



2013 – 2014 Bulletin

School of Architecture Art And Design

Berrien Springs, Michigan 49104
www.andrews.edu 800–253–2874

Admission to Andrews University is available to any student who meets the academic and character requirements of the university and who expresses willingness to cooperate with its policies. Because Andrews University is operated by the Seventh-day Adventist Church, the majority of its students are Seventh-day Adventists. However, no particular religious commitment is required for admission; any qualified student who will be comfortable within its religious, social, and cultural atmosphere may be admitted. The university does not discriminate on the grounds of race, color, creed, disability, national or ethnic origin, sex, marital status, or handicap. On request it makes available to the public its annual financial report. To obtain a copy, contact the Office of the Vice President for Financial Administration at the address below

Every effort has been made to assure the accuracy of information in this bulletin. Students are advised, however, that bulletin provisions do not constitute a contract between a student and Andrews University and that attendance at Andrews University is a privilege and not a right. The university faculty and administration reserve the right to make and give public notice of such changes as deemed necessary during the period for which this bulletin is in effect.

Please contact the appropriate personnel for information pertaining to schools, departments, programs, and courses. For all other bulletin inquiries you may contact the Publications & Communication Specialist in the Office of Academic Records by email at bulletin@andrews.edu or by phone at (269) 471–3233.

Volume 102

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Course Prefixes and Numbers

Courses are listed by course prefix and course number. Course prefixes are listed below in alphabetical order. At the end of each prefix designation is an abbreviated symbol in parentheses for the school in which the prefix occurs. Symbols are as follows:

College of Arts and Sciences (CAS) School of Architecture, Art & Design (SAAD)		School of Business Administration (SBA) School of Education (SED)		School of Health Professions (SHP) Seventh-day Adventist Theological Seminary (SEM)	
ACCT	Accounting (SBA)	EDUC	Education—General (SED)	MSSN	World Mission (SEM)
AFLT	Aeronautical Flight	ENGL	English (CAS)	MUCT	Music Composition & Theory (CAS)
AGRI	Agriculture	ENGM	Engineering Management (CAS)	MUED	Music Education (CAS)
ALHE	Allied Health (CAS)	ENGR	Engineering (CAS)	MUHL	Music History & Literature (CAS)
ANSI	Animal Science	ENGT	Engineering Technology (CAS)	MUPF	Music Performance (CAS)
ANTH	Anthropology (CAS)	ENSL	Intensive English (CAS)	MURE	Music—Religious (CAS)
ARCH	Architecture (SAAD)	FDNT	Nutrition (SHP)	NRSG	Nursing (SHP)
ART	Art Studio (SAAD)	FILM	Film (SAAD)	NTST	New Testament Studies (SEM)
ARTH	Art History (SAAD)	FMST	Family Studies (CAS)	OTST	Old Testament Studies (SEM)
AVIA	Aviation	FNCE	Finance (SBA)	PHIL	Philosophy (CAS)
AVMT	Aviation Maintenance	FREN	French (CAS)	PHTH	Physical Therapy (SHP)
BCHM	Biochemistry (CAS)	FTES	Fitness & Exercise Studies (SHP)	PHTO	Photography (SAAD)
BHSC	Behavioral Sciences (CAS)	GDPC	Graduate Psychology & Counseling (SED)	PHYS	Physics (CAS)
BIBL	Biblical Languages (CAS)	GEOG	Geography (CAS)	PLSC	Political Science (CAS)
BIOL	Biology (CAS)	GNST	General Studies (CAS)	PORT	Portuguese (CAS)
BSAD	Business Administration (SBA)	GRMN	German (CAS)	PREL	Public Relations (CAS)
CHEM	Chemistry (CAS)	GSEM	General Theological Seminary (SEM)	PSYC	Psychology (CAS)
CHIS	Church History (SEM)	HIST	History (CAS)	PTH	Physical Therapy – Professional & Post-Professional (SHP)
CHMN	Christian Ministry (SEM)	HLED	Health Education (SHP)	RELB	Religion—Biblical Studies (CAS)
CIDS	Comm & Intl Development (CAS)	HONS	Honors (all undergraduate)	RELG	Religion—General (CAS)
COMM	Communication (CAS)	HORT	Horticulture	RELH	Religion—History (CAS)
CPTR	Computing & Software Engineering (CAS)	IDSC	Interdisciplinary Studies (CAS)	RELP	Religion—Professional & Applied Studies (CAS)
DSGN	Design (SAAD)	INFS	Information Systems (SBA)	RELT	Religion—Theology (CAS)
DSRE	Discipleship & Religious Education (SEM)	INLS	International Language Studies (CAS)	SOCI	Sociology (CAS)
ECON	Economics (SBA)	JOUR	Journalism (CAS)	SOWK	Social Work (CAS)
EDAL	Educational Administration & Leadership (SED)	LEAD	Leadership (SED)	SPAN	Spanish (CAS)
EDCI	Educational Curriculum & Instruction (SED)	MAED	Mathematics Education (CAS)	SPED	Special Education (SED)
EDFN	Educational Foundations (SED)	MATH	Mathematics (CAS)	SPPA	Speech—Language Pathology & Audiology (SHP)
EDRM	Research & Measurement (SED)	MDIA	Media (SAAD)	STAT	Statistics (CAS)
EDTE	Teacher Education (SED)	MKTG	Marketing (SBA)	THST	Theology & Christian Philosophy (SEM)
		MLSC	Medical Laboratory Sciences (SHP)		
		MSCI	Mathematics and Science (CAS)		

COURSE NUMBERS

Non Credit	Below 100	Courses enabling the student to qualify for freshman standing
Undergraduate Lower Division	100–199	Courses usually taken during the freshman year
	200–299	Courses usually taken during the sophomore year
Undergraduate Upper Division	300–399	Courses usually taken during the junior year
	400–499	Courses usually taken during the senior year
Graduate Level	500–699	Courses for graduate students only
	700–999	Courses for post-masters students

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School of Architecture, Art & Design

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Paula L. Dronen, *Assistant Dean*
Architecture Building, Room 103
269–471–6003; FAX: 269–471–6261
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The School of Architecture, Art & Design is comprised of the professional degree programs Master of Architecture (5½ year and 3½ year tracks), Bachelor of Interior Design, Bachelor of Science in Construction Management, the non-professional Bachelor of Science in Architectural Studies, and the Department of Visual Art & Design.

Architecture, Construction Management & Interior Design
SPECIAL NOTATION REGARDING BACHELOR OF SCIENCE IN CONSTRUCTION MANAGEMENT
The Bachelor of Science in Construction Management program (BSCM) is a new program. The program will not be available unless a critical mass of students (minimum of 8) enter the program in Fall, 2013. Please contact the School of Architecture, Art & Design at 269–471–6003 with questions.
Visual Art & Design

Architecture, Construction Management & Interior Design

Architecture Faculty
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Paula L. Dronen, *Assistant Dean*
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Martin D. Smith
Ariel Solis
Andrew C. von Maur
Kristin S. von Maur

Mission

The faculty promote stewardship, rigorous scholarship and creative problem solving in their disciplines, and encourage students to:

- Shape places that foster whole human health;
 - Explore time-honored and innovative solutions in their works;
 - Seek joy, beauty, and moderation in a lifelong pursuit of learning;
 - Serve mankind in accord with a professional and Christian vocation.
- All this for the glory of God until the risen Christ comes again.

Academic Calendar 2013–2014

May 27, 2014 Deadline for application to BSA professional degree track, BID and BSCM programs. (Currently enrolled students and transfer students seeking studio placement.)

Master of Architecture (3½-Year Track) Application Deadlines

Sept 16, 2013 For January 2014 admission
Feb 14, 2014 For summer or fall admission

Resources

Architecture Resource Center (ARC). The ARC provides an extensive range of materials including over 25,000 books, 90 journals, and a growing media collection. An added dimension to resource materials are two special collections. The ARC maintains a relationship with the Environmental Design Research Association, and houses an internationally recognized collection of books and materials in the area of environmental psychology and design. In addition, the ARC holds the Senseman Rare Book Collection of over 800 rare and out-of-print books and photos.

Other Facilities. The architecture facilities include a well-equipped and staffed woodworking shop; a computer laboratory for word processing, spreadsheets,

imaging manipulation, and CAD. The lab is equipped with a 12-station local area network with Ethernet connections, small and large format printing capabilities, and multiple scanners.

Student Handbook. A handbook for School of Architecture, Art & Design students outlining policies, operational guidelines, and general information is available from the School office. Students are responsible for all policies outlined in the *School of Architecture, Art & Design Student Handbook*.

Computer Policy

The programs in architecture, interior design and construction management regard the computer as a tool helpful in achieving the purposes of the Program Mission, and to students in their professional development. Use of the computer in the curriculum varies by course.

Students are required to have a laptop computer and software that meet the requirements of the curriculum as they advance through the program. It is up to the students that their laptop is capable of effectively running the software used in the different courses. A list of software used in the curriculum is available at the School office and must be consulted when purchasing a laptop.

Program Accreditation

In the United States, most state registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit U.S. professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted a six-year, three-year, or two-year term of accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture degree programs may consist of a pre-professional undergraduate degree and a professional graduate degree that, when earned sequentially, constitute an accredited professional education. However, the pre-professional degree is not, by itself, recognized as an accredited degree.

Andrews University School of Architecture, Art & Design offers the following NAAB-accredited programs:

- MArch (pre-professional degree—138 undergraduate credits + 30 graduate credits)
- MArch (non-pre-professional degree + 72 undergraduate prerequisite credits + 30 graduate credits)

Next accreditation visit for all programs: 2018 (*The National Architectural Accrediting Board, Inc., 2009 Conditions for Accreditation*)

SPECIAL NOTATION REGARDING BACHELOR OF SCIENCE IN CONSTRUCTION MANAGEMENT

The Bachelor of Science in Construction Management program (BSCM) is a new program. The program will not be available unless a critical mass of students (minimum of 8) enter the program in Fall, 2013. Please contact the School of Architecture, Art & Design at 269–471–6003 with questions.

Bachelors

Architectural Studies (Non-Professional) BS

The Bachelor of Science in Architectural Studies is a nonprofessional degree. Students who elect this degree do not proceed into the professional program track. In this program, Architectural Studies is declared as a major and upon successful completion, receives an undergraduate degree. Students who elect for this degree may seek advanced degrees or employment in the construction industry, the arts, business, and other fields.

General Education—55–60

See general education requirements for BS degree.

Major Requirements—17

- ARCH 126 – Drawing and Graphics Studio Credits: 3
- ARCH 150 – Introduction to Architecture Credits: 3
- ARCH 215 – Introduction to Design Studio Credits: 5
- ARCH 315 – History of Architecture I Credits: 3
- ARCH 316 – History of Architecture II Credits: 3

Major Electives—21

A minimum of 9 upper division credits from courses with ARCH acronyms.

