

VISUAL ARTS, BACHELOR OF FINE ARTS (514P, 514)

Program Coordinator

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The Bachelor of Fine Arts degree is the initial professional degree sought for careers in visual arts and design. The Department of Art & Design offers four concentrations. The BFA in Studio concentration prepares students for a professional studio practice through rigorous artistic and academic experience. It is also the standard requirement for entrance into Masters of Fine Arts degree programs, the most common route to teaching studio art at the college level. The BFA Graphic Design concentration prepares students for careers in the visual communications field, including web design, print design, illustration, and new media. The Animation concentration prepares students for careers in fields such as animation and game design, and for professional arts practices in time-based media. The UX Design concentration prepares students for fields that incorporate interactive platform design and function.

Concentrations begin with a foundation of drawing, 2-D design, 3-D design, and art history surveys. Students then focus on a specific curricular sequence of interest to them: animation, graphic design, studio art (ceramics, printmaking, painting, sculpture, weaving), or UX design. Portfolio and seminar classes serve as the capstone experiences for BFA students in each concentration, where personal concepts and technical proficiency typically yield a cohesive body of work or competitive professional portfolio. In each concentration, the goal for the BFA student is to forge a professional practice in their chosen area.

Concentrations

- Graphic Design (ARGD)
- Studio (ARST)
- Animation (ARAN)
- User Experience Design (ARUX)

Program Requirements (79 hours)

A baccalaureate degree requires a minimum of 120 unduplicated semester hours. More information can be found at www.wku.edu/registrar/degree_certification.php. (https://www.wku.edu/registrar/degree_certification.php)

Students who began WKU in the Fall 2014 and thereafter should review the Colonnade requirements located at: <https://www.wku.edu/colonnade/colonnaderequirements.php>. (<https://www.wku.edu/colonnade/colonnaderequirements.php>)

The major requires 79 semester hours of study. Entry into the BFA in Visual Arts program may be accomplished in one of two ways: have a minimum overall GPA of 3.0 in art and art history courses to include: ART 105 or ART 106, ART 130, ART 131, ART 140, a basic studio course at the 200-level, and an upper-level 300 studio course, or have a minimum GPA of 2.5 for these same courses and pass a department portfolio review conducted by a faculty committee. Transfer students will be required to meet the second of these two options. Any student denied entrance in their initial portfolio review and having less than 36 hours in art and art history, while maintaining a 2.5 GPA in the continuing art

courses, may reapply once. Prior to meeting these standards, students pursuing the BFA will be designated as reference number 514P.

The major offers four concentrations, Animation, Graphic Design, Studio, and UX Design. All concentrations require the following Art & Design Foundations courses:

Code	Title	Hours
Required Courses		
ART 105	History of Art to 1300 ¹	3
ART 106	History of Art Since 1300 ¹	3
ART 130	Two-Dimensional Design ¹	3
ART 131	Three-Dimensional Design ¹	3
ART 140	Drawing ¹	3
Total Hours		15

¹ Students may have no more than one "D" for a final grade.

Additionally, students must take the following courses for each concentration:

Studio Concentration

Code	Title	Hours
Beginning-Level Studio Courses		
Select four of the following:		12
ANIM 210	Introduction to Computer Animation	
or ANIM 220	3D Modeling I: Environment	
ART 220	Ceramics	
ART 231	Graphic Design I: Typography	
ART 243	Digital Media	
ART 250	Printmaking	
ART 260	Painting	
ART 270	Sculpture Survey I	
ART 280	Weaving	

Required Drawing Courses

ART 240	Drawing	3
ART 340	Drawing	3
ART 341	Drawing	3

Studio Area of Focus

Choose seven upper-level studio focus courses	21
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Studio Upper-Level Electives

Choose three upper-level elective studio courses	9
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Art History Upper-Level Electives

Select three of the following (either ART 405 or ART 390 is required):		9
ART 305	Ancient Greek and Roman Art	
ART 312	Art of the United States to 1865	
ART 313	Art of the United States Since 1865	
ART 314	Southern Baroque Art	
ART 315	Northern Baroque Art	
ART 316	Medieval Art & Architecture	
ART 317	Art and Power	
ART 318	Art and Landscape	
ART 325	Art of Asia, Africa, and the Americas	
ART 334	Survey of Graphic Design	

ART 390	Contemporary Art
ART 401	Art of the Italian Renaissance
ART 403	Northern Renaissance Art
ART 405	Art Theory and Criticism
ART 407	Islamic Art and Architecture
ART 408	European Art, 1700-1848
ART 409	European Art, 1848-1900
ART 410	European Art, 1900-1945
ART 445	American Architectural History
ART 494	Seminar in Art History

