is authorized to graduate in this major.

Application Approval Date

Academic Advisor/Date

Faculty Mentor

Department Chair Approval/Date

New Art Degree MRS



Bachelor of Arts & Bachelor of Fine Arts ARTS.2014 45-57 credits, incl. 3 GE credits

Effective Date: Fall 2014

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core Pre-major						12 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3		F,W,S		
ART 210	Digital Tools	3		F,W,S		
ART 212	Digital Photography	3		F,W,S		
ART 265	Beginning Sculpture	3		F,W,S		
Required Art History and Theory Core						12 Credits
ART 196	Art History I (GenEd)	3		F,W		
ART 296	Art History II	3	ART 196	F,W		
ART 306	Contemporary Art History	3	ART 296	F,W,S		
ART 442	Readings in Aesthetics	3	ART 296	W		
One of the following 2 tracks must be completed:						21 Credits

* All students **Must Pass the Portfolio Review** to advance into a Visual Arts Track: Projects from Art 112, 210, 212 must be uploaded and submitted electronically through a Blog: <http://byuhvisualartsportfolio.blogspot.com/> to visualartsportfolio@byuh.edu. Applicants completing the prerequisites in the Fall will apply the last week of the same semester for Summer admittance. Applicants completing the prerequisites in the Winter will apply in the last week of the same semester for Fall admittance.

Graphic Design Track- Required						18 Credits
ART 311	Branding	3	ART 112, 210, 212, Portfolio Review	F,W,S		
ART 333	Typography	3	ART 112, 210, 212, Portfolio Review	F,W,S		
ART 411	Publication Design	3	ART 112, 210, 212, 311, 333	F,W		
ART 433	Web For Designers	3	ART 112, 122, 212, 311, 333, IT 240	F,W		
ART 444	Design Methods	3	ART 112, 210, 212, 311, 333	F,W		
ART 445	Design Studio	3	ART 112, 210, 212, 311, 333	F,W		
Electives: Take one of the following						3 Credits
IT 240	Fundamentals of Web Design & Technology	3		F,W,S		
ART 399R	Internship in Visual Art	3	Non-BFA Candidates	TBA		
ENTR 383	Entrepreneurship & Small Business Mgmt.	3		TBA		
ART	221R, 225, 308, 312, 318, 325, 345, 365, 390R, 425, 465, 470, 495R	3	Diverse Prerequisites. Permission of Instructor	TBA		
Painting Track- Required						15 Credits
ART 221R	Figure Drawing	3	ART 112	F,W		
ART 225	Painting Concepts	3	ART 112	F,W		
ART 325	Figure Painting	3	ART 112, 221R, 225, Portfolio Review	W		
ART 345	Digital Painting	3	ART 112, 210, 221R, 225, Portfolio Review	F,S		
ART 425	Advanced Painting	3	ART 112, 210, 221R, 225, 325	S		
Electives: Take two of the following						6 Credits
ART 470	Artist Portfolio Production	3	Permission of Instructor, Non-BFA Candidates	F,W,S		
ENTR 383	Entrepreneurship & Small Business Mgmt.	3		TBA		
ART	221R, 308, 311, 312, 318, 333, 365, 390R, 399R, 411, 433, 465, 495R	3	Diverse prerequisites. Permission of Instructor	TBA		
TOTAL CREDITS:						

Based on completion of remaining courses as indicated on this MRS, this student is authorized to graduate in this major.

Evaluation Date

Academic Advisor Approval

Date

Department Chair Approval

Date

The terms of this MRS will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.



The BFA Option

All BFA candidates must complete an additional 12 credits in the BFA Option. Students in the Graphic Design track must complete an internship along with their thesis level coursework to be awarded a BFA. Students in the Painting or Sculpture programs have the option to complete an internship but are not required. If you choose the internship option, only 6 credits may be used for BFA Thesis and Exhibit Production.

Completion of coursework does not automatically guarantee admittance into the program or attainment of the BFA. Applicants for the BFA must apply by:

- submitting their formal application no later than 12 full months before their projected graduation date
- provide a professional level portfolio for review to through a Blog: <http://byuhvisualartsportfolio.blogspot.com/> to visualartsportfolio@byuh.edu

If accepted into the program, granting of the BFA is dependent upon the completion of the following:

- completion of the additional thesis level coursework listed below
- a professional faculty review of the body of work achieved by the student

Thesis Level Coursework				12 Credits		
ART 399R	Internship in Visual Art	3		F,W,S		
ART 470	Artist Portfolio Production	3		F,W,S		
ART 480R	BFA Thesis and Exhibit Production	6-9	Internship option - 6 Unit Maximum	F,W,S		

BFA Total: 57 Credits

Based on completion of remaining courses as indicated on this MRS, this student is authorized to graduate in this major.

Application Approval Date

Academic Advisor/Date

Faculty Mentor

Department Chair Approval/Date

6 Semester Graphic Design Track BFA MAP Starting Fall

6 Semester - Graphic Design Track BFA

Fall 1		
Class	Name	Cr
Art 112	Drawing Concepts	3
Art 210	Digital Tools	3
Art 212	Digital Photography	3
Art 196	Art History I	3
Total Semester Credits:		12

Winter 1		
Class	Name	Cr
	* Portfolio Entrance Review	
Art 296	Art History II	3
ART 265	Beginning Sculpture	3
Total Semester Credits:		6

Summer 1		
Class	Name	Cr
Art 311	Branding	3
Art 333	Typography	3
IT 240	Fundamentals of Web Design	3
	Summer 2	
Total Semester Credits:		9

Fall 2		
Class	Name	Cr
Art 411	Publication Design	3
Art 433	Web for Designers	3
Art 306	Contemporary Art	3
Total Semester Credits:		9

Winter 2		
Class	Name	Cr
Art 444	Design Methods	3
Art 445	Design Studio	3
Art 442	Reading in Aesthetics	3
Total Semester Credits:		9

Summer 2		
Class	Name	Cr
Art 399R	Internship in Visual Art	3
Art 470	Artist Portfolio Production	3
Art 480R	BFA Thesis and Exhibit Production	6
	Previous Credit with AA	60
Total Semester Credits:		72

Note: This is a sample MAP to help you make academic plans. It is required that you have an approved MAP on file with your Academic Advisor by 30 credits.

Total Credits 117

6 Semester Graphic Design Track BFA MAP Starting Winter

6 Semester Winter- Graphic Design BFA

Winter 1		
Class	Name	Cr
Art 112	Drawing Concepts	3
Art 210	Digital Tools	3
Art 212	Digital Photography	3
Total Semester Credits:		9

Summer 1		
Class	Name	Cr
	* Portfolio Entrance Review	
Art 196	Art History I	3
Art 265	Beginning Sculpture	3
	Summer 2	
Total Semester Credits:		6

Fall 1		
Class	Name	Cr
Art 311	Branding	3
Art 333	Typography	3
Art 296	Art History II	3
IT 240	Fundamentals of Web Design	3
Total Semester Credits:		12

Winter 2		
Class	Name	Cr
Art 411	Publication Design	3
Art 433	Web for Designers	3
Art 444	Design Methods	3
Art 442	Reading in Aesthetics	3
Total Semester Credits:		12

Summer 1		
Class	Name	Cr
Art 399R	Internship in Visual Art	3
Art 306	Contemporary Art	3
	Summer 2	
Total Semester Credits:		6

Fall 2		
Class	Name	Cr
Art 470	Artist Portfolio Production	3
Art 445	Design Studio	3
Art 480R	BFA Thesis and Exhibit Production	6
	Previous Credits with AA	60
Total Semester Credits:		72

Note: This is a sample MAP to help you make academic plans. It is required that you have an approved MAP on file with your Academic Advisor by 30 credits.

Total Credits 117

6 Semester Painting Track BFA MAP Starting Fall

6 Semester - Painting Track BFA

Fall 1		
Class	Name	Cr
Art 112	Drawing Concepts	3
Art 210	Digital Tools	3
Art 212	Digital Photography	3
Art 196	Art History I	3
Total Semester Credits:		12

Winter 1		
Class	Name	Cr
	* Portfolio Entrance Review	
Art 296	Art History II	3
ART 265	Beginning Sculpture	3
Total Semester Credits:		6

Summer 1		
Class	Name	Cr
Art	Art Major Elective	3
Art	Art Major Elective	3
Total Semester Credits:		6

Fall 2		
Class	Name	Cr
Art 221R	Figure Drawing	3
Art 225	Painting Concepts	3
Art 306	Contemporary Art History	3
		3
Total Semester Credits:		9

Winter 2		
Class	Name	Cr
Art 325	Figure Painting	3
Art 442	Readings in Aesthetics	3
Art 470	Artist Portfolio Production	3
Total Semester Credits:		9

Summer 2		
Class	Name	Cr
Art 425	Advanced Painting	3
Art 345	Digital Painting	3
Art 480R	BFA Thesis and Exhibit Production	9
		3
	Previous Credits with AA	60
Total Semester Credits:		75

Note: This is a sample MAP to help you make academic plans. It is required that you have an approved MAP on file with your Academic Advisor by 30 credits.