Cognate Requirements—6

- ART 104 – Drawing I Credits: 3
- ART 207 – Basic Design I Credits: 3

Minor Requirements—22

General Electives—5

Total Credits for BS—126–131

Architecture (Professional Degree Track) BSA

Total Credits for BSA—138

Pre–Professional Year One

General Education—26

- ART 104 – Drawing I Credits: 3
- COMM 104 – Communication Skills Credits: 3
- ENGL 115 – English Composition I Credits: 3
- HIST 117 – Civilizations and Ideas I Credits: 3
- HIST 118 – Civilizations and Ideas II Credits: 3
- MATH 168 – Precalculus Credits: 4
- PE Elective
- RELT 100 – God and Human Life Credits: 3
- Social Science Choice (see list General Education: Professional Degrees & Programs)

Architecture Core—6

- ARCH 126 – Drawing and Graphics Studio Credits: 3
- ARCH 150 – Introduction to Architecture Credits: 3

Continued Undergraduate Enrollment Requirements—

2.5 Cumulative GPA

Pre–Professional Year Two

General Education—8

- PHYS 141 – General Physics I Credits: 4
- PE Elective
- Religion Elective

General Elective—2

Architecture Core—22

- ARCH 201 – Construction I Credits: 3
- ARCH 202 – Construction II Credits: 3
- ARCH 215 – Introduction to Design Studio Credits: 5
- ARCH 247 – Architecture as Craft Studio Credits: 5
- ARCH 315 – History of Architecture I Credits: 3
- ARCH 316 – History of Architecture II Credits: 3

Continued Undergraduate Enrollment Requirements

1. Application and \$40 fee

2. Cumulative GPA of 2.75
3. Portfolio
4. Three letters of recommendation (two must be from academic sources)
5. Letter of Intent
6. Official transcripts (transfer students only)
7. Acceptance into Professional Degree Track

Professional Track Years One & Two

General Education—9

- ENGL 215 – English Composition II Credits: 3
- Religion electives

Architecture Core—52

- ARCH 205 – Structures I Credits: 4
- ARCH 305 – Structures II Credits: 4
- ARCH 318 – Background Building Studio Credits: 5
- ARCH 320 – Placemaking Studio Credits: 5
- ARCH 335 – Environmental Technology I Credits: 4
- ARCH 336 – Environmental Technology II Credits: 4
- ARCH 370 – Person–Environment Theory Credits: 3
- ARCH 434 – Urban Studies Credits: 3
- ARCH 435 – Introduction to Building Information Modeling Credits: 3
- ARCH 441 – Comprehensive Building Design Studio Credits: 5
- ARCH 442 – Integrative Design Studio Credits: 5
- ARCH 449 – Integrative Design I Credits: 2
- ARCH 459 – Design Theory Credits: 3
- ARCH 469 – Integrative Design II Credits: 2

Summer Abroad—6

- ARCH 330 – Analytical Summer Abroad Credits: 6

Architecture Electives (ARCH, BSCM, INT) —7

Summer Abroad.

Each student is required to attend the Summer Abroad Program offered every summer. This program is usually five weeks in duration. Students completing Professional Track Year One should make plans accordingly. For further information, consult the School of Architecture, Art & Design.

Architecture Electives.

Of the 7 undergraduate and 14 graduate credits, a minimum of 2 credits are required in Community Project.

General Education Requirements—43

See professional program requirements, here, and note the following **specific** requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

- HIST 117 – Civilizations and Ideas I Credits: 3
- HIST 118 – Civilizations and Ideas II Credits: 3

Fine Arts/Humanities:

- ART 104 – Drawing I Credits: 3

Life/Physical Sciences:

- PHYS 141 – General Physics I Credits: 4

Mathematics:

- MATH 168 – Precalculus Credits: 4

Computer Literacy:

covered in core curriculum

Service:

covered in core curriculum

Social Sciences:

- ARCH 370 – Person–Environment Theory Credits: 3
- (BSCM: follow professional degree requirements)

Fitness Education:

professional degree requirements

Graduate–Year Enrollment

Graduate Admission Requirements.

In addition to meeting the General Minimum Admission Requirements for graduate degree programs, the following School requirements apply to the graduate phase of this program.

1. Completion of a baccalaureate degree—BSA: Architecture.
2. Successful completion of all undergraduate coursework with a minimum cumulative GPA of 2.75.
3. Completion of the Graduate Record Exam (GRE).

Admission Procedures

Admission Procedures

BSA Professional Degree Track, BID or BSCM

Students seeking to pursue the *BSA Professional Degree Track, BID or BSCM must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin Pre–Professional Year One, which is a common first–year experience between these programs.

Upon completion of Pre–Professional Year One students must:

1. Declare their degree program choice (BSA Professional Degree Track, BID or BSCM) and
2. Have a minimum cumulative GPA of 2.5

Upon completion of Pre–Professional Year Two students must apply for acceptance to their respective programs. The application packet may be obtained from the School and must be submitted directly to the School by the application deadline. Minimum requirements to be considered for admission to these programs are outlined under each program curricula.

* Students taking the BSA Professional Degree Track who plan to pursue the Master of Architecture must meet the standards outlined under Graduate–Year Enrollment.

Transfer Students

Transfer applicants who have no previous work in architectural/ interior design must complete the foundation years (pre–professional years one and two) and then make formal application to their program choice.

Advanced Standing. Transfer students from another architecture program may apply for advanced standing (third or fourth year) in their program choice. Transfer students applying for advanced standing are required to submit both the university application and the School of Architecture, Art & Design application. Please contact the School for specific information.

Tentative placement into the design sequence is made after the Admissions Committee has evaluated the student’s submissions. After one term, the student is given final placement in the design sequence and, on the basis of transfer–course

evaluations, receives credit for previous academic work towards the Andrews University degree.

The School does not accept applications to the Master of Architecture year only.

Summer Studio. In some cases, completion of the Summer Studio program is best for transfer students. Prior to application, students must have a transcript analysis done by the School to determine eligibility for the program. It is expected that students pursuing the summer studio option will have completed the majority of general education courses normally required in Pre–Professional Year One.

Application to the Summer Studio is made by filling out an Andrews University Undergraduate Application. Students applying to this program, in addition to applying to Andrews University, must also contact the School of Architecture, Art & Design directly to confirm their reservation for the class.

Academic Standards

Academic standards apply to the BS, BSA, BID and BSCM. A grade of C– or higher is required in order to continue in the design studio sequence. A grade of less than C– requires a student to repeat that studio before advancing in the studio sequence. Faculty approval is required for any studio course to be repeated. (This includes ART 104, ARCH 126, ARCH 215, ARCH 247, ARCH 318, ARCH 320, ARCH 441, ARCH 442; INT 341, INT 342, INT 441, ARCH 442.)

Students accepted to the BSA Professional Degree Track are expected to maintain a minimum cumulative GPA requirement of 2.75 for acceptance into the Master of Architecture year (see Graduate–Year Enrollment requirements). Students whose cumulative GPA falls below this minimum requirement are not allowed to continue to the Master of Architecture Year (graduate–year) but may be eligible to receive the Bachelor of Science in Architecture (BSA), the pre–professional component of the professional Master of Architecture. The BSA alone is not an NAAB–accredited degree. A minimum cumulative GPA of 2.25 is required to receive the BSA.

Construction Management BSCM

PLEASE BE ADVISED: The Bachelor of Science in Construction Management program (BSCM) is a new program. The program will not be available unless a critical mass of students (minimum of 8) enter the program in Fall, 2013. Please contact the School of Architecture, Art & Design at 269–471–6003 with questions.

The construction management program is four years plus two summers in duration. This program also requires 600 hours of construction work experience (see curriculum details). According to standards set by the Construction Management Certification Institute (CMCI), an independent administrative body of the Construction Management Association of America (CMAA); a four–year degree in Construction Management plus 48 months of CM experience within 5 classifications of 30 possible experience areas meet eligibility requirements to apply to sit for the Certified Construction Manager (CCM) certification examination (cmaanet.org).

Total Credits for BSCM–137

Pre–Professional Year One

General Education–26

- ART 104 – Drawing I Credits: 3
- COMM 104 – Communication Skills Credits: 3
- ENGL 115 – English Composition I Credits: 3
- HIST 117 – Civilizations and Ideas I Credits: 3
- HIST 118 – Civilizations and Ideas II Credits: 3
- MATH 168 – Precalculus Credits: 4
- PE Elective
- RELT 100 – God and Human Life Credits: 3
- Social Science Choice (see here)

Core–6

- ARCH 126 – Drawing and Graphics Studio Credits: 3
- ARCH 150 – Introduction to Architecture Credits: 3

Continued Undergraduate Enrollment Requirements

2.5 Cumulative GPA

Pre–Professional Year Two

Summer–4

- PHYS 141 – General Physics I Credits: 4

General Education–4

- PE Elective
- Religion Elective

Core–22

- ARCH 201 – Construction I Credits: 3
- ARCH 202 – Construction II Credits: 3
- ARCH 215 – Introduction to Design Studio Credits: 5
- ARCH 247 – Architecture as Craft Studio Credits: 5
- ARCH 485 – Special Topics in _____ Credits: 1–4
- Must be ARCH485 Special Topics: Introduction to CAD Credits: 2
- BSCM 101 – History and Introduction to Construction Management Credits: 2
- BSCM 207 – Regulatory Issues Credits: 2

Minor Requirements–6

- ACCT 121 – Fundamentals of Accounting Credits: 3
- ACCT 122 – Fundamentals of Accounting Credits: 3

Continued Undergraduate Enrollment Requirements

1. Application and \$40 fee
2. Cumulative GPA of 2.75
3. Portfolio (Optional)
4. Three letters of recommendation (two must be from academic sources)
5. Letter of Intent
6. Official transcripts (transfer students only)
7. Work Experience: 100 hours of documented work experience in construction
8. Acceptance into Professional Degree

Professional Years One & Two

General Education–9

- ENGL 215 – English Composition II Credits: 3
- Religion electives

Core–39

- ARCH 435 – Introduction to Building Information Modeling Credits: 3
- BSCM 215 – Construction Equipment and Methods Credits: 2
- BSCM 301 – Cost Estimating I Credits: 2
- BSCM 325 – Structural Systems Design Credits: 2
- BSCM 349 – Construction Documents Credits: 3
- BSCM 365 – Site Construction and Surveying Credits: 2
- BSCM 401 – Construction Management I Credits: 3
- BSCM 402 – Construction Management II Credits: 3
- BSCM 410 – Project Planning & Scheduling Credits: 2
- BSCM 420 – Construction Law Credits: 2
- BSCM 430 – Professional Practice Credits: 3
- BSCM 445 – Building Information Modeling – Cost Analysis Credits: 3
- BSCM 455 – Building Information Modeling—Construction Management Credits: 3
- BSCM 465 – Collaborative Project Delivery Credits: 3

Summer–6

- ARCH 395 – Community Project in Architecture Credits: 1–6

Minor Requirements–15

- BSAD 341 – Business Law Credits: 3

- ECON 225 – Principles of Macroeconomics Credits: 3
- ECON 226 – Principles of Microeconomics Credits: 3
- Upper Division electives

Work Experience–500 hours

500 hours of documented work experience in construction

General Education Requirements–43

See professional program requirements, here, and note the following **specific** requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

- HIST 117 – Civilizations and Ideas I Credits: 3
- HIST 118 – Civilizations and Ideas II Credits: 3

Fine Arts/Humanities:

- ART 104 – Drawing I Credits: 3

Life/Physical Sciences:

- PHYS 141 – General Physics I Credits: 4

Mathematics:

- MATH 168 – Precalculus Credits: 4

Computer Literacy:

covered in core curriculum

Service:

covered in core curriculum

Social Sciences:

- ARCH 370 – Person–Environment Theory Credits: 3
- (BSCM: follow professional degree requirements)

Fitness Education:

professional degree requirements

Admission Procedures

Admission Procedures

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Transfer Students

Transfer applicants who have no previous work in architectural/ interior design must complete the foundation years (pre–professional years one and two) and then make formal application to their program choice.

Advanced Standing. Transfer students from another architecture program may apply for advanced standing (third or fourth year) in their program choice. Transfer students applying for advanced standing are required to submit both the university application and the School of Architecture, Art & Design application. Please contact the School for specific information.

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Summer Studio. In some cases, completion of the Summer Studio program is best for transfer students. Prior to application, students must have a transcript analysis done by the School to determine eligibility for the program. It is expected that students pursuing the summer studio option will have completed the majority of general education courses normally required in Pre–Professional Year One. Application to the Summer Studio is made by filling out an Andrews University Undergraduate Application. Students applying to this program, in addition to applying to Andrews University, must also contact the School of Architecture, Art & Design directly to confirm their reservation for the class.

Academic Standards

Academic standards apply to the BS, BSA, BID and BSCM. A grade of C– or higher is required in order to continue in the design studio sequence. A grade of less than C– requires a student to repeat that studio before advancing in the studio sequence. Faculty approval is required for any studio course to be repeated. (This includes ART 104, ARCH 126, ARCH 215, ARCH 247, ARCH 318, ARCH 320, ARCH 441, ARCH 442; INT 341, INT 342, INT 441, ARCH 442.)