Portfolio and Capstone Requirement:

ART 432	Portfolio	3
ART 434	Capstone Seminar	1

Total Hours 64

Animation Concentration

Code	Title	Hours
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Basic Studio Courses

Select two of the following: 6

ART 220	Ceramics
ART 250	Printmaking
ART 260	Painting
ART 270	Sculpture Survey I
ART 280	Weaving

Required Basic Course 3

ART 243	Digital Media
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Required Drawing/Illustration Courses (select two of the following): 6

ART 240	Drawing
ART 340	Drawing
ART 431	Illustration

Select 2 upper-level elective studio courses 6

Animation Concentration Focus:

Basic Animation Courses 12

FILM 100	Film Industry and Aesthetics
FILM 202	Basic Film Production
ANIM 210	Introduction to Computer Animation
ANIM 220	3D Modeling I: Environment

Advanced Animation Requirements 18

ANIM 310	Computer Animation I
ANIM 320	3D Modeling II: Character Design and Development
ANIM 344	Computer Animation II
ART 444	Computer Animation III
ANIM 330	Sound and Image
ART 497	Special Topics in Animation

Animation Restricted Electives (select 2 of the following) 6

ART 340	Drawing
ART 341	Drawing
ART 431	Illustration
ART 436	Digital Illustration
ART 497	Special Topics in Animation
UX 330	User Interface Design

BCOM 394	Film Animation
CS 301	Game Programming
FILM 355	Film Sound

Final Semester

ART 434	Capstone Seminar	1
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Upper-Level Art History Requirements

Select two of the following: 6

ART 305	Ancient Greek and Roman Art
ART 312	Art of the United States to 1865
ART 313	Art of the United States Since 1865
ART 314	Southern Baroque Art
ART 315	Northern Baroque Art
ART 316	Medieval Art & Architecture
ART 317	Art and Power
ART 318	Art and Landscape
ART 325	Art of Asia, Africa, and the Americas
ART 390	Contemporary Art
ART 401	Art of the Italian Renaissance
ART 403	Northern Renaissance Art
ART 405	Art Theory and Criticism
ART 407	Islamic Art and Architecture
ART 408	European Art, 1700-1848
ART 409	European Art, 1848-1900
ART 410	European Art, 1900-1945
ART 445	American Architectural History
ART 494	Seminar in Art History

Total Hours 64

Graphic Design Concentration

Code	Title	Hours
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Basic Studio Courses

Select two of the following: 6

ANIM 210	Introduction to Computer Animation
or ANIM 220	3D Modeling I: Environment
ART 220	Ceramics
ART 250	Printmaking
ART 260	Painting
ART 270	Sculpture Survey I
ART 280	Weaving

Required Basic Course 3

UX 300	User Experience Strategy & Content Creation	3
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Required Drawing/Illustration Courses (select two of the following) 6

ART 240	Drawing
ART 340	Drawing
ART 431	Illustration

Select 2 upper-level elective studio courses 6

Graphic Design Concentration Focus:

Basic Graphic Design Courses 6

ART 243	Digital Media
ART 231	Graphic Design I: Typography

Intermediate Graphic Design Courses 9

UX 330	User Interface Design	
ART 330	Graphic Design II: Layout & Information Design	
ART 331	Visual Thinking	
Advanced Graphic Design Requirements		6
ART 430	Graphic Design III: Advanced Graphic Design	
ART 438	Advanced Media Design	
Final Semester		4
ART 432	Portfolio	
ART 434	Capstone Seminar	
Restricted Electives (select three of the following)		9
ART 340	Drawing	
ART 343	Digital Media: Time-Based	
ART 377	Design to Prototype I	
ART 399	Professional Work	
ART 431	Illustration	
ART 433	Package Design	
ART 436	Digital Illustration	
ART 498	Special Topics in Graphic Design	
ART 499	Career Experience in Art	
UX 340	Introduction to Developing and Prototyping for Interactive Design	
Upper-Level Art History Requirements		
ART 334	Survey of Graphic Design	3
Select two of the following:		6
ART 305	Ancient Greek and Roman Art	
ART 312	Art of the United States to 1865	
ART 313	Art of the United States Since 1865	
ART 314	Southern Baroque Art	
ART 315	Northern Baroque Art	
ART 316	Medieval Art & Architecture	
ART 317	Art and Power	
ART 318	Art and Landscape	
ART 325	Art of Asia, Africa, and the Americas	
ART 390	Contemporary Art	
ART 401	Art of the Italian Renaissance	
ART 403	Northern Renaissance Art	
ART 405	Art Theory and Criticism	
ART 407	Islamic Art and Architecture	
ART 408	European Art, 1700-1848	
ART 409	European Art, 1848-1900	
ART 410	European Art, 1900-1945	
ART 445	American Architectural History	
ART 494	Seminar in Art History	
Total Hours		67