Total Credits	117
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6 Semester Painting Track BFA MAP Starting Winter

6 Semester Winter- Painting BFA

Winter 1		
Class	Name	Cr
Art 112	Drawing Concepts	3
Art 210	Digital Tools	3
Art 212	Digital Photography	3
Art 196	Art History I	3
Total Semester Credits:		12

Summer 1		
Class	Name	Cr
	* Portfolio Entrance Review	
Art 265	Beginning Sculpture	3
Art	Art Major Elective	3
	Summer 2	
Total Semester Credits:		6

Fall 1		
Class	Name	Cr
Art 221R	Figure Drawing	3
Art 225	Painting Concepts	3
Art 296	Art History II	3
Total Semester Credits:		9

Winter 2		
Class	Name	Cr
Art 325	Figure Painting	3
Art 442	Readings in Aesthetics	3
Art	Art Major Elective	3
Total Semester Credits:		9

Summer 1		
Class	Name	Cr
Art 425	Advanced Painting	3
Art 345	Digital Painting	3
	Summer 2	
Total Semester Credits:		6

Fall 2		
Class	Name	Cr
Art 470	Artist Portfolio Production	3
Art 480R	BFA Thesis and Exhibit Production	9
Art 306	Contemporary Art History	3
	Previous Credits with AA	60
Total Semester Credits:		75

Note: This is a sample MAP to help you make academic plans. It is required that you have an approved MAP on file with your Academic Advisor by 30 credits.

Total Credits 117

Old Certificate in Graphic Design MRS



Certificate in Graphic Design GRADE SCT.2013 15 credits

Effective Date: Winter 2013

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core *Art majors may not have more than 6 hours of duplicate credit towards this certificate. Take all of the following:						6 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3	Permission of Instructor	F,W,S		
ART 122	Visual Design	3	ART 112 - Concurrent ok	F,W,S		
Media Electives *Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. Select three classes from the following:						9 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 210R	Digital Tools	3	Permission of Instructor	F,W,S		
ART 311	Branding	3	ART 112, 122, 210R, 212	F,W,S		
ART 333	Typography	3	ART 112, 122, 210R	F,W		
ART 411	Publication Design	3	ART 112, 122, 210R, 212, 311, 333, IT 240	F,W		
ART 433	Web For Designers	3	ART 112, 122, 210R, 212, 311, 333, IT 240	F,W		
Total Credits Mapped for Graduation:						

Based on completion of remaining courses as indicated on this certificate requirement sheet, this student is authorized to graduate with this certificate.

Dept. Chair (Printed)

Signature

Date

The terms of this certificate will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.

New Certificate in Graphic Design MRS



Certificate in Graphic Design GRADESCT.2014 15 credits

Effective Date: Fall 2014

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core *Art majors may not apply more than 6 hours of duplicate credit towards this certificate. Art majors and/or non-Art majors doing multiple certificates may not have more than 6 hours of duplicate credit towards a certificate.

6 Credits

Take all of the following:

Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3		F,W,S		
ART 210	Digital Tools (Online)	3		F,W,S		

Media Electives *Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. All students **Must Pass the Portfolio Review** to advance into the certificate media electives for the Graphic Design Certificate: Projects from Art 112, 210, 212 must be uploaded and submitted electronically through a Blog: <http://byuhvisualartsportfolio.blogspot.com/> to visualartsportfolio@byuh.edu.

9 Credits

Select three classes from the following:

Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 212	Digital Photography (Online)	3		F,W,S		
ART 311	Branding	3	ART 112, 210, 212, Portfolio Review	F,W,S		
ART 333	Typography	3	ART 112, 210, 212, Portfolio Review	F,W,S		
ART 411	Publication Design	3	ART 112, 210, 212, 311, 333	F,W		
ART 433	Web For Designers	3	ART 112, 210, 212, 311, 333, IT 240	F,W		

Total Credits Mapped for Graduation:

Based on completion of remaining courses as indicated on this certificate requirement sheet, this student is authorized to graduate with this certificate.

Dept. Chair (Printed)

Signature

Date

The terms of this certificate will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.

Old Certificate in Painting MRS



Certificate in Painting PAINTCT.2013 15 credits

Effective Date: Winter 2013

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core *Art majors may not have more than 6 hours of duplicate credit towards this certificate. Take all of the following:						6 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3	Permission of Instructor	F,W,S		
ART 122	Visual Design	3	ART 112 - Concurrent ok	F,W,S		
Media Electives *Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. Select three classes from the following:						9 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 221	Figure Drawing	3	ART 112, 122	F,W		
ART 225	Painting Concepts	3	ART 112, 122	F,W		
ART 325	Figure Painting	3	ART 112, 122, 221, 225	W		
ART 345	Digital Painting	3	ART 112, 122, 210R, 221, 225	F,S		
ART 425	Advanced Painting	3	ART 112, 122, 210R, 221, 225, 325, 345	S		
Total Credits Mapped for Graduation:						

Based on completion of remaining courses as indicated on this certificate requirement sheet, this student is authorized to graduate with this certificate.

Dept. Chair (Printed) _____

Signature _____

Date _____

The terms of this certificate will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.

New Certificate in Painting MRS



Certificate in Painting PAINTCT.2014 15 credits

Effective Date: Fall 2014

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core *Art majors may not apply more than 6 hours of duplicate credit towards this certificate. Art majors and/or non-Art majors doing multiple certificates may not have more than 6 hours of duplicate credit towards a certificate.

6 Credits

Take all of the following:

Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3		F,W,S		
ART 212	Digital Photography (Online)	3		F,W,S		

Media Electives *Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. All students **Must Pass the Portfolio Review** to advance into the certificate media electives for the Painting Certificate: Projects from Art 112, 212 must be uploaded and submitted electronically through a Blog: <http://byuhvisualartsportfolio.blogspot.com/> to visualartsportfolio@byuh.edu.

9 Credits

Select three classes from the following:

Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 221R	Figure Drawing	3	ART 112	F,W		
ART 225	Painting Concepts	3	ART 112	F,W		
ART 325	Figure Painting	3	ART 112, 221R, 225	W		
ART 345	Digital Painting	3	ART 112, 210, 221R, 225	F,S		
ART 425	Advanced Painting	3	ART 112, 210, 221R, 225, 325, 345	S		

Total Credits Mapped for Graduation:

Based on completion of remaining courses as indicated on this certificate requirement sheet, this student is authorized to graduate with this certificate.

Dept. Chair (Printed)

Signature

Date

The terms of this certificate will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.

Old Certificate in Photography / Video MRS



Certificate in Photography and Video PHOVIDCT.2013 15 credits

Effective Date: Winter 2013

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core *Art majors may not have more than 6 hours of duplicate credit towards this certificate. Take all of the following:						6 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3	Permission of Instructor	F,W,S		
ART 122	Visual Design	3	ART 112 - Concurrent ok	F,W,S		
Media Electives *Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. Select three classes from the following:						9 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 210R	Digital Tools	3	Permission of Instructor	F,W,S		
ART 212	Digital Photography	3	ART 112, 122, 210R - Concurrent ok	F,W,S		
ART 312	Intermediate Photography	3	ART 112, 122, 210R, 212	F,W,S		
ART 308	Basic Video Production	3		F,W,S		
ART 318	Intermediate Video Production	3	ART 308	F,W,S		
Total Credits Mapped for Graduation:						

Based on completion of remaining courses as indicated on this certificate requirement sheet, this student is authorized to graduate with this certificate.

Dept. Chair (Printed)

Signature

Date

The terms of this certificate will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.

New Certificate in Photography / Video MRS



Certificate in Photography / Video PHOVIDCT.2014 15 credits

Effective Date: Fall 2014

Name of Student:			
Student ID #:			
Home Country:			<input type="checkbox"/> IWORK
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core *Art majors may not apply more than 6 hours of duplicate credit towards this certificate. Art majors and/or non-Art majors doing multiple certificates may not have more than 6 hours of duplicate credit towards a certificate.

6 Credits

Take all of the following:

Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 210	Digital Tools (Online)	3		F,W,S		
ART 212	Digital Photography (Online)	3		F,W,S		

Media Electives *Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor.