Students accepted to the BSA Professional Degree Track are expected to maintain a minimum cumulative GPA requirement of 2.75 for acceptance into the Master of Architecture year (see Graduate–Year Enrollment requirements). Students whose cumulative GPA falls below this minimum requirement are not allowed to continue to the Master of Architecture Year (graduate–year) but may be eligible to receive the Bachelor of Science in Architecture (BSA), the pre–professional component of the professional Master of Architecture. The BSA alone is not an NAAB–accredited degree. A minimum cumulative GPA of 2.25 is required to receive the BSA.

Field Experience

Summer Abroad

Each student is required to take ARCH 395 – Community Project in Architecture during a summer following Pre–Professional Year Two. A minimum of 6 credits must be earned.

Work Experience

As indicated above, students pursuing the BSCM must document 600 hours of work experience in the construction industry. 100 hours must be obtained prior to applying to the professional degree program and an additional 500 hours must be obtained prior to graduation. Please see School for Work Experience Requirement Form.

Interior Design BID

The interior design program is a four–year plus one summer course of study and results in the Bachelor of Interior Design. This degree qualifies students to participate in the Interior Design Experience Program (IDEP) which is required in order to be eligible to sit for the National Council for Interior Design Qualification (NCIDQ) certification examination (www.ncidq.org).

General Education Requirements–43

See professional program requirements, here, and note the following **specific** requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

- HIST 117 – Civilizations and Ideas I Credits: 3
- HIST 118 – Civilizations and Ideas II Credits: 3

Fine Arts/Humanities:

- ART 104 – Drawing I Credits: 3

Life/Physical Sciences:

- PHYS 141 – General Physics I Credits: 4

Mathematics:

- MATH 168 – Precalculus Credits: 4

Computer Literacy:

covered in core curriculum

Service:

covered in core curriculum

Social Sciences:

- ARCH 370 – Person–Environment Theory Credits: 3
- (BSCM: follow professional degree requirements)

Fitness Education:

professional degree requirements

Pre–Professional Year One

General Education–26

- ART 104 – Drawing I Credits: 3
- COMM 104 – Communication Skills Credits: 3
- ENGL 115 – English Composition I Credits: 3
- HIST 117 – Civilizations and Ideas I Credits: 3
- HIST 118 – Civilizations and Ideas II Credits: 3
- MATH 168 – Precalculus Credits: 4
- PE Elective
- RELT 100 – God and Human Life Credits: 3
- Social Science Choice (see here)

Core–6

- ARCH 126 – Drawing and Graphics Studio Credits: 3
- ARCH 150 – Introduction to Architecture Credits: 3

Continued Undergraduate Enrollment Requirements

2.5 Cumulative GPA

Pre–Professional Year Two

General Education–8

- PHYS 141 – General Physics I Credits: 4
- PE Elective
- Religion Elective

Core–24

- ARCH 201 – Construction I Credits: 3

- ARCH 202 – Construction II Credits: 3
- ARCH 215 – Introduction to Design Studio Credits: 5
- ARCH 247 – Architecture as Craft Studio Credits: 5
- ARCH 485 – Special Topics in _____ Credits: 1–4
- Must be ARCH485 Special Topics: Introduction to CAD Credits: 2
- INT 200 – Color Theory Credits: 3
- INT 315 – History and Theory of Interiors Credits: 3

Continued Undergraduate Enrollment Requirements

1. Application and \$40 fee
2. Cumulative GPA of 2.75
3. Portfolio
4. Three letters of recommendation (two must be from academic sources)
5. Letter of Intent
6. Official transcripts (transfer students only)
7. Acceptance into Professional Degree

Professional Years One & Two

General Education–9

- ENGL 215 – English Composition II Credits: 3
- Religion electives

Core–50

- ARCH 335 – Environmental Technology I Credits: 4
- ARCH 336 – Environmental Technology II Credits: 4
- ARCH 370 – Person–Environment Theory Credits: 3
- ARCH 435 – Introduction to Building Information Modeling Credits: 3
- ARCH 445 – Furniture Design Credits: 2
- BSCM 325 – Structural Systems Design Credits: 2
- BSCM 445 – Building Information Modeling – Cost Analysis Credits: 3
- INT 300 – Materials & Methods Credits: 2
- INT 341 – Interior Design Studio I Credits: 5
- INT 342 – Interior Design Studio II Credits: 5
- INT 420 – Textiles Credits: 3
- INT 435 – Professional Practice Credits: 3
- INT 441 – Interior Design Studio I Credits: 5
- INT 442 – Interior Design Studio II Credits: 5

Summer Abroad–6

- ARCH 330 – Analytical Summer Abroad Credits: 6

Electives within ARCH, BSCM, or INT–4

Total Credits for BID–133

Summer Abroad. Each student is required to attend the Summer Abroad Program offered every summer. This program is usually five weeks in duration. Students completing Professional Year One should make plans accordingly. For further information, consult the School of Architecture, Art & Design.

Admission Procedures

Admission Procedures

BSA Professional Degree Track, BID or BSCM

Students seeking to pursue the *BSA Professional Degree Track, BID or BSCM must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin Pre–Professional Year One, which is a common first–year experience between these programs.

Upon completion of Pre–Professional Year One students must:

1. Declare their degree program choice (BSA Professional Degree Track, BID or BSCM) and
2. Have a minimum cumulative GPA of 2.5

Upon completion of Pre–Professional Year Two students must apply for acceptance to their respective programs. The application packet may be obtained from the School and must be submitted directly to the School by the application deadline. Minimum requirements to be considered for admission to these programs are outlined under each program curricula.

* Students taking the BSA Professional Degree Track who plan to pursue the Master of Architecture must meet the standards outlined under Graduate–Year Enrollment.

Transfer Students

Transfer applicants who have no previous work in architectural/ interior design must complete the foundation years (pre–professional years one and two) and then make formal application to their program choice.

Advanced Standing. Transfer students from another architecture program may apply for advanced standing (third or fourth year) in their program choice. Transfer students applying for advanced standing are required to submit both the university application and the School of Architecture, Art & Design application. Please contact the School for specific information.

Tentative placement into the design sequence is made after the Admissions Committee has evaluated the student’s submissions. After one term, the student is given final placement in the design sequence and, on the basis of transfer–course evaluations, receives credit for previous academic work towards the Andrews University degree.

The School does not accept applications to the Master of Architecture year only.

Summer Studio. In some cases, completion of the Summer Studio program is best for transfer students. Prior to application, students must have a transcript analysis done by the School to determine eligibility for the program. It is expected that students pursuing the summer studio option will have completed the majority of general education courses normally required in Pre–Professional Year One. Application to the Summer Studio is made by filling out an Andrews University Undergraduate Application. Students applying to this program, in addition to applying to Andrews University, must also contact the School of Architecture, Art & Design directly to confirm their reservation for the class.

Academic Standards

Academic standards apply to the BS, BSA, BID and BSCM. A grade of C– or higher is required in order to continue in the design studio sequence. A grade of less than C– requires a student to repeat that studio before advancing in the studio sequence. Faculty approval is required for any studio course to be repeated. (This includes ART 104, ARCH 126, ARCH 215, ARCH 247, ARCH 318, ARCH 320, ARCH 441, ARCH 442; INT 341, INT 342, INT 441, ARCH 442.)

Students accepted to the BSA Professional Degree Track are expected to maintain a minimum cumulative GPA requirement of 2.75 for acceptance into the Master of Architecture year (see Graduate–Year Enrollment requirements). Students whose cumulative GPA falls below this minimum requirement are not allowed to continue to the Master of Architecture Year (graduate–year) but may be eligible to receive the Bachelor of Science in Architecture (BSA), the pre–professional component of the professional Master of Architecture. The BSA alone is not an NAAB–accredited degree. A minimum cumulative GPA of 2.25 is required to receive the BSA.

Undergraduate Minors

Architectural Studies Minor

Minor Requirements – 23

- ARCH 126 – Drawing and Graphics Studio Credits: 3
- ARCH 150 – Introduction to Architecture Credits: 3
- ARCH 215 – Introduction to Design Studio Credits: 5
- plus 12 additional credits with a minimum of 6 upper division credits from courses with ARCH acronym

Masters

Architecture, 3 1/2 Year Track MARCH

The 3½–year professional degree program is designed for students who have previously earned an undergraduate degree that may be in an unrelated area of study. Under this option, the student spends the first 2½ years completing undergraduate prerequisite architectural core courses. The final year is similar to the final year of the Master of Architecture 5½–year degree which results in the

accredited professional degree. Please see the Academic Calendar for application deadlines.

Total Credits for 3½–Year MArch–102

Architecture Core–88

- ARCH 150 – Introduction to Architecture Credits: 3
- ARCH 201 – Construction I Credits: 3
- ARCH 202 – Construction II Credits: 3
- ARCH 205 – Structures I Credits: 4
- ARCH 247 – Architecture as Craft Studio Credits: 5
- ARCH 305 – Structures II Credits: 4
- ARCH 315 – History of Architecture I Credits: 3
- ARCH 316 – History of Architecture II Credits: 3
- ARCH 318 – Background Building Studio Credits: 5
- ARCH 320 – Placemaking Studio Credits: 5
- ARCH 335 – Environmental Technology I Credits: 4
- ARCH 336 – Environmental Technology II Credits: 4
- ARCH 370 – Person–Environment Theory Credits: 3
- ARCH 434 – Urban Studies Credits: 3
- ARCH 435 – Introduction to Building Information Modeling Credits: 3
- ARCH 441 – Comprehensive Building Design Studio Credits: 5
- ARCH 442 – Integrative Design Studio Credits: 5
- ARCH 449 – Integrative Design I Credits: 2
- ARCH 459 – Design Theory Credits: 3
- ARCH 469 – Integrative Design II Credits: 2
- ARCH 521 – Urban Design Studio Credits: 6

- ARCH 522 – Visiting Critic/Topic Studio Credits: 6 or
- ARCH 594 – Practicum Credits: 6–15 *

- ARCH 535 – Professional Practice Credits: 4

Architecture Electives (ARCH, BSCM, INT) – 14

Note:

*Students must apply and be accepted to the practicum program prior to registering for ARCH 594. ARCH 594 will satisfy 6 core credits (replacing ARCH 522 Visiting Critic/Topic Studio) and may satisfy architecture elective credits if registered for more than 6 credits.

Continued Graduate Enrollment Requirements

1. No grade lower than C (2.00) in any course in the graduate portion of the program.
2. A student whose cumulative graduate GPA falls below 3.0 in any given term is placed on academic probation. A student is normally disqualified if they do not increase their graduate GPA to 3.0 during the academic term of probation.
3. A minimum cumulative GPA of 3.0 is required to receive the Master of Architecture degree.

Admission Procedures

Application must be made online to the School of Graduate Studies & Research. In addition to meeting the application requirements of the School of Graduate Studies & Research, applicants should:

1. Hold an undergraduate degree;
2. Have a minimum cumulative undergraduate GPA of 3.0;
3. Submit an online application.
4. Submit a portfolio of work (this work need not be architectural in nature, it may include writing samples, drawings, photography, etc.) Original work will not be accepted.
5. The following prerequisite courses may be required at the discretion of the Admissions Committee:
 - a. ARCH 126 – Drawing and Graphics Studio
 - b. ART 104 – Drawing I
 - c. MATH 168 – Precalculus
 - d. PHYS 141 – General Physics I

Upon acceptance, graduate standards of scholarship apply to all coursework.

Architecture, 5 1/2 Year Track MArch

The professional degree program consists of a pre–professional Bachelor of Science in Architecture and then a Master of Architecture. When earned sequentially, the degree track results in the accredited professional education.

Total Credits for MArch–30

Architecture Core–16

- ARCH 521 – Urban Design Studio Credits: 6
- ARCH 522 – Visiting Critic/Topic Studio Credits: 6 or ARCH 594 – Practicum Credits: 6*
- ARCH 535 – Professional Practice Credits: 4

Architecture Electives (ARCH, BSCM, INT) – 14

A minimum of 14 credits of architecture electives at the graduate level. Selection of electives outside of School offerings requires the approval of the School faculty.

