

Art Minor

Art Minor

Foundations Sequence

ART 1011	Drawing I	3
ART 1222	Two-Dimensional Concepts	3
ART 1333	Three-Dimensional Concepts	3
ARTHIST 1111	Survey of Art History I	3
or ARTHIST 1222	Survey of Art History II	

Art Studio Electives (listed below) 9

ART 1022	Drawing II	
ART 2020	Ceramics I	
ART 2030	Graphic Design I	
ART 2050	Painting I	
ART 2060	Performance Art I	
ART 2070	Creative Photography I: Digital Photography	
ART 2080	Printmaking I: Strategies	
ART 2090	Sculpture I	
ART 3001	Drawing III	
ART 3011	Life Drawing	
ART 3020	Ceramics II	
ART 3030	Graphic Design II	
ART 3031	Graphic Design: Identity System Design	
ART 3032	Graphic Design: Digital Image Design	
ART 3033	Graphic Design: Typography	
ART 3034	Graphic Design: Publication Design	
ART 3035	Graphic Design: Motion Design and Animation	
ART 3036	Graphic Design: Web and Interactive Design	
ART 3037	Book Arts	
ART 3039	Graphic Design: User Experience Design	
ART 3050	Painting II	
ART 3055	Painting III	
ART 3060	Performance Art II	
ART 3066/5066	Performance Art III	
ART 3070	Creative Photography II	
ART 3077	Creative Photography III	
ART 3080	Printmaking II: Applications	
ART 3088	Printmaking III: Directions	
ART 3090	Sculpture II	
ART 3099	Sculpture III	
ART 4000	Undergraduate Studio	

Total Hours 21

Policies

Major programs are offered by the Department of Art and Graphic Design in two baccalaureate degree areas, the Bachelor of Arts and the Bachelor of Fine Arts. The Bachelor of Arts degree is a liberal arts program offered in Graphic Design or Art with three emphasis options: studio, art history or art education (teaching). The Bachelor of Fine Arts degree is a professional program with an intensive studio emphasis.

It is possible for students to earn both the B.F.A. degree along with the B.A. in Art-Art History emphasis or the B.A. in Art Education-Teaching. However, a double major in Art-Studio Emphasis and Graphic Design is not possible. Likewise, it is not possible to earn both the B.F.A. and a B.A. in either Art-Studio Emphasis or Graphic Design.

No grade of less than C- shall satisfy any art major or minor degree requirement whether taken at UNI or transferred from another institution. For all studio courses in the Department of Art and Graphic Design programs the ratio of student work hours to credit hours is 3:1. Therefore, additional work is required outside the regular class meeting times.

Courses in the Department of Art and Graphic Design require specialized materials, some of which are provided through art lab fees.

Foundations Sequence

The Foundations Sequence is a one-year program required for all art majors and art minors. Introductory courses are offered that will provide an intense exploration of basic art concepts and skills as preparation for specialized and advanced areas of study.

Art majors take the 18 hours of introductory courses in the first year of study. The Foundations Sequence is prerequisite to all studio and art history courses. Generally, students enroll in Drawing I, 2-D Concepts, and Survey of Art History I during the first semester and Drawing II, 3-D Concepts, and Survey of Art History II the second semester.

The Foundations Sequence is a prerequisite for introductory level courses taken only by Art majors and minors.

Foundations Sequence for majors:

ART 1011	Drawing I	3
ART 1022	Drawing II	3
ART 1222	Two-Dimensional Concepts	3
ART 1333	Three-Dimensional Concepts	3
ARTHIST 1111	Survey of Art History I	3
ARTHIST 1222	Survey of Art History II	3

Total Hours 18

Foundations Sequence for Art Studio minors:

ART 1011	Drawing I	3
ART 1222	Two-Dimensional Concepts	3
ART 1333	Three-Dimensional Concepts	3

Art Minor

ARTHIST 1111	Survey of Art History I	3
or ARTHIST 1222	Survey of Art History II	
Total Hours		12

Foundations Sequence for Art History minors:

ART 1011	Drawing I	3
ART 1222	Two-Dimensional Concepts	3
or ART 1333	Three-Dimensional Concepts	
ARTHIST 1111	Survey of Art History I	3
ARTHIST 1222	Survey of Art History II	3
Total Hours		12

Related Programs

- Art: Studio B.F.A.
- Art: Studio B.A.