9 Credits

Select three classes from the following:

Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 312	Intermediate Photography	3	ART 210, 212	F,W,S		
ART 308	Basic Video Production (Online)	3		F,W,S		
ART 318	Intermediate Video Production (Online)	3	ART 308	F,W,S		

Total Credits Mapped for Graduation:

Based on completion of remaining courses as indicated on this certificate requirement sheet, this student is authorized to graduate with this certificate.

Dept. Chair (Printed)

Signature

Date

The terms of this certificate will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.

Old Certificate in Sculpture MRS



Certificate in Sculpture SCULPTCT.2013 15 credits

Effective Date: Winter 2013

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core *Art majors may not have more than 6 hours of duplicate credit towards this certificate. Take all of the following:						6 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3	Permission of Instructor	F,W,S		
ART 122	Visual Design	3	ART 112 - Concurrent ok	F,W,S		
Media Electives *Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. Select three classes from the following:						9 Credits
Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 265	Beginning Sculpture	3		F,W		
ART 365	Intermediate Sculpture	3	ART 265	F,W		
ART 465	Advanced Sculpture	3	ART 365	F		
ART 495R	Independent Study	3		TBA		
Total Credits Mapped for Graduation:						

Based on completion of remaining courses as indicated on this certificate requirement sheet, this student is authorized to graduate with this certificate.

Dept. Chair (Printed) _____

Signature _____

Date _____

The terms of this certificate will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.

New Certificate in Sculpture MRS



Certificate in Sculpture SCULPTCT.2014 15 credits

Effective Date: Fall 2014

Name of Student:			
Student ID #:			
Home Country:	<input type="checkbox"/> IWORK		
Grad. Date:			
Advisor:	Name	Initials	Date
Date Started:			

Required Visual Arts Core *Art majors may not apply more than 6 hours of duplicate credit towards this certificate. Art majors and/or non-Art majors doing multiple certificates may not have more than 6 hours of duplicate credit towards a certificate.

6 Credits

Take all of the following:

Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 112	Drawing Concepts	3		F,W,S		
ART 212	Digital Photography (Online)	3		F,W,S		

Media Electives *Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor.

9 Credits

Select three classes from the following:

Course #	Title	Hr.	Prerequisites	Offered	Sem.	Grade
ART 265	Beginning Sculpture	3		F,W,S		
ART 365	Intermediate Sculpture	3	ART 265	W		
ART 465	Advanced Sculpture	3	ART 265, 365	F		
ART 495R	Independent Study	3	Permission of Instructor	TBA		

Total Credits Mapped for Graduation:

Based on completion of remaining courses as indicated on this certificate requirement sheet, this student is authorized to graduate with this certificate.

Dept. Chair (Printed)

Signature

Date

The terms of this certificate will be honored by the Department and University within the next 8 years. If courses cease to be offered, options for substitution will be provided.

Section 4 - Course Proposal (core)

Upon approval, the information presented on this course proposal sheet will become binding on the department and the university. Any material changes require a new course proposal.

Effective Date: Fall 2014

College: College of Language, Culture, and Arts

Abbreviation: Art

Course Number: 444

NEW COURSE. Art 444

Full Title: Design Methods

Short Title (for Transcript, 30-char max): Art 444 Design Methods

Catalog Entry (50-word recommended maximum):

444. Design Methods (3) (F, W) A studio class that encourages students to investigate the “how” of the evolving field of graphic design. This course will address the ever-changing variety of tools, techniques and language of design. Course content will cover advanced conceptual models and frameworks, flexibility and adaptability of tools and techniques.

Prerequisites: ART 112, 210, 212, 311, 333

Credit Hours: 3 Credits

Grading Method: A thru F based on standard percentage base.

Course Fees: None

Learning Objectives: Demonstrate studio proficiency in hand crafted visual art production techniques. Demonstrate studio proficiency in digital imaging and computer software production techniques. Demonstrate methods of critical thinking through critique, compositional analysis, and interpretation of the elements and principles of design. Demonstrate proficiency in professional practices of visual arts documentation and presentation through portfolio production and exhibition.

Assessment Methods: Student class presentations, in-class critiques, project completions, and a final portfolio will be used for assessment. See the course syllabus for criteria.

SYLLABUS

ART 444 Design Methods

Semester
Day / Time
Room

Instructor: TBD
e-mail: TBD
office: TBD
cell: TBD
office hours: TBD

Students in Art 444 will apply acquired knowledge and skills (e.g., typography; color; visual translation; photography and theory). Necessary vehicles for information will be developed from concept through production. The course is intended to closely duplicate the actual working context of a professional studio situation.

Course Outcomes

- Create meaning in graphic and typographic messages.
- Information design, visual design theory, and semiotics.
- The pre-press and press check process.
- Appropriate use of texture; rhythm; form/counterform; contrast; juxtaposition; progression; and sequence.

Projects

DEADLINES ARE SERIOUS! - All work is to be completed by the due date and presented and delivered as specified in the project outlines. You will lose 2 presentation points on your project assessment for each day the work is late. Assignments will be assessed based on the following criteria:

- Sketchbook
- Technical Proficiency
- Presentation
- Formal Qualities
- Communication of Concept
- Creativity and Experimentation

Sketchbook

Each assignment will have preliminary work that will need to be completed in your sketchbook. You will be responsible for completing this work prior to the final delivery of the assignment. You must scan your sketchbook pages and deliver them to the appropriate place on the server when you deliver your final assignment. **SAVE EVERYTHING YOU DO IN THIS CLASS!** I will look at both your sketchbook and final delivered work during exam week.

Technical Proficiency

Use the appropriate programs in the appropriate ways to complete your assignments. This includes the correct organization and packaging of your files and source material.

Presentation

Deliver, **on time**, a complete design solution for the instructor critique, the class critique, and the final delivered project. You will: photograph; design; present a complete solution of your final design; print and mount it (as specified in the mounting directions); deliver it to the instructor at the beginning of class on the day it is due. Each final project will also be delivered to and presented from the Graphics Server using the appropriate file organization and naming conventions. Late delivery or incomplete solutions will result in lost points in this category. I will give a demonstration of the required organization and naming conventions at the beginning of the term which must be followed. Failure to adhere to these practices will result in a lowered presentation score.

NOTE: You cannot make-up points lost for late delivery or incomplete projects.

Formal Qualities

You will be graded on your ability to bring your project and concepts successfully to life through visual language. Every design is based on fundamental formal elements learned in your core classes; including: appropriate use of color; line; weight; composition; etc. These qualities include a high level of ability and craftsmanship. Craftsmanship is an important consideration in all projects. How well you execute **and** present your solution will be considered. This includes consideration for the final printed and presented project. Your projects should be polished!

Communication of Concept

The SUU Graphic Design program respects the foundations of formal, aesthetic and analytical knowledge, while exploring the ever-changing meaning of visual communication. It is your responsibility to be aware of these concepts and where and how your projects communicate within the canon of Design.

Creativity and Experimentation

You are expected to explore and stretch the limits of the solutions to each problem. **Mediocrity is not rewarded.** Carefully work through your ideas and solicit the opinions of your instructor and peers. Remember, you are the one ultimately responsible for boring, overused or predictable solutions.

Attendance

BEING IN CLASS IS REQUIRED! Punctuality: 3 tardies = 1 absence. Absences: 2 missed classes = grade goes down one letter; each successive absence brings your grade down one additional letter grade. This is a class you cannot miss! Many of the processes are successive. If you miss one part it is very easy to get lost. You must have a written doctor's note for un-excused absences.

Critiques and Participation

The purpose of a critique is to provide feedback to each student. Both positive and negative criticism are useful tools in helping us further understand critical concepts and the visual language. Critiques prove useful in helping see alternative ways to improve a design solution. You are expected to participate and offer CONSTRUCTIVE help in the critiques. Each critique is worth 3 points of your class participation grade. You will lose points for texting or working on your computer during critique.

Understanding

Demonstrations and in class projects will be used in order to introduce concepts, tools and techniques. Your attentiveness and comprehension is very important. Mastering the programs and concepts involves practice and concentration. Comprehension will be measured through QUIZZES AND PROJECTS.

In Class Projects

An in class project should be completed during class time. These projects are generally delivered orally without an accompanying project sheet so attendance is vital.

Quizzes

A quiz is evidence of both comprehension and participation, thus quiz scores will be reflected in the participation score. Because the class is designed as a Studio course, the quizzes will be both oral and/or demonstrated. Quiz scores are applied to your participation grade.

Final Grading

While your final grade and project deadlines work as a motivating force behind your studio practice, they can stifle creativity and innovation. For this reason the design portion of any Project can be re-designed and re-presented up until the last day of class for re-evaluation.