Note:

*Students must apply and be accepted to the practicum program prior to registering for ARCH 594. ARCH 594 will satisfy 6 core credits (replacing ARCH 522 Visiting Critic/Topic Studio) and may satisfy architecture elective credits if registered for more than 6 credits.

Continued Graduate Enrollment Requirements

1. No grade lower than C (2.00) in any course in the graduate portion of the program.
2. A student whose cumulative graduate GPA falls below 3.0 in any given term is placed on academic probation. A student is normally disqualified if they do not increase their graduate GPA to 3.0 during the academic term of probation.
3. A minimum cumulative GPA of 3.0 is required to receive the Master of Architecture degree.

Architecture

ARCH 126 – Drawing and Graphics Studio

Credits: 3

Introduction to freehand drawing and architectural drawing graphic conventions. Exercises include freehand and drafted drawings of building plans, sections, and elevations, and an introduction to three-dimensional representation. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Offering:** Spring, Summer **College Code:** SAAD

ARCH 150 – Introduction to Architecture

Credits: 3

Emphasis on design concepts, professional vocabulary, historical appreciation, contemporary issues, and values that are important to the mission of the School of Architecture, Art & Design. Open to all students. **Grade Mode:** Normal (A–F,I,W) **Offering:** Fall **College Code:** SAAD

ARCH 201 – Construction I

Credits: 3

An overview of site work, foundation, and structural systems as well as an investigation into the structural and material properties, assembly methods and detailing primarily for wood and masonry construction systems. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Offering:** Fall **College Code:** SAAD

ARCH 202 – Construction II

Credits: 3

An investigation into the structural and material properties, assembly methods and detailing primarily for steel and concrete construction systems as well as an introduction to cost estimating. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 201. **Offering:** Spring **College Code:** SAAD

ARCH 205 – Structures I

Credits: 4

Structural theory: statics by analytical and graphical solutions. Determinations of loads, resolution of force systems, and equilibrium analysis. Structural properties of shape (centroids, moment of inertia) and materials (stress, stiffness, modulus of elasticity). Shear and bending moments, deflection, column theory, introductory awareness of structural system behavior. Analysis and design of wood structures (joists, girders, columns). Introduction to the structural design process. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** MATH 168 & PHYS 141. **Offering:** Fall **College Code:** SAAD

ARCH 215 – Introduction to Design Studio

Credits: 5

Introduction to formal composition, architectural typology and principles of building context in the design of buildings and artifacts with simple program elements. Minimum cumulative GPA of 2.5. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 126. **Offering:** Fall **College Code:** SAAD

ARCH 247 – Architecture as Craft Studio

Credits: 5

Design projects focusing on the materiality of architecture and the logic of construction. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 215 **Offering:** Spring **College Code:** SAAD

ARCH 299 – Independent Study

Credits: 1–4

Study of special topics not currently offered by the School of Architecture, Art & Design. In consultation with a professor, the student researches a selected area, filing a copy of the completed project report in the School of Architecture, Art & Design office. A minimum of 30 hours of work required for each credit. May be repeated for a total of 6 credits. **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

ARCH 305 – Structures II

Credits: 4

Structural problems in steel analysis and principles of concrete and masonry, lateral loads due to wind and seismic forces. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 205. **Offering:** Spring **College Code:** SAAD

ARCH 315 – History of Architecture I

Credits: 3

Chronological overview of the history of architecture from prehistory through the 14th century (Gothic). Emphasis is on the vocabulary and design of buildings, their symbolic relationships, and their meaning in a cultural and human context. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** HIST 117, HIST 118 & ENGL 115. **Offering:** Fall **College Code:** SAAD

ARCH 316 – History of Architecture II

Credits: 3

Chronological overview of the history of architecture from the 15th century (Renaissance) to today. Emphasis is on the vocabulary and design of buildings, their symbolic relationships, and their meaning in a cultural and human context. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** HIST 117, HIST 118 & ENGL 115. **Offering:** Spring **College Code:** SAAD

ARCH 318 – Background Building Studio

Credits: 5

Design of a commercial and/or residential building(s) of increased programmatic complexity, in the physical and cultural setting of a traditional small town or urban neighborhood. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 320. **Offering:** Spring **College Code:** SAAD

ARCH 320 – Placemaking Studio

Credits: 5

The design of buildings as it relates to landscape and to human experience with increased complexity of program and form. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 247, admission to the Professional Degree Track. **Offering:** Fall **College Code:** SAAD

ARCH 330 – Analytical Summer Abroad

Credits: 6

A course focusing upon study, analysis, and documentation of buildings, spaces, and/or gardens in another country. Venues may change from year to year. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 318. **Offering:** Summer **College Code:** SAAD

ARCH 335 – Environmental Technology I

Credits: 4

Introduction to environmentally, energy-conscious design concepts with the primary focus on climate and site analysis. An overview of standard evaluation methods for thermal performance in both design development and qualitative building evaluations covers heat loss/gain, thermal and solar envelope, HVAC system selection and layout. Principles of water conservation, collection and supply, and the treatment and disposal of liquid and solid wastes. **Grade Mode:** Normal (A–F,I,W) **Offering:** Fall **College Code:** SAAD

ARCH 336 – Environmental Technology II

Credits: 4

Principles of design for fire safety and code compliance. Principles of electricity and a brief survey of electrical systems and wiring design. The design and location requirements of elevators and moving stairways and walks. A qualitative overview of lighting and acoustics and their integration into the design of buildings with introductory quantitative methods. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHYS 141. **Offering:** Spring **College Code:** SAAD

ARCH 370 – Person–Environment Theory

Credits: 3

Studies in the relationship between people and the environment, including a consideration of towns, cities, gardens, buildings, and artifacts, as well as the cultural and natural landscape. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 320. **College Code:** SAAD

ARCH 390 – Special Topics in _____

Credits: 1–4

Based on selected topics of current interest in architecture offered by the School of Architecture, Art & Design. May be repeated in different topic areas. \$ – Course or lab fee **Grade Mode:** Normal with DG (A–F,I,W,DG,DN) **Repeatable:** Repeatable **College Code:** SAAD

ARCH 395 – Community Project in Architecture

Credits: 1–6

“Hands-on” involvement in humanitarian and/ or service oriented projects in an on-site work environment. Work initiated by students requires prior approval of faculty. **Course Attribute:** Service course **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

ARCH 424 – Islamic Architecture

Credits: 2–3

A focused view on the period of architectural history known as Islamic Architecture. Covers the beginnings of Islamic period from 600 CE to the present time, looking at Islamic buildings from all parts of the world. Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 315 & ARCH 316. **College Code:** SAAD

ARCH 425 – Architecture of Ancient Americas

Credits: 2–3

A focused view of the architectural history that covers ancient North, Central and South Americas. Covers the vernacular architecture and art of the Native American cultures. Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 315 & ARCH 316. **College Code:** SAAD

ARCH 426 – Far Eastern Architecture

Credits: 2–3

A focused view of the architectural history that covers ancient Far East. Covers the vernacular architecture and art from India to China, Japan and the Southeast Asian cultures. Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 315 & ARCH 316. **College Code:** SAAD

ARCH 434 – Urban Studies

Credits: 3

A broad survey, both typological and historical, of the physical characteristics of cities and their development, with an emphasis upon urban form as a cooperative human artifact embodying particular cultural values and ideas. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ENGL 115; HIST 117, HIST 118. **Offering:** Spring **College Code:** SAAD

ARCH 435 – Introduction to Building Information Modeling

Credits: 3

An introduction to Building Information Modeling (BIM) using Autodesk REVIT software. **Grade Mode:** Normal (A–F,I,W) **Corequisite(s):** ARCH 441, ARCH 449. **Offering:** Fall **College Code:** SAAD

ARCH 441 – Comprehensive Building Design Studio

Credits: 5

Design of a public and/or civic building in the physical and cultural setting of a small town or urban neighborhood. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Corequisite(s):** ARCH 435, ARCH 449. **Prerequisite(s):** ARCH 205, ARCH 318, ARCH 330; **Offering:** Fall **College Code:** SAAD

ARCH 442 – Integrative Design Studio

Credits: 5

Comprehensive building design project: site design, building design, and development of architectural detail (including integration of materials and structural and environmental systems). **Grade Mode:** Normal (A–F,I,W) **Corequisite(s):** ARCH 469 **Prerequisite(s):** ARCH 441. **Offering:** Spring **College Code:** SAAD

ARCH 445 – Furniture Design

Credits: 2

An exploratory course that prepares individuals to apply technical knowledge and skills to prepare and execute furniture design projects from assemblage to finish. Incorporates the safe use of a variety of hand and power tools and machinery. Projects vary according to the individual skill level of the student. May be repeated for up to 4 credits. Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ARCH 449 – Integrative Design I

Credits: 2

An introduction to the pre–design activities of programming and project budgeting; and an investigation into the design implications of building codes, accessibility standards, and zoning ordinances for a concurrent studio project. **Grade Mode:** Normal (A–F,I,W) **Corequisite(s):** ARCH 435, ARCH 441 **Prerequisite(s):** ARCH 205 **Offering:** Fall **College Code:** SAAD

ARCH 459 – Design Theory

Credits: 3

A survey and analysis of architectural thought, including readings from both historical and contemporary sources. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 315. **Offering:** Spring **College Code:** SAAD

ARCH 469 – Integrative Design II

Credits: 2

The application of the principles of architectural detailing, building data evaluation, materials specifications, and comparative cost analysis for a concurrent studio project. **Grade Mode:** Normal (A–F,I,W) **Corequisite(s):** ARCH 442 **Prerequisite(s):** ARCH 449 **Offering:** Spring **College Code:** SAAD

ARCH 480 – Architectural Community Service

Credits: 1–3

Design of community service or architectural mission projects. May also include pre–construction management work associated with mission projects. Work initiated by students requires prior approval of faculty. May be repeated for up to 6 credits. Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Normal with DG (A–F,I,W,DG,DN) **Prerequisite(s):** ARCH 247. **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

ARCH 485 – Special Topics in _____

Credits: 1–4

Based on selected topics of current interest in architecture offered by the School of Architecture, Art & Design. May be repeated in different topic areas. \$ – Course or lab fee Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Normal with DG (A–F,I,W,DG,DN) **Repeatable:** Repeatable **College Code:** SAAD

ARCH 496 – Cooperative Work Experience

Credits: 1–6

Supervised work with an architecture or construction firm. 120 hours of work is required for each credit. May be repeated up to 6 credits. Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) **Prerequisite(s):** 3rd year standing and application one semester in advance of the planned work. Graded on S/U basis. **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

ARCH 499 – Independent Research

Credits: 1–4

Study of special topics not currently offered by the School of Architecture, Art & Design. In consultation with a professor, the student researches a selected area, filing a copy of the completed project report in the School of Architecture, Art & Design office. A minimum of 30 hours of work required for each credit. May be repeated for a total of 6 credits. **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

ARCH 521 – Urban Design Studio

Credits: 6

Urban design proposal for a small town (or parts thereof), urban neighborhood, or college campus. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** Completion of BSA. **Offering:** Fall **College Code:** SAAD

ARCH 522 – Visiting Critic/Topic Studio

Credits: 6

Design project(s) to be determined by Visiting Critic and regular faculty. Topic of studio varies. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 521. **Offering:** Spring **College Code:** SAAD

ARCH 530 – Analytical Summer Abroad

Credits: 6

A course focusing upon study, analysis, and documentation of buildings, spaces, and/or gardens in another country. Venues may change from year to year. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 318. **Offering:** Summer **College Code:** SAAD

ARCH 535 – Professional Practice

Credits: 4

Lectures and seminars focusing on Judeo–Christian values and social responsibilities in the profession. Studies introduce conventional practice methods and career planning for present and future. Topical areas include the role of the architect, organization and management of the firm, and project administration. **Grade Mode:** Normal (A–F,I,W) **Offering:** Fall **College Code:** SAAD

