

# DEPARTMENT OF ART

## BACHELOR OF FINE ARTS IN GRAPHIC DESIGN

The Graphic Design program enables a student to develop the skills and techniques required to engage in the various fields of advertising art.

### Curriculum

The matrix below is a sample plan for all coursework required for this program.

#### Freshman

Fall	Credits
ENGL 1013 Composition I <sup>1</sup>	3
SS 1XXX Social Science Courses <sup>1</sup>	3
MATH 1XXX <sup>1</sup>	3
TECH 1001 Orientation to the University	1
ART 1303 Introduction to Drawing	3
ART 1403 Two-dimensional Design	3
<b>Total Hours</b>	<b>16</b>

Spring	Credits
ENGL 1023 Composition II <sup>1</sup>	3
SCIL 1XXX Science with Laboratory <sup>1</sup>	4
ART 1503 Introduction to Graphic Design	3
ART 2403 Color Design	3
ART 2413 Three-dimensional Design	3
<b>Total Hours</b>	<b>16</b>

#### Sophomore

Fall	Credits
SFHS 1XXX Social Sciences/Fine Arts/Humanities/Communication Courses <sup>1</sup>	3
SCIL 1XXX Science with Laboratory <sup>1</sup>	4
FAH 1XXX Fine Arts and Humanities Courses <sup>1</sup>	3
ART 2103 Art History I	3
ART 2213 Digital Skills	3
<b>Total Hours</b>	<b>16</b>

Spring	Credits
USHG 1XXX U.S. History and Government <sup>1</sup>	3

Spring	Credits
FAH 1XXX Fine Arts and Humanities Courses <sup>1</sup>	3
ART 2113 Art History II	3
ART 3001 Sophomore Review	1
Art Elective (3000-4000)	3
Elective <sup>2</sup>	2
<b>Total Hours</b>	<b>15</b>

**Junior**

Fall	Credits
SS 1XXX Social Science Courses <sup>1</sup>	3
ART 3203 Typography and Layout	3
ART 3253 Digital Illustration	3
ART 3303 Drawing Studio I or ART 4233 Illustration Studio	3
Art History (3000-4000) <sup>3</sup>	3
<b>Total Hours</b>	<b>15</b>

Spring	Credits
ART 3232 Production Design	2
ART 3243 Web Design	3
ART 3803 Introduction to Printmaking	3
Art History (3000-4000) <sup>3</sup>	3
Elective <sup>2</sup>	3
<b>Total Hours</b>	<b>14</b>

**Senior**

Fall	Credits
ART 3223 Package Design	3
ART 3833 Animation Techniques	3
ART or GAME Electives (3000-4000) <sup>2</sup>	9
<b>Total Hours</b>	<b>15</b>

Spring	Credits
ART 4231 Graphic Design Exhibition	1
ART 4243 Professional Portfolio Preparation for Graphic Designers	3
ART or GAME Electives (3000-4000) <sup>2</sup>	9
<b>Total Hours</b>	<b>13</b>

<sup>1</sup>See appropriate alternatives or substitutions in "[General Education Requirements](#)".

<sup>2</sup>At least 40 upper level hours are required, General electives cannot include art courses.

<sup>3</sup>Art history electives ART 3113 Art History, American, ART 3133 Art History, Americas & Africa, ART 3143 Art History, Asia & Pacific, ART 3153 History of Digital Art, ART 4113 Art History, Art After 1945, ART 4723 Art History Seminar, ART 4823 Art Criticism and Aesthetics can be used toward this requirement.