Your final grade will be based upon all of the following criteria and weighted equally into percentages:
Participation and Quizzes: 15%
In Class Projects: 15%
Projects: 70%

Supplies

Bring an external Flash or Hard Drive every class! BACK UP EVERYTHING YOU DO! Losing work is not an acceptable excuse.

Sketchbook (Provided, see Ro to pay for your sketchbook)

Regular access to Computer and Color Printing

Materials for building and mounting final work as needed:

X-acto, Spray Mount, Photo Paper

(I will give a demonstration of the proper way to mount and present work for each project.)

Lab Rules

Clean up after yourself.

Workdays/times are reserved for projects assigned in this class only; email and internet browsing (facebook) are not wise uses of your class time. If I find you are distracted with online activities you will be marked absent for the day.

Food is not generally allowed in the lab during class; breaks will be given and students may eat elsewhere in the building or outside. You may have a water container with a closed lid. Do not put food/wrappers in garbage cans that only get emptied periodically.

Turn cell phones **OFF/SILENT**. Respect the time and space of your instructor and peers. You may make calls during class breaks. If you need to take a call, even during work time, please step outside of the main classroom.

MP3 players and other audio/visual devices may only be used during independent work time. Please do not

“plug in” during lectures, critiques, or any other time instructions are being given to the class.

Text TBD

Integrity Policy

Scholastic dishonesty will **not** be tolerated and will be prosecuted to the fullest extent. You are expected to have read and understood both the current issue of the Student Handbook (published by Student Services) regarding student responsibilities and rights, and the Intellectual Property Policy, for information about procedures and about what constitutes acceptable on-campus behavior.

Disclaimer

Information contained in this syllabus, other than grading, late assignments, makeup work and attendance policies, may be subject to change as deemed appropriate by the instructor.

CONNECTIVITY

Class Blog

You will be required to deliver work to the class blog throughout the course of the semester. Here is the URL of the blog you will be required to sign up for and contribute to:

Address:

Username:

Password:

BLOG Delivery: Use the mounting and delivery template and specifications and export your image and description as a .jpg and crop it to 1000px x 586px. Upload the .jpg image to the blog as specified in the project outline.

Course Server

You will be required to deliver every project, in class assignment, and some quizzes to the Art Server. Here is the access information:

Address:

Username:

Password:

See file structures and naming conventions for proper delivery of files.

Section 4 - Course Proposal (core)

Upon approval, the information presented on this course proposal sheet will become binding on the department and the university. Any material changes require a new course proposal.

Effective Date: Fall 2014

College: College of Language, Culture, and Arts

Abbreviation: Art

Course Number: 445

NEW COURSE. Art 445

Full Title: Design Studio

Short Title (for Transcript, 30-char max): Art 445 Design Studio

Catalog Entry (50-word recommended maximum):

445. Design Studio (3) (F, W) The Design Studio course will train students in design strategy as a discipline, what to make and do, why to do it, and how to innovate contextually. This course will investigate the interplay between design, marketing, and business strategy integrating students into professional scenarios.

Prerequisites: ART 112, 210, 212, 311, 333

Credit Hours: 3 Credits

Grading Method: A thru F based on standard percentage base.

Course Fees: None

Learning Objectives: Demonstrate studio proficiency in hand crafted visual art production techniques. Demonstrate studio proficiency in digital imaging and computer software production techniques. Demonstrate methods of critical thinking through critique, compositional analysis, and interpretation of the elements and principles of design. Demonstrate proficiency in professional practices of visual arts documentation and presentation through portfolio production and exhibition.

Assessment Methods: Student class presentations, in-class critiques, project completions, and a final portfolio will be used for assessment. See the course syllabus for criteria.

ART 445
Design Studio

SYLLABUS

Semester
Day/Time
Room

Instructor: TBD
e-mail: TBD
office: TBD
cell: TBD
office hours: TBD

Art 445 The Design Studio course will train students in design strategy as a discipline, what to make and do, why to do it, and how to innovate contextually. This course will investigate the interplay between design, marketing, and business strategy integrating students into professional scenarios.

Course Outcomes

- Each designer will be able to identify the formal qualities of a graphic, illustration, or piece of artwork and mimic its attributes.
- Each designer will create compelling imagery and graphics based on a specific styles or techniques.
- Each design will be a part of and applied to a larger campaign.

Projects

DEADLINES ARE SERIOUS! - All work is to be completed by the due date and presented and delivered as specified in the project outlines. You will lose 2 presentation points on your project assessment for each day the work is late. Assignments will be assessed based on the following criteria:

- Sketchbook
- Technical Proficiency
- Presentation
- Formal Qualities
- Communication of Concept
- Creativity and Experimentation

Sketchbook

Each assignment will have preliminary work that will need to be completed in your sketchbook. You will be responsible for completing this work prior to the final delivery of the assignment. You must scan your sketchbook pages and deliver them to the appropriate place on the server when you deliver your final assignment. SAVE EVERYTHING YOU DO IN THIS CLASS! I will look at both your sketchbook and final delivered work during exam week.

Technical Proficiency

Use the appropriate programs in the appropriate ways to complete your assignments. This includes the appropriate organization and packaging of your files and source material.

Presentation

Deliver, **on time**, a complete design solution for the instructor critique, the class critique, and the final delivered project. You will: photograph; design; present a complete solution of your final design; print and mount it (as specified in the mounting directions); deliver it to the instructor at the beginning of class on the day it is due. Each final project will also be delivered to and presented from the Graphics Server using the appropriate file organization and naming conventions. Late delivery or incomplete solutions will result in lost points in this category. I will give a demonstration of the required organization and naming conventions at the beginning of the term which must be followed. Failure to adhere to these practices will result in a lowered presentation score.

NOTE: You cannot make-up points lost for late delivery or incomplete projects.

Formal Qualities

You will be graded on your ability to bring your project and concepts successfully to life through visual language. Every design is based on fundamental formal elements learned in your core classes; including: appropriate use of color; line; weight; composition; etc. These qualities include a high level of ability and craftsmanship. Craftsmanship is an important consideration in all projects. How well you execute **and** present your solution will be considered. This includes consideration for the final printed and presented project. Your projects should be polished!

Communication of Concept

The BYUHVA Graphic Design program respects the foundations of formal, aesthetic and analytical knowledge, while exploring the ever-changing meaning of visual communication. It is your responsibility to be aware of these concepts and where and how your projects communicate within the canon of Design.

Creativity and Experimentation

You are expected to explore and stretch the limits of the solutions to each problem. **Mediocrity is not rewarded.** Carefully work through your ideas and solicit the opinions of your instructor and peers. Remember, you are the one ultimately responsible for boring, overused or predictable solutions.

Attendance

BEING IN CLASS IS REQUIRED! Punctuality: 3 tardies = 1 absence. Absences: 2 missed classes = grade goes down one letter; each successive absence brings your grade down one additional letter grade. This is a class you cannot miss! Many of the processes are successive. If you miss one part it is very easy to get lost. You must have a written doctor's note for un-excused absences.

Critiques and Participation

The purpose of a critique is to provide feedback to each student. Both positive and negative criticism are useful tools in helping us further understand critical concepts and the visual language. Critiques prove useful in helping see alternative ways to improve a design solution. You are expected to participate and offer CONSTRUCTIVE help in the critiques. Each critique is worth 3 points of your class participation grade. You will lose points for texting or working on your computer during critique.

Understanding

Demonstrations and in class projects will be used in order to introduce concepts, tools and techniques. Your attentiveness and comprehension is very important. Mastering the programs and concepts involves practice and concentration. Comprehension will be measured through QUIZZES AND PROJECTS.

In-Class Projects

An in-class project should be completed during class time. These projects are generally delivered orally without an accompanying project sheet so attendance is vital.

Quizzes

A quiz is evidence of both comprehension and participation, thus quiz scores will be reflected in the participation score. Because the class is designed as a Studio course, the quizzes will be both oral and/or demonstrated. Quiz scores are applied to your participation grade.

Final Grading

While your final grade and project deadlines work as a motivating force behind your studio practice, they can stifle creativity and innovation. For this reason the design portion of any Project can be re-designed and re-presented up until the last day of class for re-evaluation.

Your final grade will be based upon all of the following criteria and weighted equally into percentages:
Participation and Quizzes: 15%
In Class Projects: 15%
Projects: 70%

Supplies

Bring an external Flash or Harddrive every class! BACK UP EVERYTHING YOU DO! Losing work is not an acceptable excuse.

