

# Studio Art BFA, Graphic Design Emphasis

The Art & Design department at UMSL welcomes students to explore essential cultural and professional systems through creative visual practice. Students encounter both traditional and new technologies as means to study and create the visual world in which we live. Students in the Graphic Design program enjoy the benefits of close relationships with the St. Louis graphic design professional community. Our professors maintain a rigorous program that prepares students for immediate employment as creative design professionals.

## Career Outlook

Students with degrees in studio art (Graphic Design emphasis) find careers as graphic designers, art directors, creative directors, marketing professionals, user experience designers, web designers and other creative professionals.

Candidates for the B.F.A. degree must complete a Foundation and Core Art Program (which is largely satisfied by the A.F.A. degree) and an emphasis area in one of the following: art education, graphic design, or general fine arts studio practice. Studio Art majors are required to take 69 hours in studio art (this includes 27 hours in the foundation and core art program) and 12 hours in Art History. The final 30 hours must be completed in residence at UMSL. Graduating students must also pass a faculty portfolio review.

**Advanced Placement in Studio Art Classes:** Studio Art Majors who have professional Graphic Design or other professional studio experience may wish to submit a portfolio to a committee of Studio Art faculty. Depending on the nature and the quality of the student's portfolio, they may be able to obtain exemptions from selected lower level Studio Art courses. Students applying for these exemptions must submit their portfolios prior to the first day of class of their first semester in the BFA Program. Students will be notified in writing if an exemption is granted. Students informed of these waivers will be advised of their requirements in the studio art major. All decisions of the portfolio reviews are final.

## General Education

Majors in Studio Art must meet the college and university general education requirements. A foreign language is not required. Studio Art courses required for the degree may not be taken on a satisfactory/unsatisfactory (S/U) basis. A minimum of 120 hours is required for graduation. Certain Studio Art courses fulfill the humanities and fine arts general education requirement.

### Foundations

ST ART 1020	Expanded Artforms	3
ST ART 1140	Drawing I (MOTR PERF 105D)	3
ST ART 1150	2D Design: Surface	3
ST ART 1151	3D Design: Space	3

### Core

ST ART 2205	Graphic Design I	3
ST ART 2220	Computer Design I	3
Select three courses from the following:		9
ST ART 2230	Drawing II	
ST ART 2245	Painting I	

ST ART 2252	Printmaking I	
ST ART 2260	Photography I	
ST ART 2270	Ceramics I	
ST ART 2275	Sculpture I	
ST ART 2278	Introduction to Fibers and Textiles	
ST ART 2285	Entrepreneurship for the Visual Arts	
<b>History of Art and Visual Culture</b>		
ART HS 1100	Introduction to Western Art (MOTR ARTS 100)	3
ART HS 2280	Modern to Contemporary Art	3
ART HS 2261	History of Graphic Design	3
Choose one of the following courses:		3
ART HS 1120	Global Art and Visual Culture (MOTR ARTS 101)	
ART HS 1140		
ART HS 1150	Introduction to the Art and Visual Cultures of Africa	
ART HS 1160	Introduction to the Art and Visual Cultures of Asia	
<b>Major (Graphic Design Emphasis)</b>		
ST ART 2210	Typography	3
ST ART 2221	Computer Design II	3
ST ART 3305	Graphic Design II	3
ST ART 3310	Graphic Design III	3
ST ART 3311	Graphic Design IV	3
ST ART 3320	Advanced Problems in Graphic Design I	3
ST ART 3321	Advanced Problems in Graphic Design II	3
Choose three courses from the following:		9
ST ART 3312	Advanced Topics in Graphic Design	
ST ART 3313	Introduction to Motion	
ST ART 3315	Image Making for Graphic Design	
ST ART 3316	Art of 3D Animation I	
<b>Electives</b>		
Two 2000 or 3000-level ST ART or ART HS course		6
<b>Capstone</b>		
ST ART 4497	Senior Seminar in Graphic Design I	3
ST ART 4498	Senior Seminar in Graphic Design II	3
<b>Total Hours</b>		<b>81</b>

## Learning Outcomes

Upon completion of the program, graduates will be able to:

- Develop visual and verbal responses to visual phenomena, and organize perceptions and conceptualizations both rationally and intuitively
- Explain the major achievements in the history of art and design, including the works and intentions of leading artists and designers in the past and present
- Develop the capacity to identify and/or solve visual problems within a variety of physical, technological, social, and cultural contexts
- Explain and evaluate contemporary thinking about art or design
- Develop competence in a number of art or design techniques

- Make valid assessments of quality and effectiveness in design projects and works of art, especially their own

## Sample Four Year Plan

### First Year

Fall	Hours	Spring	Hours
INTDSC 1003		1 ST ART 1020	3
ST ART 2205		3 ST ART 1151	3
ST ART 2220		3 ST ART 2221	3
ST ART 1140		3 ST ART 3305	3
ST ART 1150		3 MATH 1020	3
ENGL 1100	3		
	<b>16</b>		<b>15</b>

### Second Year

Fall	Hours	Spring	Hours
ART HS 1100		3 ST ART 2260	3
ST ART 2285		3 ST ART 2230	3
ST ART 2210		3 ST ART 3311	3
ST ART 3310		3 ART HS Non-western Art History Course	3
CORE - US History and Government		3 EXPLORE - Math and Sciences	3
	<b>15</b>		<b>15</b>

### Third Year

Fall	Hours	Spring	Hours
ST ART 3315		3 ART HS 2280	3
ST ART 3320		3 ST ART 3316	3
ART HS 2261		3 ST ART 3321	3
ENGL 3100		3 ST ART elective	3
CORE - Communication Proficiency		3 EXPLORE - Social Sciences	3
	<b>15</b>		<b>15</b>

### Fourth Year

Fall	Hours	Spring	Hours
ST ART 4497		3 ST ART 4498	3
ST ART 2211		3 CORE - Information Literacy	3
ST ART elective		3 EXPLORE - Social Sciences	3
EXPLORE - Social Sciences		3 EXPLORE - Math and Sciences	3
EXPLORE - Math and Sciences		3 Elective or minor	2
	<b>15</b>		<b>14</b>

**Total Hours: 120**

<sup>1</sup> INTDSC 1003 is required only for first-time freshmen and transfer students with less than 24 college credits.

*Please Note: This plan is an example of what a four year plan could look like for a typical student. Placement exam scores in math as well as the completion of coursework may change the plan. It should not be used in the place of regular academic advising appointments. All students are encouraged to meet with their advisor each semester. All requirements are subject to change.*