ARCH 594 – Practicum

Credits: 6–15

Experience under the supervision of a practicing, professional architect that meets the requirements of the Andrews University School of Architecture, Art & Design. May be for a for–profit or not–for–profit organization. **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) **Prerequisite(s):** Acceptance to Master of Architecture degree year and Acceptance to Practicum Program. **College Code:** SAAD

ARCH 595 – Community Project in Architecture

Credits: 1–6

“Hands–on” involvement in humanitarian and/ or service oriented projects in an on–site work environment. Work initiated by students requires prior approval of faculty. **Course Attribute:** Service course **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

ARCH 599 – Independent Research

Credits: 1–4

Study of special topics not currently offered by the School of Architecture, Art & Design. In consultation with a professor, the student researches a selected area, filing a copy of the completed project report in the School of Architecture, Art & Design office. A minimum of 30 hours of work required for each credit. May be repeated for a total of 6 credits. **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

Construction Management

BSCM 101 – History and Introduction to Construction Management

Credits: 2

A historical background into the development of the construction industry, the roles of the different participants and an overview of the construction process. Career choices, industry firms, and key players in the construction management process will be explored. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** HIST 117, HIST 118, ENGL 115. **College Code:** SAAD

BSCM 207 – Regulatory Issues

Credits: 2

Examination of the regulations in planning, building, advocacy and civil rights rules. Includes investigative techniques, jurisdictional responsibilities and inspection procedures. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 215 – Construction Equipment and Methods

Credits: 2

Construction equipment and selected construction methods including equipment application strategies, own/lease benefits and establishing operational costs for project estimating. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 301 – Cost Estimating I

Credits: 2

Introduction to the estimating function and review and applications of material quantity survey techniques used in estimating costs of construction projects. Includes types of approximate and precise methods of estimating and their uses, and computer applications. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 302 – Cost Estimating II

Credits: 3

Pricing and bidding of construction work including cost factors, labor and equipment, productivity factors, prices databases, job direct and indirect costs, methods of estimating time, materials, equipment, subcontractors' work, general expenses, and profit, bid preparations and submission, and computer applications. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** BSCM 301 **College Code:** SAAD

BSCM 325 – Structural Systems Design

Credits: 2

The study of typical construction materials as used in the design process. Concrete, wood, steel and composite structures and underlying mechanical and physical properties will be covered. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** MATH 168, PHYS 141 **College Code:** SAAD

BSCM 349 – Construction Documents

Credits: 3

This course examines construction documents for competitive bidding and execution of projects. Light and heavy construction types will be examined. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 365 – Site Construction and Surveying

Credits: 2

The study of critical aspects of site construction and surveying relating to on-site logistics. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 401 – Construction Management I

Credits: 3

Construction management concepts and practices, the management system, construction planning and programming, project control, environmental management, total quality management, and ethics in construction management. Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 402 – Construction Management II

Credits: 3

A management course in contract documents, safety, planning, scheduling, production control, and law and labor. Topics include contracts, planning, cost and production peripheral documents, and cost and work analysis, scheduling, material handling, layout, payment scheduling, and inspections. Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 410 – Project Planning & Scheduling

Credits: 2

Construction planning, scheduling, and communications required for project control, the practical and legal implications of each, as well as introduction to the use of scheduling software, and its benefits. Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 420 – Construction Law

Credits: 2

Study of the United States legal system and contractual issues that are significant to construction managers, and addresses ethics in the construction industry. Legal issues arising from design and construction services, focusing on risk management and liability awareness. Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 430 – Professional Practice

Credits: 3

Analyzes construction contracts, specifications, and practices with regard to business law and liability. Examines contractor, architect, and engineer responsibilities through case studies and class discussions. Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

BSCM 445 – Building Information Modeling – Cost Analysis

Credits: 3

Application of a Building Information Model that incorporates cost data, used for quantity takeoff and cost estimating. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 435 **College Code:** SAAD

BSCM 455 – Building Information Modeling—Construction Management

Credits: 3

Application of a Building Information Model used to visualize a construction schedule and sequence. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** BSCM445 **College Code:** SAAD

BSCM 465 – Collaborative Project Delivery

Credits: 3

Application of project delivery in conjunction with a concurrent project within the School of Architecture, Art & Design. Building Information Modeling will be used as a method of applying cost analysis and project planning and scheduling. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** BSCM 455 **College Code:** SAAD

Interior Design

INT 200 – Color Theory

Credits: 3

This course introduces students to the aesthetic, historical, perceptual, scientific, and psychological aspects of color and light and the implication of color principles and theories to interior design. Students will explore color through experimentation, observation and evaluation. Relevant design projects will be analyzed for their use of color theory. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

INT 300 – Materials & Methods

Credits: 2

In this course students will examine non-textile based materials, available resources, and methods of production, construction and installation. Through a study of current product applications, they will learn how to select, specify and apply appropriate materials and finishes on the basis of aesthetics, material cost, environmental impact and performance. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

INT 315 – History and Theory of Interiors

Credits: 3

This course is a survey of interior design throughout history. Emphasis is given to the historical, theoretical and cultural influences that have affected the design of the interior environment from antiquity through present-day. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** HIST 117, HIST 118, ENGL 115. **College Code:** SAAD

INT 341 – Interior Design Studio I

Credits: 5

Intermediate design studio building on previous design principles. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ARCH 247 & acceptance into Professional Degree Program. **College Code:** SAAD

INT 342 – Interior Design Studio II

Credits: 5

Intermediate design studio building on previous design principles. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** INT 341. **College Code:** SAAD

INT 420 – Textiles

Credits: 3

This course introduces students to the technical and aesthetic aspects of textiles and their use in interior design. Emphasis is placed on product knowledge, specifications, technology, safety, testing, and terminology. New textiles and fibers and their application and performance will be studied. Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

INT 435 – Professional Practice

Credits: 3

This course explores standard business procedures commonly associated with the practice of interior design. Students will study various types of design practices, financial management and compensation, ethical practices, professional development, legal liability, and issues related to licensing and certification. The management of a typical interior design project will be studied, including writing proposals and contracts, specifications, bidding procedures, budgets, construction schedules, contractor negotiations and collaboration, and project administration. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

INT 441 – Interior Design Studio I

Credits: 5

Advanced design studio building on previous design principles. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** INT 342 **College Code:** SAAD

INT 442 – Interior Design Studio II

Credits: 5

Advanced design studio building on previous design principles. **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** INT 441 **College Code:** SAAD

Visual Art & Design

Harrigan Hall, Room 225
269–471–3450
www.andrews.edu/art/

Visual Art & Design Faculty

_____, *Chair*

Stefanie P. Elkins–Bates

Kari A. Friestad

Steven L. Hansen

Paul B. Kim

Thomas J. Michaud

Diane J. Myers

Rhonda G. Root

David B. Sherwin

Douglas A. Taylor

Marc G. Ullom

Sharon J. Prest Ullom

Emeritus

Gregory J. Constantine

Adjunct Faculty

Brian D. Manley

Donald L. May

Mission

We, the Andrews University Department of Visual Art & Design, mentor students to be Christ-centered, socially responsible creative individuals by developing their artistic gifts in a nurturing spiritual environment.

Department Goal

It is the goal of the Department of Visual Art & Design to help each student achieve the traditional and digital skills necessary to achieve entrance into a graduate program, begin work as a professional artist or craftsman or achieve a professional portfolio that will allow them to directly pursue a career in their chosen track after graduation. Through dedicated faculty, quality education and active community involvement, we seek to empower students to honor God in their visual communication.

Student Handbook. The Department of Visual Art & Design Student Handbook, available at the department office, provides clarification of departmental guidelines, requirements and standards.

Multiple Majors & Degrees. The Department of Visual Art & Design allows students to graduate with a double BFA major or a BFA and a BA in Art History. Credits cannot be duplicated within the 45 credit BFA emphasis. In the second BFA emphasis 39 credits are required, and excludes ART485 Thesis Project (3), ART496 Portfolio Development (2), and ART497 BFA Exhibition (1).

Computer Policy. The Department of Visual Art & Design regards the computer as a tool integral to the success of the visual communicator in their professional development. All students are required to purchase a laptop computer and software meeting the department guidelines. Because computer technology is continually changing, a revised policy is drafted in the fall semester, outlining the specific requirements for each year. Laptop purchases should be made by mid-fall semester of the student's freshman year. Use of the computer in the curriculum varies by course.

Bachelors

Art, Art History Emphasis BA

The BA: Art is a liberal arts degree that relates broad intellectual knowledge to material, spiritual, and emotional awareness. The degree requires 45 credits in art history and visual art courses, a minor in a non-art second area, and the General Education requirements including a foreign language.

Total Credits: 124–129

Art History Emphasis—45

Art History Core Foundation—18 credits

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3
- ART 380 – Topics in: Credits: 1–6
- Must be in Topics in: Method and Theory in Art History and be taken for 3 credits.
- ART 478 – Visual Art Study Tour Credits: 6

Electives in Art History:

9 credits from three of the following:

- ARTH 220 – Language of Art Credits: 3
- ARTH 328 – Artists of the Renaissance Credits: 3
- ARTH 329 – Nineteenth Century and Impressionism Credits: 3
- ART 380 – Topics in: Credits: 1–6 (Art History topics such as: Ancient Egyptian Art, Greek & Roman Art, Art in Archaeology, Modern and Contemporary Art, Woman and Gender in Art)
- ART 495 – Independent Reading/Project Credits: 1–6

6 credits from two of the following:

- ARCH 424 – Islamic Architecture Credits: 2–3
- ARCH 425 – Architecture of Ancient Americas Credits: 2–3
- ARCH 426 – Far Eastern Architecture Credits: 2–3

3 credits from one of the following:

- PHTO 210 – History of Photography Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3

3 credits chosen from Studio Visual Art:

(only one visual arts course may be applied to major)

- ART 104 – Drawing I Credits: 3
- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 207 – Basic Design I Credits: 3
- ART 209 – Basic Design II Credits: 3
- PHTO 116 – Digital Photography I Credits: 3

6 credits from Required Cognates:

- ANTH 200 – Cultural Anthropology Credits: 3 OR ANTH 205 – Introduction to Archaeology Credits: 3
- ENGL 315 – Professional Writing Credits: 3 OR ENGL 438 – Advanced Composition Credits: 3

Minor – 20 credit minimum (depending on chosen minor)

Recommended Minors for Art History Majors:

French

German

Anthropology/Archaeology

Religion

Business Administration

Communication

General Education for BA Degree – 59–64

Art History Requirements

Art history explores the historical meaning of art, architecture, and visual culture in all parts of the world from antiquity to the present. It analyzes visual objects through their form, technique, design, historical context, and ideological function. It also studies individual artists or makers, cultural institutions, audiences, and intercultural exchanges. It is inherently interdisciplinary, often requiring theoretical engagement with fields such as anthropology, philosophy, critical theory, political science, history, literature, film, performance, theater, and area studies.

The study of art history develops skills of informed and critical looking, reading, speaking, and writing. Thus, while it offers specialized knowledge of the visual world for those who want to pursue careers in the art world, academia, and the practice of art and design, the major is also excellent for any student seeking a solid foundation in the liberal arts. With its broad historical, cultural, geographic, and methodological spectrum, it offers an excellent background for students who want to specialize in areas such as law, medicine, business, international relations, politics, and education.

The Art History degree requires 45 credits in art history, visual art, and cognates; a minor in a non-art secondary area, and the General Education requirements including a foreign language (French or German recommended). A BA in Art History is recommended for those planning to do graduate work in the humanities or enter professions that require a broad overview of visual culture. Careers in museums generally require at least a master's degree. Careers in college and university teaching and research require a PhD.

Majors continuing on to graduate school are encouraged to do the following over and above the basic requirements for the major:

- Maintain a GPA of 3.0 or above.
- Confer with your advisor early on to discuss academic plan.
- Develop a greater depth in a given area, beyond what is required.
- Attain reading competence in at least one foreign language.
- Spend a year abroad.
- Remember that in any graduate school application, you will be expected to produce evidence of strong research and writing skills, as in a paper from an upper level course or an Honors thesis/project.
- Be aware that the components of a serious application to graduate school include not only your transcript and GRE scores, but also three letters of recommendation from faculty members, a writing sample, a well-informed statement of purpose, and indication of foreign language skills.