Sketchbook (Provided, see Ro to pay for your sketchbook)

Regular access to Computer and Color Printing

Materials for building and mounting final work as needed:

X-acto, Spray Mount, Photo Paper

(I will give a demonstration of the proper way to mount and present work for each project.)

Lab Rules

Clean up after yourself.

Workdays/times are reserved for projects assigned in this class only; email and internet browsing (facebook) are not wise uses of your class time. If I find you are distracted with online activities you will be marked absent for the day.

Food is not generally allowed in the lab during class; breaks will be given and students may eat elsewhere in the building or outside. You may have a water container with a closed lid. Do not put food/wrappers in garbage cans that only get emptied periodically.

Turn cell phones **OFF/SILENT**. Respect the time and space of your instructor and peers. You may make calls during class breaks. If you need to take a call, even during work time, please step outside of the main classroom.

MP3 players and other audio/visual devices may only be used during independent work time. Please do not

“plug in” during lectures, critiques, or any other time instructions are being given to the class.

Texts

N/A

Integrity Policy

Scholastic dishonesty will **not** be tolerated and will be prosecuted to the fullest extent. You are expected to have read and understood both the current issue of the Student Handbook (published by Student Services) regarding student responsibilities and rights, and the Intellectual Property Policy, for information about procedures and about what constitutes acceptable on-campus behavior.

Disclaimer

Information contained in this syllabus, other than grading, late assignments, makeup work and attendance policies, may be subject to change as deemed appropriate by the instructor.

CONNECTIVITY

Class Blog

You will be required to deliver all your final work to the class blog throughout the course of the semester. Here is the URL of the blog you will be required to sign up for and contribute to:

Address:

Username:

Password:

BLOG Delivery: Use the .psd delivery template and export out for web and devices.

.jpg files for project sheets

video files for motion graphics pieces

Catalog Changes

* (Strike through text is to be deleted, blue text is to be added).

Visual Arts

<http://visualarts.byuh.edu>

Brandon T. Truscott, Chair (brandon.truscott@byuh.edu) McKay 185B, (808) 675-3902, Fax (808) 675-3900

Sosina Feinga, Office Manager (sosina.feinga@byuh.edu) McKay 185, (808) 765-3892, Fax (808) 675-3900

Betty Nikora, Academic Advisor (~~bn024@byuh.edu~~ betty.nikora@byuh.edu) McKay 173C, (808) 675-3249

Faculty

Associate Professors

Toluta'u, Viliami H., Sculpture (1991) B.A. 1980, Brigham Young University-Hawaii; M.F.A. 1983, Brigham Young University.

Assistant Professors

Merrill, Jeffrey B., Painting (2011) B.F.A. 1997, Brigham Young University; M.F.A. 2011, Academy of Art University

Merryweather, Jay A., Graphic Design (2013) B.F.A. Graphic Design 2005, California State University San Bernardino; B.F.A. Fine Art 2005, California State University San Bernardino; M.F.A. 2009, Claremont Graduate University

Truscott, Brandon T., Graphic Design (2010) B.A. 1999, Humboldt State University; M.Ed. 2004, National University; M.F.A. 2009, San Francisco Art Institute

Adjunct Faculty

Christy, Olivia, Art Education (1985) B.A. 1981, Brigham Young University

Helekunihi, Carol, Art History (2006) B.A. 1998, Brigham Young University-Hawaii; M.Ed. 2000, University of Hawaii

Houghton, Caryn, Art History (2009) B.A. 1992, Brigham Young University; M.A. 2014, California State University, Dominguez Hills.

~~**Jackson, Jacob**, Ceramics (2005) B.F.A. 2001, Brigham Young University; M.F.A. 2005, University of Hawaii~~

Saenz, Monique, Photography (2003) B.F.A., Brigham Young University-Hawaii. M.F.A. 2010, Academy of Art University

Emeritus Faculty

Alisa, Mata'umu

Fisher, Jan

Garside, A. LaMoyne

Miller, Dwight E.

Swapp, Wylie

Wells, Richard D.

General Information

The Department of Visual Arts offers a Bachelor of Fine Arts degree (art) as well as bachelor's degrees in art and art education. Students may also earn a skill-based certificate in art. Students are required to meet with their faculty advisor and academic advisor to plan an academic schedule. Programs offered in the Visual Arts Department include the following and are described below.

Programs and Degrees

B.A. and B.F.A. degrees in Art with an emphasis in

Graphic Design

Painting

Sculpture/Ceramics

B.A. Art Education

Certificate in Graphic Design

Certificate in Painting

Certificate in Photography and / Video

Certificate in Sculpture

Certificate in Ceramics

Visual Arts Mission

The mission of the Visual Arts Department at Brigham Young University–Hawaii is to educate leaders in visual communication with the aptitudes necessary to establish professional creative endeavor.

The Discipline

The visual arts curriculum serves five main purposes: (1) to prepare competent professionals in various fields of visual arts; (2) to qualify artists and designers to solve conceptual and technical problems inherent in visual arts; (3) to train art students to critically assess and discuss works of art; (4) to prepare art educators for teaching the visual arts at the secondary level; and (5) to generally develop individuals' aesthetic sense by helping them experience art.

Career Opportunities

The Art major prepares students for many visual art and humanity-related careers and provides a solid foundation for art and design graduate programs. Studio art majors can specialize in one of ~~three~~ **two** media tracks (graphic design, ~~or painting, or sculpture/ceramics~~). Students in the graphic design track are trained as graphic designers in digital and print media for branding, publication, and web design, including additional skills in illustration, photography, and video. Students in the painting ~~and sculpture~~ track are trained to work as self-employed freelance artists, ~~specializing in a specific area of the field~~ with the skills necessary to develop gallery exhibitions. The BFA program is designed to raise the skills of students to professional levels and to develop a professional portfolio for career development, graduate school, and higher education opportunities. A degree in art education certifies a student to teach in elementary and secondary levels.

Program Outcomes

Upon completing a major in Art, students will

~~Demonstrate control over visual art concepts and techniques.~~

~~Demonstrate familiarity with emerging digital art technologies.~~

~~Develop visual communication skills necessary to articulate their conscious artistic intentions and express coherent visual aesthetics.~~

~~Demonstrate methods of critical thinking through the analysis, interpretation, and evaluation of works of art.~~

~~Demonstrate informed understanding and appreciation of the role of art throughout history as well as contemporary society.~~

~~Analyze a diverse range of career opportunities in their selected artistic disciplines.~~

~~Demonstrate proficiency of the above outcomes by exhibiting a solo art exhibit (for students completing a Bachelor of Fine Arts).~~

1. Demonstrate studio proficiency in hand crafted visual art production techniques.
2. Demonstrate studio proficiency in digital imaging and computer software production techniques.
3. Demonstrate methods of critical thinking through critique, compositional analysis, and interpretation of the elements and principles of design.
4. Demonstrate informed understanding and appreciation of the history of art, theories of art, and the role of art in education through written and oral communication.
5. Demonstrate proficiency in professional practices of visual arts documentation and presentation through portfolio production and exhibition.

6. Demonstrate leadership and self-directed learning through independent study, student research and internship.

Related Course Listings

[ART](#) | [COMM](#) | [HUM](#) |

Major Requirements-effective January 2013 Fall 2014

A major in art consists of 45 hours that includes ~~18~~ 12 hours of visual arts core classes, 12 hours of art history and theory, and ~~15~~ 21 hours of media [track](#) classes. Freshman students should take the visual arts core courses during the first ~~two~~ years. Transfer students may substitute equivalent visual arts core classes if competence is reflected in their portfolio view. No grade below C- will be accepted in fulfilling major requirements.

* All students **Must Pass the Portfolio Review** to advance into a Visual Arts Track: Projects from Art 112, 210, 212 must be uploaded and submitted electronically through a Blog: <http://byuhvisualartsportfolio.blogspot.com/> to visualartsportfolio@byuh.edu. Applicants completing the prerequisites in the Fall will apply the last week of the same semester for Summer admittance. Applicants completing the prerequisites in the Winter will apply in the last week of the same semester for Fall admittance.

B.A. Art (45 hours)

Visual Arts Core (~~18~~ 12 hours)

ART 112 Drawing Concepts (3)

~~ART 122 Visual Design (3)~~

ART 210 ~~R~~ Digital Tools (3)

ART 212 Digital Photography (3)

~~ART 255 Beginning Ceramics (3)~~

ART 265 Beginning Sculpture (3)

Art History and Theory (12 hours)

All of the following:

ART 196 Art History I (3)

ART 296 Art History II (3)

ART 306 Contemporary Art History (3)

ART 442 Readings in Aesthetics (3)

One of ~~three~~ [two](#) Media Tracks (~~15~~ 21 hours)

Graphic Design Track (Required)

ART 311 Branding (3)

ART 333 Typography (3)

ART 411 Publication Design (3)

ART 433* Web for Designers (3)

[ART 444 Design Methods](#)

[ART 445 Design Studio](#)

* – IT 240 is a prerequisite for ART 433 and fulfills the elective requirement. Additional electives are suggested.

