### BFA in Visual Arts: FINE ART

#### ART HISTORY

<table>
<thead>
<tr>
<th>Course #</th>
<th>Foundation Courses</th>
<th>Technology Based</th>
<th>Spatially Oriented</th>
<th>Time Based</th>
<th>Advanced Requirements (Choose 1)</th>
<th>Captions</th>
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#### Studio: Gain functional competence with basic functions of visual organization, including the ability to work with visual elements in two and three dimensions, color theory and its applications, and drawing.

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<tr>
<th>Studio</th>
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<tbody>
<tr>
<td></td>
<td>Student must acquire a working knowledge of the tools and equipment applicable to their area of specialization.</td>
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#### BFA Goal #1

**Objective:**
- Become familiar with the historical achievements, current trends, processes, and directions of their field.

**Art/Design History, Theory, Criticism**
- Study the evolution of art and design. Understand the historical and cultural contexts of art and design.
- Develop an understanding of the common elements and vocabulary of art and design and the interaction of these elements, and be able to employ this knowledge in analysis.
- Acquire an understanding of how art and design are placed in historical, cultural, and stylistic contexts.

**Synthesis**
- By the end of the undergraduate studies, students should be able to situate independently on a variety of art and/or design problems for combining, as appropriate to the issue, their capabilities in studio, analysis, history, and technology.

**Middle States Goal #1**
- Goal Communication

**Middle States Goal #2**
- Written Communication

**Middle States Goal #3**
- Critical Analysis & Reassessing

**Middle States Goal #4**
- Scientific Reasoning

**Middle States Goal #5**
- Scientific Literacy
<table>
<thead>
<tr>
<th>Course</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>AAV 250</td>
<td>History of Graphic Design</td>
</tr>
<tr>
<td>AAV 251</td>
<td>Design Fundamentals</td>
</tr>
<tr>
<td>AAV 252</td>
<td>Typography</td>
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<tr>
<td>AAV 253</td>
<td>Conceptual Image</td>
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<td>AAV 255</td>
<td>Web I</td>
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<tr>
<td>AAV 352</td>
<td>Adv. Typography</td>
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<td>AAV 353</td>
<td>3D Graphic Design</td>
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<tr>
<td>AAV 354</td>
<td>Identity</td>
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<tr>
<td>AAV 358</td>
<td>Theories and Practice in Graphic Design</td>
</tr>
</tbody>
</table>

**STUDIO**
- Gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing.

**TECHNOLOGY**
- Students must acquire a working knowledge of technologies and equipment applicable to their area(s) of specialization.

**STUDIO**
- Become familiar with the historical achievements, current major issues, processes, and directions of their field(s).

**STUDIO**
- Be afforded opportunities to present and exhibit their work and to experience and participate in critiques and discussions of their work and the work of others.

**ART/DESIGN HISTORY, THEORY, CRITICISM**
- Learn to analyze works of art/design perceptively and to evaluate them critically. Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements, and be able to employ this knowledge in analysis. Acquire the ability to place works of art/design in historical, cultural, and stylistic contexts.

**SYNTHESIS**
- By the end of undergraduate studies students should be able to work independently on a variety of art and/or design problems by combining, as appropriate to the issue, their capabilities in studio, analysis, history, and technology.
### Studio
- Gain functional competence with principles of visual organization, including the ability to work with visual elements in two, three and four dimensions; color theory and its applications; and drawing.
- Students must acquire a hands-on working knowledge of technologies and equipment applicable to their area(s) of specialization.
- Become familiar with the historical achievements, current major issues, processes, and directions of their field(s).
- Be afforded opportunities to present and exhibit their work and to experience and participate in critiques and discussions of their work and the works of others.

### Art/Design History, Theory, Criticism
- Learn to analyze works of art/design perceptively and to evaluate them critically. Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements, and be able to employ this knowledge in analysis. Acquire the ability to place works of art/design in historical, cultural, and stylistic contexts.

### Synthesis
- Students should be able to work independently on a variety of art and/or design problems by combining, as appropriate to the issue, their capabilities in studio, analysis, history, and technology.

### Oral Communication
- Written Communication
- Critical Analysis & Reasoning
- Quantitative Reasoning
- Technical Competence
- Scientific Reasoning
- Information Literacy

### Foundation Courses
- AA 102 Visual Thinking
- AA 111 Drawing
- AA 112 2-D
- AA 113 3-D
- AA 130 Photography I
- AA 140 4-D

### Graphic Design Required Core
- AA 250 History of Graphic Design
- AA 251 Design Fundamentals
- AA 252 Typography
- AA 253 Conceptual Image
- AA 255 Web I

### Print/Media Track Advanced Courses
- AA 353 3D Graphic Design
- AA 354 Identity
- AA 355 Web II
- AA 356 Motion Graphics
- AA 352 Advanced Typography
- AA 358 Theories and Practice in Graphic Design
- AA 357 Professional Practice in Graphic Design
### BFA in Visual Arts - Lens-Based Art with a Photo Concentration

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<th>BFA Goal #3</th>
<th>BFA Goal #4</th>
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<th>BFA Goal #6</th>
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**STUDIO:**
- Gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing.