Additional Information

Students are encouraged to spend a year abroad at one of Andrews University's affiliate colleges in France or Italy. Students are also encouraged to seek an internship or Undergraduate Research Assistantship with one of the following:

- One of the professors in the Department of Visual Art & Design
- The Horn Archaeological Museum on the Andrews University Campus
- The Art Institute of Chicago, Ill.
- The Museum of Natural History, Chicago, Ill.
- Other museums or galleries

Art, Pre-Art Therapy Emphasis BA

The BA: Art is a liberal arts degree that relates broad intellectual knowledge to material, spiritual, and emotional awareness. The degree requires 45 credits in art history and visual art courses, a minor in Behavioral Science, and the General Education requirements including a foreign language.

Total Credits: 124–129

Art History Foundation – 9

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Pre-Art Therapy Emphasis – 36

Topics in Pre-Art Therapy – 3

ART 380 (3 credits required from topics which relate to the study or practice of art therapy.)

2–D Courses – 15

- ART 104 – Drawing I Credits: 3
- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 207 – Basic Design I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3

3–D Courses – 6

- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3

Advanced Visual Art – 12 Credits

Selected in consultation with the advisor from advanced drawing, painting, printmaking, and ceramics courses.

Behavioral Science Minor–20

A minor in Behavioral Sciences is required for this degree. Behavioral Science Minor requires at least 14 credits in courses numbered 300 and above. These credits are to be selected from the following areas: anthropology, family studies, geography, psychology or sociology. Students choosing this minor should consult with the chair of the department.

- PSYC 101 – Introduction to Psychology Credits: 3
- PSYC 301 – Human Development—Lifespan Credits: 3
- PSYC 410 – Introduction to Theories in Counseling & Psychotherapy Credits: 3
- PSYC 454 – Theories of Personality Credits: 3
- PSYC 460 – Psychology of Abnormal Behavior Credits: 3
- 5 additional credits

General Education for BA Degree – 59–64

Art, Visual Art Emphasis BA

The BA: Art is a liberal arts degree that relates broad intellectual knowledge to material, spiritual, and emotional awareness. The degree requires 45 credits in art history and visual art courses, a minor in a non-art second area, and the General Education requirements including a foreign language.

Total Credits: 124–129

Art History Foundation – 9

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Visual Art Emphasis – 36

Recommended for those planning to enter professions that require skilled eye–hand coordination, sensitive workmanship, and well–developed perceptual and conceptual skills. In addition to the 9 credits of Art History Foundation listed above, the following 21 credits of visual art and 15 credits from advanced visual art courses:

2–D Courses – 15

- ART 104 – Drawing I Credits: 3
- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 207 – Basic Design I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3

3–D Courses – 6

- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3

Advanced Visual Art – 15

Selected in consultation with the advisor from advanced drawing, painting, printmaking, and ceramics courses.

Minor in Non-art Area – 20 credit minimum (depending on minor choice)

General Education for BA Degree – 59–64

Design, Graphic Design Emphasis BFA

The Design major is recommended for those wishing to work in the design professions. There are two portfolio emphases available: Graphic Design and Web Design. The degree program combines the study of art, communication, design, and technology as mediums for visual communication and/or personal artistic expression. Our students join the Design program because they possess the ability to think, speak, draw, write and design. They graduate as design leaders, having learned to inform, guide, clarify, promote and empower through visual form. The BFA Thesis Project and Senior Exhibition, as well as internships, bring students face-to-face with the design community. At the same time, students acquire valuable experience in problem solving and the application of design principles, making them cultural catalysts and sought-after design professionals.

Bachelor of Fine Arts

The Department of Visual Art & Design offers students an exciting opportunity to earn a collaborative Bachelor of Fine Arts degree (BFA). The BFA degree encompasses four major areas: Design, Documentary Film, Photography, and Visual Art.

Each of the BFA degree emphases has a 5-part curriculum:

1. Art History
2. Common Core
3. Studio Electives,
4. General Education, and
5. Portfolio Emphasis.

BFA : Bachelor of Fine Arts

Art History – 12 Credits

- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Choose two additional class from this list:

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3
- FILM 210 – History of Film Credits: 3
- PHTO 210 – History of Photography Credits: 3

Common Core – 12 Credits

- ART 104 – Drawing I Credits: 3
- ART 130 – Introduction to Digital Media Credits: 3
- ART 200 – Color Theory and Use Credits: 3
- ART 207 – Basic Design I Credits: 3

Studio Electives – 15 Credits

Choose five classes from this list – 15

- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3
- DSGN 150 – Web Design I Credits: 3
- DSGN 185 – Digital Publishing Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 225 – Digital Vector Graphics Credits: 3
- DSGN 250 – Web Design II Credits: 3
- FILM 105 – Intro to Filmmaking Credits: 3
- PHTO 115 – Photography I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3
- PHTO 175 – Digital Imaging Credits: 3

General Education Requirements

See professional program requirements and note the following specific requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

professional degree requirements

Fine Arts/Humanities:

professional degree requirements

Life/Physical Sciences:

professional degree requirements

Mathematics:

professional degree requirements

Computer Literacy:

- ART 130 – Introduction to Digital Media Credits: 3

Service:

Fulfilled through Internship component of the program.

Social Sciences:

professional degree requirements

Fitness Education:

professional degree requirements

Graphic Design Portfolio Emphasis

Graphic Design is a multifaceted discipline, which encompasses many types of content and media. Projects include book design, poster design, identity design, branding, packaging, magazine design, interface design, and design for advertising. Graphic Design track provides a comprehensive education within this ever-expanding discipline and strives to prepare accomplished, resourceful graphic designers with critical minds to evaluate their own work, its place in the professional environment as well as the larger community it is meant to serve.

45 Credits

10 Credits in:

- ART 304 – Drawing II Credits: 3
- ART 485 – BFA Thesis Project Credits: 3
- ART 487 – Internship Credits: 1–3 (1 credit needed)
- ART 496 – Portfolio Development Credits: 1–3 (2 credits needed)
- ART 497 – BFA Exhibition Credits: 1–3 (1 credit needed)

21 Credits in:

- DSGN 310 – Typography Credits: 3
- DSGN 430 – Corporate Identity Credits: 3
- DSGN 431 – Editorial Design Credits: 3
- DSGN 432 – Brand Design Credits: 3
- DSGN 434 – Design in Advertising Credits: 3
- DSGN 435 – Package Design Credits: 3
- PHTO 300 – Media Ethics & Awareness Credits: 3

14 Credits Chosen from:

To be chosen with your academic advisor from ART, ARTH, ARCH, PHTO, DSGN, COMM, JOUR, FILM or MKTG courses.

Admission Procedures and Academic Standards

BFA Professional Degree in Design, Documentary Film, Photography or Visual Art

Students seeking to pursue the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

Upon completion of the Common Core and the Studio Electives (typically at the end of the Sophomore Year) students must:

1. Apply for a BFA Review. All work created in the Common Core and Studio Electives program should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission to these programs are outlined in the packet., And
2. Have a minimum cumulative GPA of 2.75 in all coursework.

Transfer Students

Transfer students entering the BFA program must have a BFA Review. Students who have no previous work in art must complete the Common Core and Studio Electives and go through the BFA Review application process before they are officially in the BFA program. Students who are transferring in art courses will need to have their art courses evaluated by the department to verify equivalent course content (this may require the course description and course syllabus).

Academic Standards

Academic Standards apply to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art. No BFA courses with a final grade below C– will be accepted toward the completion of the BFA. A grade of less than C– requires the student to repeat the course before it can apply toward the degree. Students accepted to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA Emphasis coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA includes a senior thesis, senior exhibition and portfolio of the student's work.

Design, Web Design Emphasis BFA

The Design major is recommended for those wishing to work in the design professions. There are two portfolio emphases available: Graphic Design and Web Design. The degree program combines the study of art, communication, design, and technology as mediums for visual communication and/or personal artistic expression. Our students join the Design program because they possess the ability to think, speak, draw, write and design. They graduate as design leaders, having learned to inform, guide, clarify, promote and empower through visual form. The BFA Thesis Project and Senior Exhibition, as well as internships, bring students face-to-face with the design community. At the same time, students acquire valuable experience in problem solving and the application of design principles, making them cultural catalysts and sought-after design professionals.

Bachelor of Fine Arts

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Each of the BFA degree emphases has a 5–part curriculum:

1. Art History
2. Common Core
3. Studio Electives,
4. General Education, and
5. Portfolio Emphasis.

BFA : Bachelor of Fine Arts

Art History – 12 Credits

- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Choose two additional class from this list:

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3
- FILM 210 – History of Film Credits: 3
- PHTO 210 – History of Photography Credits: 3

Common Core – 12 Credits

- ART 104 – Drawing I Credits: 3
- ART 130 – Introduction to Digital Media Credits: 3

- ART 200 – Color Theory and Use Credits: 3
- ART 207 – Basic Design I Credits: 3

Studio Electives – 15 Credits

Choose five classes from this list – 15

- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3
- DSGN 150 – Web Design I Credits: 3
- DSGN 185 – Digital Publishing Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 225 – Digital Vector Graphics Credits: 3
- DSGN 250 – Web Design II Credits: 3
- FILM 105 – Intro to Filmmaking Credits: 3
- PHTO 115 – Photography I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3
- PHTO 175 – Digital Imaging Credits: 3

General Education Requirements

See professional program requirements and note the following specific requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

professional degree requirements

Fine Arts/Humanities:

professional degree requirements

Life/Physical Sciences:

professional degree requirements

Mathematics:

professional degree requirements

Computer Literacy:

- ART 130 – Introduction to Digital Media Credits: 3

Service:

Fulfilled through Internship component of the program.

Social Sciences:

professional degree requirements

Fitness Education:

professional degree requirements

Web Design Portfolio Emphasis

Interested in creating visually stunning and interactive layouts for Web and other Interactive applications? The successful Web Design student will be able to discuss underlying technology—its possibilities and limitations as well as related issues—with clients and team members; layout accessible web pages and sites using HTML and other web development languages; develop dynamic effects and animations; translate client needs, content, and branding into structured website concepts and project visitor needs into structured website concepts.

The student will develop strong design skills to gain an excellent grasp of visual, interaction and usability design principles through typography, graphics, color, layout, and other factors in a web-specific way. Projects will range from in-class assignments to extended projects that may include Websites for non-profit and for-profit organizations.

45 Credits

Web Major Recommendations:

Students wishing to major in Web Design should take the following courses, ART 207 Basic Design I, DSGN214 Graphic Design I, and DSGN 310 Typography before entering into DSGN150. Due to the intensive structure of the Web Design courses, majors should begin DSGN150 during the fall semester and work through all four courses (DSGN150, 250, 335, and 350) in one year and prepare to enter an internship in the summer. During the senior year, majors should continue in their field with Independent Study courses and focus on enhancing their Web Design and development skills.

25 Credits in:

- DSGN 335 – Web Design III Credits: 3
- DSGN 350 – Web Design IV Credits: 3
- PHTO 365 – Advanced Digital Imaging Credits: 3
- DSGN 310 – Typography Credits: 3
- one 400–level art class in design Credits: 3
- PHTO 300 – Media Ethics & Awareness Credits: 3
- ART 485 – BFA Thesis Project Credits: 3
- ART 487 – Internship Credits: 1–3 (1 credit needed)
- ART 496 – Portfolio Development Credits: 1–3 (2 credits needed)
- ART 497 – BFA Exhibition Credits: 1–3 (1 credit needed)

20 Credits Chosen from:

To be chosen with your academic advisor from ART, PHTO, DSGN, COMM, JOUR, FILM or MKTG courses.

Admission Procedures and Academic Standards

BFA Professional Degree in Design, Documentary Film, Photography or Visual Art

Students seeking to pursue the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

Upon completion of the Common Core and the Studio Electives (typically at the end of the Sophomore Year) students must:

1. Apply for a BFA Review. All work created in the Common Core and Studio Electives program should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission to these programs are outlined in the packet., And
2. Have a minimum cumulative GPA of 2.75 in all coursework.