Additional suggested electives:

IT 240 Fundamentals of Web Design & Technology (3)

ART 399R* Internship in Visual Art (3)

ENTR 383 Entrepreneurship and Small Business Management (3)

ART Studio elective from the following: 221R, 225, 308, 312, 318, 325, 345, ~~355~~, 365, 390R, 425, ~~455~~, 465, [470](#), 495R

*Non-BFA candidates only

Painting Track (Required)

ART 221RR Figure Drawing (3)

ART 225 Painting Concepts (3)

ART 325 Figure Painting (3)

ART 345 Digital Painting (3)

[ART 425 Advanced Painting \(3\)](#)

Select ~~one~~ [two](#) of the following electives:

~~ART 425 Advanced Painting (3)~~

ART 470* Artist Portfolio Production (3)

ENTR 383 Entrepreneurship and Small Business Management (3)

ART Studio elective from the following: 221R, 308, 311, 312, 318, 333, 355, 365, 390R, 411, 433, 455, 465, 495R

*Non-BFA candidates only

~~Sculpture/Ceramics Track (Required)~~

~~Effective immediately, we will no longer be admitting students into the Sculpture/Ceramics Track. We will teach the necessary classes for those who are currently enrolled in the track to complete the major.~~

~~ART 355 Intermediate Ceramics (3)~~

~~ART 365 Intermediate Sculpture (3)~~

~~ART 455 Advanced Ceramics (3)~~

~~ART 465 Advanced Sculpture (3)~~

~~Select one of the following electives:~~

~~ART 470* Artist Portfolio Production (3)~~

~~ENTR 383 Entrepreneurship and Small Business Management (3)~~

~~ART Studio elective from the following: 221RR, 225, 308, 311, 312, 318, 325, 333, 345, 355, 365, 390R, 399R, 411, 425, 433, 455, 465, 495R~~

~~*Non-BFA candidates only~~

B.F.A. Fine Arts (57 hours)

A Bachelor of Fine Arts major is a studio performance degree. At least one year prior to the projected graduation, a student may apply for admission into the BFA program. Admission is determined by the acceptance of a portfolio and the recommendation of the faculty. Upon approval, the student will be given BFA candidate status and will maintain that status on a semester-by-semester basis as determined by a portfolio review. Only grades of B- or above will be acceptable for graduation in the program. Participation in the internship, exhibition, as well as the student's performance, must reflect the highest level of professionalism. All BFA candidates must complete an additional 12 credits of thesis level coursework. Students in the Graphic Design track must complete an internship along with their thesis level coursework to be awarded a BFA. Students in the Painting of Sculpture BFA programs have the option to complete an internship but are not required.

Complete additional courses depending on track and option (12):

ART 399R Internship in Visual Art (3)

ART 470 Artist Portfolio Production (3)

ART 480R Thesis and Artist Exhibition Production (6-9)

B.A. Art Education (77 hours)

See secondary Education >> [Learn more](#).

Certificates in Visual Arts (15 hours)

A certificate in visual arts consists of 15 hours that includes 6 hours of visual arts core classes, and 9 hours of media electives. Art majors may not have more than 6 hours of duplicate credit towards a certificate. Art majors and/or non-Art majors doing multiple certificates may not have more than 6 hours of duplicate credit towards a certificate. ~~Transfer students may substitute equivalent classes if competence is reflected in their portfolio review. Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. No grade below C- will be accepted in fulfilling certificate requirements.~~ [Non-Art majors must take the required prerequisites for each course unless exemption is granted by the instructor. All students **Must Pass the Portfolio Review** to advance into the certificate media electives for the Graphic Design and Painting Certificates: Projects from Art 112, 210, 212 must be uploaded and submitted electronically through a Blog: <http://byuhvisualartsportfolio.blogspot.com/> to \[visualartsportfolio@byuh.edu\]\(mailto:visualartsportfolio@byuh.edu\). Transfer students may substitute equivalent classes if competence is reflected in their portfolio review. No grade below C- will be accepted in fulfilling certificate requirements.](#)

Certificate in Graphic Design (15 hours)

Visual Arts Core (6 hours)

ART 112 Drawing Concepts (3)

[ART 210 Digital Tools \(3\)](#)

~~ART 122 Visual Design (3)~~

Media Electives-Select three of the following (9 hours):

~~ART 210R Digital Tools (3)~~

ART 212 Digital Photography (3)

ART 311 Branding (3)

ART 333 Typography (3)

ART 411 Publication Design (3)

ART 433 Web for Designers (3)

Certificate in Painting (15 hours)

Visual Arts Core (6 hours)

ART 112 Drawing Concepts (3)

[ART 212 Digital Photography \(3\)](#)

~~ART 122 Visual Design (3)~~

Media Electives-Select three of the following (9 hours):

ART 221R Figure Drawing (3)

ART 225 Painting Concepts (3)

ART 325 Figure Painting (3)

ART 345 Digital Painting (3)

ART 425 Advanced Painting (3)

Certificate in Photography and / Video (15 hours)

Visual Arts Core (6 hours)

[ART 210 Digital Tools \(3\)](#)

[ART 212 Digital Photography \(3\)](#)

~~ART 112 Drawing Concepts (3)~~

~~ART 122 Visual Design (3)~~

Media Electives-Select three of the following (9 hours):

~~ART 210R Digital Tools (3)~~

~~ART 212 Digital Photography (3)~~

ART 312 Intermediate Photography (3)

ART 308 Basic Video Production (3)

ART 318 Intermediate Video Production (3)

Certificate in Sculpture (15 hours)

Visual Arts Core (6 hours)

ART 112 Drawing Concepts (3)

[ART 212 Digital Photography \(3\)](#)

~~ART 122 Visual Design (3)~~

Media Electives-Select three of the following (9 hours):

ART 265 Beginning Sculpture (3)

ART 365 Intermediate Sculpture (3)

ART 465 Advanced Sculpture (3)

ART 495R Independent Study (3)

~~Certificate in Ceramics (15 hours)~~

~~Visual Arts Core (6 hours)~~

~~ART 112 Drawing Concepts (3)~~

~~ART 122 Visual Design (3)~~

~~Media Electives-Select three of the following (9 hours):~~

~~ART 255 Beginning Ceramics (3)~~

~~ART 355 Intermediate Ceramics (3)~~

~~ART 455 Advanced Ceramics (3)~~

~~ART 495R Independent Study (3)~~

Course Listing Changes *See Course Changes Comparison Chart in Appendix.

Art (ART)

112. Drawing Concepts (3) (F, W, S) A studio art class that introduces students to the fundamental skills of visual perception and representation. Through practicing principles of drawing such as structure, value, form, contour and perspective students recreate the illusion of three-dimensional space on paper. (Due to limited availability, only art majors may register online).

~~**122. Visual Design** (3) (F, W, S) A studio art class in which students learn to abstract and simplify visual information to create compositions that communicate ideas. Particular stress is placed upon the "Principles and Elements of Design" that are the foundation of a work of art. (Prerequisite: ART 112 or concurrent enrollment. Due to limited availability, only art majors may register online).~~

196. Art History I (3) (F, W) A survey of global art history from prehistory to the middle ages. Open to all students.

199R. Service Leadership Internship in Art (1-3) (F, W, S) Off-campus service learning. Activities related to the major and employment will be approved. Prior approval is necessary, a program coordinated by a faculty member and an on-site supervisor.

~~**210R. Digital Tools** (3) (F, W, S) A course in the study and uses of the computer as a visual arts tool. Training will be given in selected current software directed toward the production of art and graphic design projects. Fee required. (Due to limited availability, only art majors may register online).~~

212. Digital Photography (3) (F, W, S) Students develop visual and technical skills of digital photography as a language and medium. Composition, quality of light, exposure, camera operation, and the fundamentals of photographic concepts are emphasized. Artistic interpretation and technique will be examined through the study of image capture, processing, and printing. ~~Fee required. (Prerequisites: ART 112, 122, pre- or co-requisite 210R).~~

Note: Students provide their own fully manually controllable camera.

220. Experience in Visual Arts (3) (F, W) An exploration of the media and techniques of the visual arts, including introductory experiences in each of the major two and three-dimensional media. Not opened to Art Majors, except for those majoring in Art Education.