**TECHNOLOGY:**
- Students must acquire a working knowledge of technologies and equipment applicable to their area(s) of specialization.

**STUDIO:**
- Become familiar with the historical achievements, current major issues, processes, and directions of their field(s).

**STUDIO:**
- Be afforded opportunities to present and exhibit their work and to experience and participate in critiques and discussions of their work and the work of others.

**AR/TH History, Theory, Criticism:**
- Learn to analyze works of art/design perceptively and to evaluate them critically. Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements, and be able to employ this knowledge in analysis. Acquire the ability to place works of art/design in historical, cultural, and stylistic contexts.

**SYNTHESIS:**
- By the end of undergraduate studies students should be able to work independently on a variety of art and/or design problems by combining, as appropriate to the issue, their capabilities in studio, analysis, history, and technology.

### Course Overview

#### Foundation Courses

- **AAV-102 VISUAL THINKING**
  - X
  - X
  - X
  - X
  - X
  - X
  - X
  - X

- **AAV-111 DRAWING**
  - X
  - X
  - X
  - X
  - X
  - X
  - X
  - X

- **AAV-112 2-D**
  - X
  - X
  - X
  - X
  - X
  - X
  - X
  - X

- **AAV-113 3-D**
  - X
  - X
  - X
  - X
  - X
  - X
  - X
  - X

- **AAV-130 PHOTOGRAPHY I**
  - X
  - X
  - X
  - X
  - X
  - X
  - X

- **AAV-140 4-D**
  - X
  - X
  - X
  - X
  - X
  - X
  - X

- **Photography/Video Core**

- **AAV-231 CAMERAS & LIGHTING 1**
  - X
  - X
  - X
  - X

- **AAV-232 IMAGE AND NARRATIVE**
  - X
  - X
  - X
  - X

- **AAV-233 DOCUMENTARY**
  - X
  - X
  - X
  - X

- **AAV-244 VIDEO I**
  - X
  - X
  - X
  - X

- **AAV-331 CAMERAS & LIGHTING II**
  - X
  - X
  - X
  - X

- **AAV-338 THEORY & PRACTICE IN LENS-BASED ART**
  - X
  - X
  - X
  - X

- **AAV-431 Professional Practice**
  - X
  - X
  - X
  - X

- **AAV-432 Lens Based Senior Thesis**
  - X
  - X
  - X
  - X

**Photo Track Requirements (Choose 3)**

- **AAV-230 PHOTOGRAPHY II**
  - X
  - X
  - X
  - X

- **AAV-255 WEB I**
  - X
  - X
  - X
  - X

- **AAV-330 PHOTOGRAPHY III**
  - X
  - X
  - X
  - X

- **AAV-370 TOPICS IN VISUAL ARTS**
  - X
  - X
  - X
  - X

**Photo Track Studio Electives (Choose 2)**

- **AAV 218 Book Arts**
  - X
  - X
  - X
  - X

- **AAV 255 Web I**
  - X
  - X
  - X
  - X

- **AAV 399 Internship**
  - X
  - X
  - X
  - X

Any Approved 2-D Course
- X
- X
- X
- X

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**Art History**

- Learn to analyze works of art/design perceptively and to evaluate them critically. Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements, and be able to employ this knowledge in analysis. Acquire the ability to place works of art/design in historical, cultural, and stylistic contexts.
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<td>AAV-111</td>
<td>DRAWING</td>
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<td>AAV-112</td>
<td>2-D</td>
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<td>AAV-120</td>
<td>PHOTOGRAPHY I</td>
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<td>3-D</td>
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<td>CAMERAS &amp; LIGHTING I</td>
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<td>AAV-338</td>
<td>THEORY &amp; PRACTICE IN LENS-BASED ART</td>
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<tr>
<td>AAV-339</td>
<td>Lens-Based Senior Thesis</td>
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<td>AAV-399</td>
<td>Internship</td>
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**New Genres Track Requirements (Choose 3)**

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<tr>
<td>AAV-313</td>
<td>Sculpture II</td>
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<tr>
<td>AAV-340</td>
<td>Video II</td>
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<td>AAV-342</td>
<td>Installation and Performance</td>
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<td>AAV-370</td>
<td>TOPICS IN VISUAL ARTS</td>
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<tr>
<td>AAV 385</td>
<td>Electronic Music Skills</td>
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**New Genres Track (Choose 2)**

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<tbody>
<tr>
<td>AAV 314</td>
<td>Printmaking</td>
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<td>AAV 199</td>
<td>Internship</td>
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Any 200 or 300 course in lens-based new genres concentration