Transfer Students

Transfer students entering the BFA program must have a BFA Review. Students who have no previous work in art must complete the Common Core and Studio Electives and go through the BFA Review application process before they are officially in the BFA program. Students who are transferring in art courses will need to have their art courses evaluated by the department to verify equivalent course content (this may require the course description and course syllabus).

Academic Standards

Academic Standards apply to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art. No BFA courses with a final grade below C– will be accepted toward the completion of the BFA. A grade of less than C– requires the student to repeat the course before it can apply toward the degree. Students accepted to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA Emphasis coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA includes a senior thesis, senior exhibition and portfolio of the student's work.

Documentary Film BFA

We find and develop our identity in the stories we hear while growing up—whether they be about our family or our faith, about country or community. Increasingly, film is the medium of choice through which these stories are

expressed, and in the nonfiction realm it inherently carries the capacity to examine our past while also exploring the pressing topics and ideas that define the present. The Documentary Film program at Andrews University was designed for the student who embraces the role of the nonfiction storyteller and visual communicator, for the student compelled to inform and engage audiences with deeply affecting narratives on important issues.

Film exists only through the advent of technology, so initial courses in the program will introduce students to the cameras, lights, computers and software that will enable them to explore their craft. Simultaneously, students will be taking a selection of BFA core courses which provide a broad base of art experiences in drawing, design, web development, digital media, photography and art history. With this foundation, the curriculum moves to immerse students in the art of directing, producing, writing, cinematography and editing. Included are courses in film history and film theory, as well as a periodic rotation through special topics such as international film production, social documentary, ethnographic film, non-profit video, environmental film production, and personal narrative films. Whether learning how to light beautiful scenes with the latest film cameras, or editing sequences together that move audiences to tears, students will develop both a competence in the tools of the trade as well as the thoughtfulness to approach filmmaking with creativity and integrity. At the completion of their BFA in Documentary Film, majors will have finished several projects, including a thesis film that they will be able to share with audiences, and market themselves professionally.

Bachelor of Fine Arts

The Department of Visual Art & Design offers students an exciting opportunity to earn a collaborative Bachelor of Fine Arts degree (BFA). The BFA degree encompasses four major areas: Design, Documentary Film, Photography, and Visual Art.

Each of the BFA degree emphases has a 5–part curriculum:

1. Art History
2. Common Core
3. Studio Electives,
4. General Education, and
5. Portfolio Emphasis.

BFA : Bachelor of Fine Arts

Art History – 12 Credits

- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Choose two additional class from this list:

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3
- FILM 210 – History of Film Credits: 3
- PHTO 210 – History of Photography Credits: 3

Common Core – 12 Credits

- ART 104 – Drawing I Credits: 3
- ART 130 – Introduction to Digital Media Credits: 3
- ART 200 – Color Theory and Use Credits: 3
- ART 207 – Basic Design I Credits: 3

Studio Electives – 15 Credits

Choose five classes from this list – 15

- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3
- DSGN 150 – Web Design I Credits: 3
- DSGN 185 – Digital Publishing Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 225 – Digital Vector Graphics Credits: 3
- DSGN 250 – Web Design II Credits: 3
- FILM 105 – Intro to Filmmaking Credits: 3
- PHTO 115 – Photography I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3

- PHTO 175 – Digital Imaging Credits: 3

General Education Requirements

See professional program requirements and note the following specific requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

professional degree requirements

Fine Arts/Humanities:

professional degree requirements

Life/Physical Sciences:

professional degree requirements

Mathematics:

professional degree requirements

Computer Literacy:

- ART 130 – Introduction to Digital Media Credits: 3

Service:

Fulfilled through Internship component of the program.

Social Sciences:

professional degree requirements

Fitness Education:

professional degree requirements

Documentary Film Portfolio Emphasis

The Documentary Film track guides emerging artists in their exploration of film as a visual storytelling medium, helping them to identify, craft and share the stories that define our community.

45 Credits

- FILM 105 – Intro to Filmmaking Credits: 3
- FILM 210 – History of Film Credits: 3
- FILM 225 – Writing for Film and Television Credits: 3
- FILM 275 – Post–Production Credits: 3
- FILM 350 – Cinematography Credits: 3
- FILM 355 – Sound Recording and Editing Credits: 3
- FILM 398 – Directing the Documentary I Credits: 3
- FILM 399 – Directing the Documentary II Credits: 3
- FILM 490 – Producing Practicum Credits: 3
- ART 485 – BFA Thesis Project Credits: 3
- FILM 486 – BFA Thesis II: Advanced Post–Production Credits: 3
- ART 487 – Internship Credits: 1–3 (1 credit needed)
- ART 496 – Portfolio Development Credits: 1–3 (1 credit needed)
- ART 497 – BFA Exhibition Credits: 1–3 (1 credit needed)
- With an additional 9 credits to be chosen with your advisor from ART, ARTH, ARCH, PHTO, DSGN, COMM, JOUR, FILM or MKTG courses.

Admission Procedures and Academic Standards

BFA Professional Degree in Design, Documentary Film, Photography or Visual Art

Students seeking to pursue the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

Upon completion of the Common Core and the Studio Electives (typically at the end of the Sophomore Year) students must:

1. Apply for a BFA Review. All work created in the Common Core and Studio Electives program should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission to these programs are outlined in the packet., And
2. Have a minimum cumulative GPA of 2.75 in all coursework.

Transfer Students

Transfer students entering the BFA program must have a BFA Review. Students who have no previous work in art must complete the Common Core and Studio Electives and go through the BFA Review application process before they are officially in the BFA program. Students who are transferring in art courses will need to have their art courses evaluated by the department to verify equivalent course content (this may require the course description and course syllabus).

Academic Standards

Academic Standards apply to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art. No BFA courses with a final grade below C– will be accepted toward the completion of the BFA. A grade of less than C– requires the student to repeat the course before it can apply toward the degree. Students accepted to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA Emphasis coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA includes a senior thesis, senior exhibition and portfolio of the student's work.

Photography BFA

The Photography major is recommended for those wishing to pursue a career in the photographic field. The degree encompasses elements of traditional image making coupled with contemporary digital workflow methods while also focusing on developing a compelling personal vision.

Bachelor of Fine Arts

The Department of Visual Art & Design offers students an exciting opportunity to earn a collaborative Bachelor of Fine Arts degree (BFA). The BFA degree encompasses four major areas: Design, Documentary Film, Photography, and Visual Art.

Each of the BFA degree emphases has a 5–part curriculum:

1. Art History
2. Common Core
3. Studio Electives,
4. General Education, and
5. Portfolio Emphasis.

BFA : Bachelor of Fine Arts

Art History – 12 Credits

- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Choose two additional class from this list:

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3
- FILM 210 – History of Film Credits: 3
- PHTO 210 – History of Photography Credits: 3

Common Core – 12 Credits

- ART 104 – Drawing I Credits: 3
- ART 130 – Introduction to Digital Media Credits: 3
- ART 200 – Color Theory and Use Credits: 3
- ART 207 – Basic Design I Credits: 3

Studio Electives – 15 Credits

Choose five classes from this list – 15

- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3
- DSGN 150 – Web Design I Credits: 3
- DSGN 185 – Digital Publishing Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 225 – Digital Vector Graphics Credits: 3
- DSGN 250 – Web Design II Credits: 3
- FILM 105 – Intro to Filmmaking Credits: 3
- PHTO 115 – Photography I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3
- PHTO 175 – Digital Imaging Credits: 3

General Education Requirements

See professional program requirements and note the following specific requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

professional degree requirements

Fine Arts/Humanities:

professional degree requirements

Life/Physical Sciences:

professional degree requirements

Mathematics:

professional degree requirements

Computer Literacy:

- ART 130 – Introduction to Digital Media Credits: 3

Service:

Fulfilled through Internship component of the program.

Social Sciences:

professional degree requirements

Fitness Education:

professional degree requirements

Photography Portfolio Emphasis

The Photography Emphasis cultivates the individual voice and vision of the photography student and prepares them to sustain their professional lives as practicing artists.

45 Credits

- PHTO 200 – Advanced Photography I Credits: 3
- PHTO 220 – Color Photography I Credits: 3
- PHTO 300 – Media Ethics & Awareness Credits: 3
- PHTO 305 – Alternative Photographic Processes Credits: 3
- PHTO 326 – Business of Photography Credits: 3
- PHTO 365 – Advanced Digital Imaging Credits: 3
- PHTO 380 – Studio Credits: 3
- PHTO 400 – Digital Photographic Processes Credits: 3
- PHTO 420 – Documentary Photography Credits: 1–6 (3 credits needed)
- PHTO 480 – Studio II Credits: 3
- ART 485 – BFA Thesis Project Credits: 3
- ART 496 – Portfolio Development Credits: 1–3 (2 credits needed)
- ART 497 – BFA Exhibition Credits: 1–3 (1 credit needed)

- With an additional 9 credits to be chosen with your academic advisor from ART, ARTH, ARCH, PHTO, DSGN, COMM, JOUR, FILM, or MKTG courses.

Admission Procedures and Academic Standards

BFA Professional Degree in Design, Documentary Film, Photography or Visual Art

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1. Apply for a BFA Review. All work created in the Common Core and Studio Electives program should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission to these programs are outlined in the packet., And
2. Have a minimum cumulative GPA of 2.75 in all coursework.

Transfer Students

Transfer students entering the BFA program must have a BFA Review. Students who have no previous work in art must complete the Common Core and Studio Electives and go through the BFA Review application process before they are officially in the BFA program. Students who are transferring in art courses will need to have their art courses evaluated by the department to verify equivalent course content (this may require the course description and course syllabus).

Academic Standards

Academic Standards apply to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art. No BFA courses with a final grade below C– will be accepted toward the completion of the BFA. A grade of less than C– requires the student to repeat the course before it can apply toward the degree. Students accepted to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA Emphasis coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA includes a senior thesis, senior exhibition and portfolio of the student's work.

Visual Art, Fine Art Emphasis BFA

The Visual Art major is recommended for students who wish to become professional artists, illustrators, craftsmen, or art teachers on a college level. It is the first step toward acceptance into an MFA program, which is the necessary degree for pursuing a teaching position at the college level. It is also the first step toward acceptance in an MA program in Art Therapy. After an exploratory period students are encouraged to concentrate the majority of their credits in a single area: painting, ceramics, sculpture, or printmaking.

Bachelor of Fine Arts

The Department of Visual Art & Design offers students an exciting opportunity to earn a collaborative Bachelor of Fine Arts degree (BFA). The BFA degree encompasses four major areas: Design, Documentary Film, Photography, and Visual Art.

Each of the BFA degree emphases has a 5–part curriculum:

1. Art History
2. Common Core
3. Studio Electives,
4. General Education, and
5. Portfolio Emphasis.

BFA : Bachelor of Fine Arts

Art History – 12 Credits

- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Choose two additional class from this list:

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3
- FILM 210 – History of Film Credits: 3
- PHTO 210 – History of Photography Credits: 3

Common Core – 12 Credits

- ART 104 – Drawing I Credits: 3
- ART 130 – Introduction to Digital Media Credits: 3
- ART 200 – Color Theory and Use Credits: 3
- ART 207 – Basic Design I Credits: 3

Studio Electives – 15 Credits

Choose five classes from this list – 15

- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3
- DSGN 150 – Web Design I Credits: 3
- DSGN 185 – Digital Publishing Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 225 – Digital Vector Graphics Credits: 3
- DSGN 250 – Web Design II Credits: 3
- FILM 105 – Intro to Filmmaking Credits: 3
- PHTO 115 – Photography I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3
- PHTO 175 – Digital Imaging Credits: 3

General Education Requirements

See professional program requirements and note the following specific requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

professional degree requirements

Fine Arts/Humanities:

professional degree requirements

Life/Physical Sciences:

professional degree requirements

Mathematics:

professional degree requirements

Computer Literacy:

- ART 130 – Introduction to Digital Media Credits: 3

Service:

Fulfilled through Internship component of the program.