UX Design Concentration

Code	Title	Hours
Basic Studio Courses		
Select two of the following:		6
ANIM 210	Introduction to Computer Animation	
or ANIM 220	3D Modeling I: Environment	

ART 220	Ceramics	
ART 250	Printmaking	
ART 260	Painting	
ART 270	Sculpture Survey I	
ART 280	Weaving	
Required Basic Course		3
ART 243	Digital Media	
Required Drawing/Illustration Courses		9
ART 240	Drawing	
ART 436	Digital Illustration	
ART 340	Drawing	
or ART 431	Illustration	
Select 2 upper-level elective studio courses		6
UX Design Concentration Focus:		
Basic UX Design Courses		6
UX 220	Introduction to User Experience Design	
UX 300	User Experience Strategy & Content Creation	
Intermediate UX Design Courses		9
UX 330	User Interface Design	
UX 340	Introduction to Developing and Prototyping for Interactive Design	
ART 331	Visual Thinking	
Advanced UX Design Requirements		12
UX 400	User Experience Advanced Studio I	
UX 430	Advanced User Interface Design	
UX 440	Advanced Developing and Testing for Interactive Design	
UX 450	User Experience Advanced Studio II	
Final Semester		
ART 434	Capstone Seminar	1
Restricted Electives (select two of the following)		6
ART 340	Drawing	
ART 377	Design to Prototype I	
ART 399	Professional Work	
ART 431	Illustration	
ART 432	Portfolio	
ART 499	Career Experience in Art	
ART 498	Special Topics in Graphic Design	
PSYS 333	Cognitive Psychology	
PSYS 350	Social Psychology	
PSYS 363	Sensory and Perceptual Systems	
PSYS 433	Judgment and Decision Making	
Upper-Level Art History Requirements		
Select two of the following:		6
ART 334	Survey of Graphic Design	
ART 305	Ancient Greek and Roman Art	
ART 312	Art of the United States to 1865	
ART 313	Art of the United States Since 1865	
ART 314	Southern Baroque Art	
ART 315	Northern Baroque Art	
ART 316	Medieval Art & Architecture	

ART 317	Art and Power
ART 318	Art and Landscape
ART 325	Art of Asia, Africa, and the Americas
ART 390	Contemporary Art
ART 401	Art of the Italian Renaissance
ART 403	Northern Renaissance Art
ART 405	Art Theory and Criticism
ART 407	Islamic Art and Architecture
ART 408	European Art, 1700-1848
ART 409	European Art, 1848-1900
ART 410	European Art, 1900-1945
ART 445	American Architectural History
ART 494	Seminar in Art History

Total Hours 64

Finish in Four Plan

Studio (http://wku.edu/degreepaths/19-20/documents/pcal/bfa_visual_arts_studio_514.pdf)

First Year			
Fall	Hours	Spring	Hours
ART 105		3 ART 106	3
ART 130		3 ART 131	3
ART 140		3 Basic Studio #1 (200 level)	3
ENG 100		3 MATH 109	3
HIST 101 or HIST 102		3 COMM 145	3
			15

Second Year			
Fall	Hours	Spring	Hours
Basic Studio #2 (200 level)		3 Basic Studio #4 (200 level)	3
Basic Studio #3 (200 level)		3 ART 317 (or other Connections: Systems Course or ART 318 or other Connections: Local to Global)	3
ART 240		3 ART 340	3
ENG 200		3 Upper Level Studio in Concentration #1 (300-400 Level)	3
Colonnade - Social & Behavioral		3 Colonnade - Natural & Physical Sciences w/ lab	3
			15

Third Year			
Fall	Hours	Spring	Hours
ART 341		3 Upper Level Studio in Concentration #3 (300-400 Level)	3
Upper Level Studio in Concentration #2 (300-400 Level)		3 Upper Level Studio Elective #2 (300-400 Level)	3
Upper Level Studio Elective #1 (300-400 Level)		3 Upper Level Art History	3
ENG 300		3 Colonnade - Social & Cultural	3
Colonnade - Natural & Physical Sciences w/ no lab		3 ART 432	3
			15