221R. Figure Drawing (3) (F, W) A studio art class that explores the human form and its inherent gesture, rhythm, balance, proportion, structure and anatomy. Students will combine their visual perception and foundational understanding of drawing concepts to accurately portray the human figure in its key relationships. (Prerequisites: ART 112, ~~122~~).

225. Painting Concepts (3) (F, W) Introduction to painting still life and landscape subjects in oil. Students will develop visual communication skills by focusing on composition, value, color, drawing, texture and paint application. Course covers all aspects of oil painting including: process, tools, techniques and mediums. (Prerequisites: ART 112, ~~122~~).

~~**255. Beginning Ceramics** (3) (F, W, S) Basics in ceramics are introduced: preparation of clay, forming, trimming, decorating, glazing, and firing of pottery. Fee required. (Due to limited availability, only art majors may register online).~~

265. Beginning Sculpture (3) (F, W, S) To explore the language and various definitions of forms through a myriad of materials utilized in the visual arts. Fee required. ~~(Due to limited availability, only art majors may register online).~~

296. Art History II (3) (F, W) A survey of global art history from the Renaissance to the Nineteenth Century. (Prerequisite: ART 196).

306. Contemporary Art History (3) (F, W, S) An introduction to the major art movements of the 20th century, Fauvism to Postmodernism. Philosophical and cultural perspectives that inspired the art forms will be considered. (Prerequisite: ART 296).

308. Basic Video Production (3) (F, W, S) Using common video production tools, students in this course will learn to apply storytelling principles in creating visuals for various instructional and training purposes. (Same as HUM 308).

311. Branding (3) (F, W, S) A studio course that trains students in visual problem solving and conceptual brand development. Class projects reflect a realistic range of assignments that a designer would encounter in a studio environment, agency or corporate design institution. Fee required. (Prerequisites: ART 112, ~~122~~, 210R, [212](#), [Portfolio Review](#)).

312. Intermediate Photography (3) (F, W, S) Students develop insights and digital imaging skills to expand the creative possibilities of photography as a form of expression in commercial, documentary and fine art applications. The use of appropriate studio and natural light for portraiture and still life is emphasized. Students will learn to convey ideas, refine individual styles and produce a body of work that reflects their photographic interest. Fee required. (Prerequisites: ART ~~112, 122~~, 210R, [212](#)).

Note: Students provide their own fully manually controllable camera.

318. Intermediate Video Production (3) (F, W, S) Storytelling using created video segments for broadcast and webcast. This course centers on narrowing and delivering topics for clients. (Same as HUM 318) (Pre-requisite: ART/HUM 308 or HUM 290)

325. Figure Painting (3) (F, W) An intermediate painting course that focuses on the human head and clothed figure as subjects. Students will advance their understanding of painting concepts and improve their visual awareness of the human form by comparing relationships of value, color, shape, and edge. Oil and watercolor media will be used. (Prerequisites: ART 112, ~~122~~, 221RR, 225, [Portfolio Review](#)).

333. Typography (3) (F, W, S) A studio class introducing students to typographic letterforms and practical knowledge of computer typesetting. Students develop expertise with the aesthetic aspects of letterforms, words, and lines of text as they relate to the visual arrangement of a printed page. ~~Fee required.~~ (Prerequisites: ART 112, ~~122~~, 210R, [212](#), [Portfolio Review](#)).

336. Art Methods for Elementary Teachers (2) (S) Materials and procedures for stimulating and guiding students through the various art experiences. Emphasis will be placed on theory of art education, creative projects, effective teaching methods, and art curriculum.

337. Art Methods for Secondary Teachers (2) (W) Methods, materials, and special techniques of teaching art in secondary schools. Curriculum planning, classroom management, and directions in art education will be considered.

345. Digital Painting (3) (F, S) An intermediate painting course using digital media, i.e. a painting tablet and software application. This course develops digital painting skills related to illustration, animation, and concept art. Students will conceptualize and complete images by implementing design processes and principles. Fee required. (Prerequisites: ART 112, ~~122~~, 210R, 221R, 225, [Portfolio Review](#)).

~~**355. Intermediate Ceramics** (3) (F, W) This course focuses on mass production of pottery with assistance of simple mechanical tools and other studio equipment. (Prerequisite: ART 255.) Fee required.~~

365. Intermediate Sculpture (3) (~~F~~, W) Problems designed to encourage individual development in sculpture. (Prerequisite: ART 265.) Fee required.

390R. Special Topics in Art (1-3) (TBA).

399R. Internship in Visual Art (1-12) (F,W,S) Credit for applied experience in art and design. Prior approval must be obtained and coordinated by a faculty member and on-site supervisor.

411. Publication Design (3) (F, W) A studio class familiarizing students with graphic design for publication. Through an investigation of multi-page layout, students will create and arrange content to produce professional publications in digital and print formats. Fee required. (Prerequisites: ART 112, ~~122~~, 210R, 212, 311, 333, ~~IT 240~~).

425. Advanced Painting (3) (S) An advanced painting course that develops individual artistic vision and conceptual thinking. Students will improve the expressive quality of their work by relating technical approaches and procedures to their conceptual ideas. [Fee required](#). (Prerequisites: ART 112, ~~122~~, 221RR, 225, ~~325~~, ~~345~~).

433. Web for Designers (3) (F, W) A studio class introducing students to graphic design for the web environment. Through an investigation of CSS, HTML, and Adobe Dreamweaver each student will understand graphic interface design and information design as it pertains to the user's experience of digital media. Fee required. (Prerequisites: ART 112, ~~122~~, 210R, 212, 311, 333, IT 240).

442. Readings in Aesthetics (3) (W) Problems and methods in aesthetic valuation, appreciation, and criticism. (Prerequisites: ART 296, instructor's permission).

[**444. Design Methods** \(3\) \(F, W\) A studio class that encourages students to investigate the "how" of the evolving field of graphic design. This course will address the ever-changing variety of tools, techniques and language of design. Course content will cover advanced conceptual models and frameworks, flexibility and adaptability of tools and techniques. \(Prerequisites: ART 112, 210, 212, 311, 333\).](#)

~~**455. Advanced Ceramics** (3) (W, S) An advanced ceramics studio course exploring various methods and techniques of hand building clay projects. Slides of the work will be integrated into senior portfolios. (Prerequisite: ART 355.) Fee required.~~

465. Advanced Sculpture (3) (F) An advanced sculpture studio course exploring various methods and techniques of modeling in wax and mold-making. Slides of the work will be integrated into senior portfolios. (Prerequisite: ART 365.) Fee required.

[**445. Design Studio** \(3\) \(F, W\) The Design Studio course will train students in design strategy as a discipline, what to make and do, why to do it, and how to innovate contextually. This course will investigate the interplay between design, marketing, and business strategy integrating students into professional scenarios. \(Prerequisites: ART 112, 210, 212, 311, 333\).](#)

470. Artist Portfolio Production (3) (F, W, S) A studio class in the development and production of an artist's portfolio. Students will develop and produce a comprehensive portfolio that exhibits their artistic expression. Students will deliver and present their work based on current industry standards relevant to their field of study. (Permission of instructor).

480R. Thesis and Artist Exhibit Production (3-9) (F, W, S) A guided independent studio class in the conceptualization, design, development and production of a gallery level exhibit. The exhibit will be mounted and displayed in the last semester of the student's program. (Prerequisites: BFA Standing and permission of instructor).

495R. Independent Study (1-3) (Upon request) Additional studio experience, special readings, museum and library research, and creative problems related to research. This course is for DEGREE seeking students ONLY. (Prerequisite: instructor's permission).

496R. Student Research (1-3) (Upon request) Supervised individual research and application of advanced techniques.

Appendix

Load Assignments

Full Time Faculty

Jeff Merrill	Jay Merryweather	Brandon Truscott	Viliami Tolutau
<i>ART 112 Drawing Concepts**</i>	<i>(ART 210 Digital Tools)*</i>	<i>Visual Arts Dep. Chair</i>	<i>ART 112 Drawing Concepts**</i>
<i>ART 225 Painting Concepts</i>	<i>ART 311 Branding**</i>	<i>ART 333 Typography**</i>	<i>ART 265 Beginning Sculpture**</i>
<i>ART 325 Figure Painting</i>	<i>ART 433 Web for Designers</i>	<i>ART 411 Publication Design</i>	<i>ART 365 Intermediate Sculpture</i>
<i>ART 345 Digital Painting</i>	<i>ART 445 Design Studio</i>	<i>ART 444 Design Methods</i>	<i>ART 465 Advanced Sculpture</i>
<i>ART 425 Advanced Painting</i>	<i>ART 470 Artist Portfolio Prod.</i>	<i>ART 480R BFA Exhibit***</i>	

*ART 399R Internship in Visual Arts****

* These classes will be offered online.

