

<b>Bachelor of Fine Arts In Studio Arts Illustration Emphasis</b>				
<b>Course Number and Title</b>	<b>Credits</b>	<b>Course</b>	<b>Semester</b>	<b>Grade</b>
<b>General Education Core (see catalog)</b>				
Core Course Requirements (English 2010 must be Writing about Art)	17-18	3 ENGL 1010		
		3 ENGL 2010: Writing about Art		
		MATH		
		1 LM 1010		
		1 UNIV 1000		
		3 CSIS 1000		
Knowledge Areas Requirements (must include at least two of the following: Art 1010, ARTH 2300 and PVA 1040)	19	3 ART 1010 (Fine Arts Gen Ed)		
		3 PVA 1040 (Interdisciplinary Gen Ed)		
		3 ARTH 2300 (Humanities Gen Ed)		
<b>Art Foundation (28 credits)</b>				
ART 1050 Photography	3			
ART 1110 Drawing I	3			
ART 1120 2-Dimensional Design	3			
ART 1130 3-D Design	3			
ART 2110 Drawing II	3			
ART 2210 Digital Imaging	3			
ARTH 2710 Art History Survey I	3			
ARTH 2720 Art History Survey II	3			
Art 3000 Art Major Seminar *must be taken eight semesters (.5 credits each time)	4			
<b>Illustration Emphasis (48 hours)</b>				
ART 2410 Painting I	3			
ART 3080 Gallery & Museum Practices	3			
ART 3110 Life Drawing and Anatomy	3			
ART 3420 Watercolor	3			
ART 3450 Portrait and Figure Painting	3			
ART 3510 Figurative Illustration	3			
ART 3520 Narrative Illustration	3			
ART 3530 Digital Illustration	3			
ART 4110 Drawing III	3			
ART 4410 Painting II	3			
ART 4510 Sequential Illustration	3			
ART 4520 Conceptual Illustration	3			
ARTH 4700 History of Graphic Design OR ARTH 4740 Nineteenth Century Art	3			
ARTH 4750 Twentieth Century Art	3			
One upper division graphic design course)	3			
ART 4790 Senior Portfolio OR ART 4280 Senior Portfolio Preparation for GRDS	3			
<b>Electives</b>				
8 credits to total 120 ( within or outside Art & Design)	8			
<b>Total Credits, B.F.A. degree</b>	<b>120</b>			

## Bachelor of Fine Arts in Studio Arts Illustration Emphasis

The Bachelor of Fine Arts (BFA) in Studio Arts with an Illustration Emphasis is a professional degree that focuses on intensive work in communication and design principles supported by a program of general studies. This degree develops students' understanding of and skill in using various media. It enables them to develop work from concept to finished product including capabilities in photography, typography, and layout. Functional knowledge of commercial applications of illustration, basic business practices, and history of art are also developed.

Students must exhibit creative ability and potential in the visual arts, problem-solving ability, self-motivation, and ability to demonstrate their competency by developing a body of work for evaluation and a final project for exhibition.

The Department of Art and Design at Southern Utah University has a faculty of committed artist/educators who guide and involve their students in many small group and individual endeavors that promote aesthetic and critical thought and skills. The Art Major Seminar is a unique enlightening, energizing and unifying program where students can encounter and discuss an incredible variety of art and design, and meet faculty, visiting artists and students with similar interests and challenging differences.

Graduates will have developed competencies in preparing illustrations in a variety of media and subject matter from roughs to finished pieces. They will have worked with current technologies related to illustration. They will develop practical communication skills, business skills, and a body of work that will enable them to promote a career and/or apply for further graduate studies.