Fourth Year			
Fall	Hours	Spring	Hours
Upper Level Studio in Concentration #4 (300-400 Level)		3 ART 434	3
Upper Level Studio in Concentration #5 (300-400 Level)		3 Upper Level Studio in Concentration #6 (300-400 Level)	3
ART 317 (or other Connections: Systems Course or ART 318 or Connections: Local to Global)		3 Upper Level Studio in Concentration #7 (300-400 Level)	3
World Language Requirement or General Elective		3 General Elective	3
General Elective		3 General Elective	3
			15

Total Hours 121

Graphic Design

First Year			
Fall	Hours	Spring	Hours
ART 105		3 ART 106	3
ART 130		3 ART 131	3
ART 140		3 ART 243	3
ENG 100		3 MATH 109	3
HIST 101 or HIST 102		3 COMM 145	3
			15

Second Year			
Fall	Hours	Spring	Hours
ART 240		3 Major Elective (ART 340 or ART 431 recommended)	3
ART 231		3 UX 300	3
Basic (200 Level) Studio #1		3 ART 330	3
ENG 200		3 Upper Level Art History #1	3
PSY 100 or PSYS 100		3 ASTR 104 or PHYS 103 (recommended (Colonnade - Natural and Physical Sciences w/ lab))	3
			15

Third Year			
Fall	Hours	Spring	Hours
ART 331		3 Upper Level Art History #2	3
ART 334		3 ART 430	3
Basic (200 Level) Studio #3		3 Colonnade - Social & Cultural	3
ENG 300		3 Upper Level Studio #1	3
UX 330		3 Colonnade - Natural & Physical Sciences w/ no lab	3
			15

Fourth Year			
Fall	Hours	Spring	Hours
ART 433		3 ART 434	3
Upper Level Studio #2		3 ART 432	3
Major Elective		3 Colonnade - Systems	3
ART 438		3 Major Elective	3

Colonnade - Local to Global	3	General Elective	3
		General Elective	3
		15	16

Total Hours 121

UX Design

First Year

Fall	Hours	Spring	Hours
ART 105		3 ART 106	3
ART 130		3 ART 131	3
ART 140		3 ART 243	3
ENG 100		3 MATH 109	3
HIST 101 or HIST 102		3 COMM 145	3
		15	15

Second Year

Fall	Hours	Spring	Hours
UX 220		3 ART 340 or ART 431 (Illustration)	3
ART 240		3 UX 300	3
Basic (200 Level) Studio #1		3 UX 330	3
ENG 200		3 Upper Level Art History #1	3
PSY 100 or PSYS 100		3 ASTR 104 or PHYS 103 (recommended (Colonnade - Natural and Physical Sciences w/ lab))	3
		15	15

Third Year

Fall	Hours	Spring	Hours
ART 331		3 UX 400	3
UX 340		3 UX 430	3
Basic (200 Level) Studio #3		3 ART 436	3
ENG 300		3 Colonnade - Social & Cultural	3
Upper Level Studio #1		3 Colonnade - Natural & Physical Sciences w/ no lab	3
		15	15

Fourth Year

Fall	Hours	Spring	Hours
Upper Level Studio #2		3 UX 450	3
UX 440		3 ART 434	1
Upper Level Art History #2		3 Colonnade - Systems	3
Major Elective		3 Major Elective	3
Colonnade - Local to Global		3 General Elective	3
		General Elective	3
		15	16

Total Hours 121

ANIMATION

First Year

Fall	Hours	Spring	Hours
ART 105		3 ART 106	3
ART 130		3 ART 131	3
ART 140		3 ART 243	3
ENG 100		3 MATH 109	3

FILM 100	3	COMM 145	3
		15	15

Second Year

Fall	Hours	Spring	Hours
ANIM 210		3 ANIM 310	3
ANIM 220		3 ANIM 320	3
FILM 202		3 ART 240	3
HIST 101		3 Upper Level Art History #1	3
Colonnade - Social & Behavioral		3 Colonnade - Natural & Physical Science with Lab	3
		15	15

Third Year

Fall	Hours	Spring	Hours
Basic Studio #1		3 Basic Studio #2	3
ART 340 or ART 431		3 ANIM 330	3
ANIM 344		3 ANIM Elective	3
ENG 200		3 Upper Level Studio #1	3
Colonnade - Natural & Physical Science		3 Colonnade - Social & Behavioral	3
		15	15

Fourth Year

Fall	Hours	Spring	Hours
ART 497		3 ART 444	3
Upper Level Studio #2		3 Upper Level Art History #2	3
Colonnade - Local to Global		3 Colonnade - Systems	3
Animation Elective		3 General Elective	3
ENG 300		3 General Elective	3
		ART 434	1
		15	16

Total Hours 121