**These classes have high enrollment and may require duplicate sections.

*** These classes are taught and supervised as needed by the appropriate faculty.

Adjunct / Special Instructors

Olivia Christy	Carol Helekunihi	Caryn Houghton	Ann Merrill
<i>ART 220 Experiences In Visual Arts</i>	<i>ART 306 Contemporary Art</i>	<i>ART 296 Art History II</i>	<i>ART 196 Art History I</i>
<i>ART 336 Art Methods for Elementary Ed</i>			
<i>ART 337 Art Methods for Secondary Ed.</i>			

Monique Saenz

*Art 212 Digital Photography**

Art 312 Intermediate Photography

Courses Taught Outside of Art With Support Coursework

College of Language Culture and Arts

ART 442 Readings In Aesthetics
Art/WHC 308 Basic Video Production
Art/WHC 318 Intermediate Video Production

College of Business, Computing, and Government

IT 240 Fundamentals of Web Design

Course Changes Comparison

OLD					NEW				
Prefix	Title	Description	Offered	Prerequisites	Prefix	Title	Description	Offered	Prerequisites
ART 210R	Digital Tools	A course in the study and uses of the computer as a visual arts tool. Training will be given in selected current software directed toward the production of art and graphic design projects. Fee required.	F, W, S	Permission of instructor	ART 210	Digital Tools	A course in the study and uses of the computer as a visual arts tool. Training will be given in selected current software directed toward the production of art and graphic design projects.	F, W, S	(None)
ART 212	Digital Photography	Students develop visual and technical skills of digital photography as a language and medium. Composition, quality of light, exposure, camera operation, and the fundamentals of photographic concepts are emphasized. Artistic interpretation and technique will be examined through the study of image capture, processing, and printing. Fee required. (Prerequisites: ART 112, 122, pre- or co-requisite 210R). Note: Students provide their own fully manually controllable camera.	F, W, S	ART 112, 122	ART 212	Digital Photography	Students develop visual and technical skills of digital photography as a language and medium. Composition, quality of light, exposure, camera operation, and the fundamentals of photographic concepts are emphasized. Artistic interpretation and technique will be examined through the study of image capture, processing, and printing. Note: Students provide their own fully manually controllable camera.	F, W, S	(None)
ART 221R	Figure Drawing	A studio art class that explores the human form and its inherent gesture, rhythm, balance, proportion, structure and anatomy. Students will combine their visual perception and foundational understanding of drawing concepts to accurately portray the human figure in its key relationships.	F, W	ART 112, 122	ART 221R	Figure Drawing	A studio art class that explores the human form and its inherent gesture, rhythm, balance, proportion, structure and anatomy. Students will combine their visual perception and foundational understanding of drawing concepts to accurately portray the human figure in its key relationships.	F, W	ART 112

ART 225	Painting Concepts	Introduction to painting still life and landscape subjects in oil. Students will develop visual communication skills by focusing on composition, value, color, drawing, texture and paint application. Course covers all aspects of oil painting including: process, tools, techniques and mediums.	F, W	ART 112, 122	ART 225	Painting Concepts	Introduction to painting still life and landscape subjects in oil. Students will develop visual communication skills by focusing on composition, value, color, drawing, texture and paint application. Course covers all aspects of oil painting including: process, tools, techniques and mediums.	F, W	ART 112
ART 265	Beginning Sculpture	To explore the language and various definitions of forms through a myriad of materials utilized in the visual arts. Fee required. (Due to limited availability, only art majors may register online).	F,W	(none)	ART 265	Beginning Sculpture	To explore the language and various definitions of forms through a myriad of materials utilized in the visual arts. Fee required. (Due to limited availability, only pre-art majors may register online).	F,W,S	(none)
ART 311	Branding	A studio course that trains students in visual problem solving and conceptual brand development. Class projects reflect a realistic range of assignments that a designer would encounter in a studio environment, agency or corporate design institution. Fee required.	F, W, S	ART 112, 122, 210R, 212	ART 311	Branding	A studio course that trains students in visual problem solving and conceptual brand development. Class projects reflect a realistic range of assignments that a designer would encounter in a studio environment, agency or corporate design institution.	F, W, S	ART 112, 210, 212, Portfolio Review
ART 312	Intermediate Photography	Students develop insights and digital imaging skills to expand the creative possibilities of photography as a form of expression in commercial, documentary and fine art applications. The use of appropriate studio and natural light for portraiture and still life is emphasized. Students will learn to convey ideas, refine individual styles and produce a body of work that reflects their photographic interest. Fee required.	F, W, S	ART 112, 122, 210R, 212	ART 312	Intermediate Photography	Students develop insights and digital imaging skills to expand the creative possibilities of photography as a form of expression in commercial, documentary and fine art applications. The use of appropriate studio and natural light for portraiture and still life is emphasized. Students will learn to convey ideas, refine individual styles and produce a body of work that reflects their photographic interest. Fee required.	F, W, S	ART 210, 212

ART 325	Figure Painting	An intermediate painting course that focuses on the human head and clothed figure as subjects. Students will advance their understanding of painting concepts and improve their visual awareness of the human form by comparing relationships of value, color, shape, and edge. Oil and watercolor media will be used.	F, W	ART 112, 122, 221R, 225	ART 325	Figure Painting	An intermediate painting course that focuses on the human head and clothed figure as subjects. Students will advance their understanding of painting concepts and improve their visual awareness of the human form by comparing relationships of value, color, shape, and edge. Oil and watercolor media will be used. Fee required.	F, W	ART 112, 221R, 225, Portfolio Review
ART 333	Typography	A studio class introducing students to typographic letterforms and practical knowledge of computer typesetting. Students develop expertise with the aesthetic aspects of letterforms, words, and lines of text as they relate to the visual arrangement of a printed page. Fee required.	F,W	ART 112, 122, 210R	ART 333	Typography	A studio class introducing students to typographic letterforms and practical knowledge of computer typesetting. Students develop expertise with the aesthetic aspects of letterforms, words, and lines of text as they relate to the visual arrangement of a printed page.	F,W,S	ART 112, 210, 212, Portfolio Review
ART 345	Digital Painting	An intermediate painting course using digital media, i.e. a painting tablet and software application. This course develops digital painting skills related to illustration, animation, and concept art. Students will conceptualize and complete images by implementing design processes and principles. Fee required.	F, S	ART 112, 122, 210R, 221R, 225	ART 345	Digital Painting	An intermediate painting course using digital media, i.e. a painting tablet and software application. This course develops digital painting skills related to illustration, animation, and concept art. Students will conceptualize and complete images by implementing design processes and principles. Fee required.	F, S	ART 112, 210, 221R, 225, Portfolio Review
ART 365	Intermediate Sculpture	Problems designed to encourage individual development in sculpture. Fee required.	F,W	Art 265	ART 365	Intermediate Sculpture	Problems designed to encourage individual development in sculpture. Fee required.	W	Art 265

ART 411	Publication Design	A studio class familiarizing students with graphic design for publication. Through an investigation of multi-page layout, students will create and arrange content to produce professional publications in digital and print formats. Fee required.	F, W	ART 112, 122, 210R, 212, 311, 333, IT 240	ART 411	Publication Design	A studio class familiarizing students with graphic design for publication. Through an investigation of multi-page layout, students will create and arrange content to produce professional publications in digital and print formats. Fee required.	F, W	ART 112, 210, 212, 311, 333
ART 425	Advanced Painting	An advanced painting course that develops individual artistic vision and conceptual thinking. Students will improve the expressive quality of their work by relating technical approaches and procedures to their conceptual ideas.	S	ART 112, 122, 221R, 225, 325, 345	ART 425	Advanced Painting	An advanced painting course that develops individual artistic vision and conceptual thinking. Students will improve the expressive quality of their work by relating technical approaches and procedures to their conceptual ideas. Fee required.	S	ART 112, 221R, 225, 325
ART 433	Web for Designers	A studio class introducing students to graphic design for the web environment. Through an investigation of CSS, HTML, and Adobe Dreamweaver each student will understand graphic interface design and information design as it pertains to the user's experience of digital media. Fee required.	F, W	ART 112, 122, 210R, 212, 311, 333, IT 240	ART 433	Web for Designers	A studio class introducing students to graphic design for the web environment. Through an investigation of CSS, HTML, and Adobe Dreamweaver each student will understand graphic interface design and information design as it pertains to the user's experience of digital media. Fee required.	F, W	ART 112, 210, 212, 311, 333, IT 240