Social Sciences:

professional degree requirements

Fitness Education:

professional degree requirements

Fine Art Portfolio Emphasis

The Fine Art Emphasis cultivates the individual voice and vision of the Fine Arts student and prepares them to sustain their professional lives as practicing artists.

45 Credits

15 Credits in:

- ART 304 – Drawing II Credits: 3
- ART 478 – Visual Art Study Tour Credits: 6
- ART 485 – BFA Thesis Project Credits: 3
- ART 497 – BFA Exhibition Credits: 1–3 (1 credit needed)
- ART 496 – Portfolio Development Credits: 1–3 (2 credits needed)

18 Credits Chosen from:

- ART 305 – Painting II Credits: 2–4
- ART 306 – Printmaking II Credits: 2–4
- ART 307 – Ceramics II Credits: 2–6
- ART 308 – Sculpture I Credits: 2–6

12 Credits Chosen from:

To be chosen with your academic advisor from ART, ARTH, ARCH, PHTO, DSGN or FILM courses.

Admission Procedures and Academic Standards

BFA Professional Degree in Design, Documentary Film, Photography or Visual Art

Students seeking to pursue the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

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2. Have a minimum cumulative GPA of 2.75 in all coursework.

Transfer Students

Transfer students entering the BFA program must have a BFA Review. Students who have no previous work in art must complete the Common Core and Studio Electives and go through the BFA Review application process before they are officially in the BFA program. Students who are transferring in art courses will need to have their art courses evaluated by the department to verify equivalent course content (this may require the course description and course syllabus).

Academic Standards

Academic Standards apply to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art. No BFA courses with a final grade below C– will be accepted toward the completion of the BFA. A grade of less than C– requires the student to repeat the course before it can apply toward the degree. Students accepted to the BFA Professional Degree in Design, Documentary Film, Photography or Visual Art are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA Emphasis coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA includes a senior thesis, senior exhibition and portfolio of the student's work.

Visual Art, Illustration Emphasis BFA

The Visual Art major is recommended for students who wish to become professional artists, illustrators, craftsmen, or art teachers on a college level. It is the first step toward acceptance into an MFA program, which is the necessary degree for pursuing a teaching position at the college level. After an exploratory period students complete the majority of their credits in several areas: painting, ceramics, sculpture and printmaking.

Bachelor of Fine Arts

The Department of Visual Art & Design offers students an exciting opportunity to earn a collaborative Bachelor of Fine Arts degree (BFA). The BFA degree encompasses four major areas: Design, Documentary Film, Photography, and Visual Art.

Each of the BFA degree emphases has a 5-part curriculum:

1. Art History
2. Common Core
3. Studio Electives,
4. General Education, and
5. Portfolio Emphasis.

BFA : Bachelor of Fine Arts

Art History – 12 Credits

- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Choose two additional class from this list:

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3
- FILM 210 – History of Film Credits: 3
- PHTO 210 – History of Photography Credits: 3

Common Core – 12 Credits

- ART 104 – Drawing I Credits: 3
- ART 130 – Introduction to Digital Media Credits: 3
- ART 200 – Color Theory and Use Credits: 3
- ART 207 – Basic Design I Credits: 3

Studio Electives – 15 Credits

Choose five classes from this list – 15

- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3
- DSGN 150 – Web Design I Credits: 3
- DSGN 185 – Digital Publishing Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 225 – Digital Vector Graphics Credits: 3
- DSGN 250 – Web Design II Credits: 3
- FILM 105 – Intro to Filmmaking Credits: 3
- PHTO 115 – Photography I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3
- PHTO 175 – Digital Imaging Credits: 3

General Education Requirements

See professional program requirements and note the following specific requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

professional degree requirements

Fine Arts/Humanities:

professional degree requirements

Life/Physical Sciences:

professional degree requirements

Mathematics:

professional degree requirements

Computer Literacy:

- ART 130 – Introduction to Digital Media Credits: 3

Service:

Fulfilled through Internship component of the program.

Social Sciences:

professional degree requirements

Fitness Education:

professional degree requirements

Illustration Portfolio Emphasis

The Illustration track prepares students to enter a career in professional illustration. The successful illustrator is able to convey emotions, interpret events, tell a story or market a product or idea through the use of artistic concepts and images. Illustrators must master a wide range of drawing media and techniques to meet the objectives of a wide range of employers and projects.

45 Credits

15 Credits in:

- ART 478 – Visual Art Study Tour Credits: 6
- ART 485 – BFA Thesis Project Credits: 3
- ART 496 – Portfolio Development Credits: 1–3 (2 credits needed)
- ART 497 – BFA Exhibition Credits: 1–3 (1 credit needed)
- DSGN 310 – Typography Credits: 3

15 Credits Chosen from:

- ART 304 – Drawing II Credits: 3
- ART 305 – Painting II Credits: 2–4
- ART 306 – Printmaking II Credits: 2–4
- ART 307 – Ceramics II Credits: 2–6
- ART 308 – Sculpture I Credits: 2–6

15 Credits Chosen from:

To be chosen with your academic advisor from ART, ARTH, ARCH, DSGN, PHTO, and FILM courses.

Admission Procedures and Academic Standards

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2. Have a minimum cumulative GPA of 2.75 in all coursework.

Transfer Students

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Academic Standards

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The completion of the BFA includes a senior thesis, senior exhibition and portfolio of the student's work.

Visual Art, Pre–Art Therapy Emphasis BFA

The Visual Art major is recommended for students who wish to become professional artists, illustrators, craftsmen, or art teachers on a college level. It is the first step toward acceptance into an MFA program, which is the necessary degree for pursuing a teaching position at the college level. It is also the first step toward acceptance in an MA program in Art Therapy. After an exploratory period students are encouraged to concentrate the majority of their credits in a single area: painting, ceramics, sculpture, or printmaking.

Bachelor of Fine Arts

The Department of Visual Art & Design offers students an exciting opportunity to earn a collaborative Bachelor of Fine Arts degree (BFA). The BFA degree encompasses four major areas: Design, Documentary Film, Photography, and Visual Art.

Each of the BFA degree emphases has a 5–part curriculum:

1. Art History
2. Common Core
3. Studio Electives,
4. General Education, and
5. Portfolio Emphasis.

BFA : Bachelor of Fine Arts

Art History – 12 Credits

- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Choose two additional class from this list:

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3
- FILM 210 – History of Film Credits: 3
- PHTO 210 – History of Photography Credits: 3

Common Core – 12 Credits

- ART 104 – Drawing I Credits: 3
- ART 130 – Introduction to Digital Media Credits: 3
- ART 200 – Color Theory and Use Credits: 3
- ART 207 – Basic Design I Credits: 3

Studio Electives – 15 Credits

Choose five classes from this list – 15

- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 209 – Basic Design II Credits: 3
- DSGN 150 – Web Design I Credits: 3
- DSGN 185 – Digital Publishing Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 225 – Digital Vector Graphics Credits: 3
- DSGN 250 – Web Design II Credits: 3
- FILM 105 – Intro to Filmmaking Credits: 3
- PHTO 115 – Photography I Credits: 3
- PHTO 116 – Digital Photography I Credits: 3
- PHTO 175 – Digital Imaging Credits: 3

General Education Requirements

See professional program requirements and note the following specific requirements:

Religion:

professional degree requirements

Language/Communication:

professional degree requirements

History:

professional degree requirements

Fine Arts/Humanities:

professional degree requirements

Life/Physical Sciences:

professional degree requirements

Mathematics:

professional degree requirements

Computer Literacy:

- ART 130 – Introduction to Digital Media Credits: 3

Service:

Fulfilled through Internship component of the program.

Social Sciences:

professional degree requirements

Fitness Education:

professional degree requirements

Pre–Art Therapy Portfolio Emphasis

The Pre–Art Therapy Emphasis is recommended for those planning to do graduate work in art therapy and to enter that profession. Work as an art therapist requires a master's degree in Art Therapy. The Pre–Art Therapy Emphasis may require additional semesters of course work.

The Pre–Art Therapy Emphasis is the Bachelor of Fine Arts Degree with an emphasis in Fine Arts, students in this emphasis must follow the Fine Arts Portfolio Emphasis requirements.

In addition to the BFA degree most graduate programs require up to 15 credits of Psychology course work. We recommend PSYC 101, PSYC 301, PSYC 410, PSYC 454 and PSYC 460. Because course requirements vary, the Pre–Art Therapy student should check the prerequisite requirements of the schools to which they intend to apply. Most art–therapy master's programs also require up to one year of work experience with mentally or physically disadvantaged people prior to acceptance.

Admission Procedures and Academic Standards

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2. Have a minimum cumulative GPA of 2.75 in all coursework.

Transfer Students

Transfer students entering the BFA program must have a BFA Review. Students who have no previous work in art must complete the Common Core and Studio Electives and go through the BFA Review application process before they are officially in the BFA program. Students who are transferring in art courses will need to have their art courses evaluated by the department to verify equivalent course content (this may require the course description and course syllabus).

Academic Standards

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Photography or Visual Art are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA Emphasis coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA includes a senior thesis, senior exhibition and portfolio of the student's work.

Visual Arts Education Secondary (K–12), BS

(No minor required)

This degree, offered in cooperation with the Department of Teaching and Learning, prepares students to teach art on both the elementary and secondary levels. The Visual Arts Education degree is a K–12 endorsement for secondary certificates. This degree should only be taken by those seeking teacher certification. Majors must complete the requirements for denominational and/or Michigan state teacher certification through the School of Education. The General Education requirements for BS digress will be followed for this degree. They match the General Education requirements outlined by the School of Education (SED). Students may not take ART 457, ART 459, ART 480 courses in the Department of Visual Art & Design until they have been accepted into the School of Education's Teacher Preparation Program and have completed the Foundation courses. The BS in Visual Arts Education requirement includes the successful completion of a senior exhibition and a portfolio of the student's work given to the Department of Visual Art & Design.

Art History—12

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 326 – Renaissance to Modern Art Credits: 3
- ARTH 440 – Art Since 1945 Credits: 3

Choose one course from: 3

- ARCH 424 – Islamic Architecture Credits: 2–3
- ARCH 425 – Architecture of Ancient Americas Credits: 2–3
- ARCH 426 – Far Eastern Architecture Credits: 2–3

Art Methods—12

- ART 457 – Art Methods: Elementary Credits: 4
- ART 459 – Art Methods: Secondary Credits: 4
- ART 480 – Practicum in Visual Art Education Credits: 4

Visual Art Foundation—18

- ART 104 – Drawing I Credits: 3
- ART 105 – Painting I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 207 – Basic Design I Credits: 3
- ART 209 – Basic Design II Credits: 3

Senior Exhibition—3

- ART 497 – BFA Exhibition Credits: 1–3

Advanced Visual Art Requirements—8

In consultation with the advisor, choose 8 elective credits in **one studio area** from the following:

- ART 304 – Drawing II Credits: 3
- ART 305 – Painting II Credits: 2–4
- ART 306 – Printmaking II Credits: 2–4
- ART 307 – Ceramics II Credits: 2–6
- DSGN 310 – Typography Credits: 3
- DSGN 430 – Corporate Identity Credits: 3
- DSGN 431 – Editorial Design Credits: 3
- DSGN 432 – Brand Design Credits: 3
- DSGN 433 – The Business of Design Credits: 3
- DSGN 434 – Design in Advertising Credits: 3
- DSGN 435 – Package Design Credits: 3

General Education Requirements—Visual Arts Education with Secondary Certification

For more information regarding General Education Requirements or Secondary Certification with a BA or BS degree see the department of Teaching, Learning & Curriculum

Religion: 12

- RELT 100 – God and Human Life Credits: 3
- RELT 225 – Doctrines of the Adventist Faith Credits: 3
- RELH 400 – SDA History and Prophetic Heritage Credits: 3–4
- and a 3–credit elective chosen in consultation with your SED advisor

Language/Communication:

- ENGL 115 – English Composition I Credits: 3
- ENGL 215 – English Composition II Credits: 3
- COMM 450 – Communication in the Classroom Credits: 3

History:

- HIST 117 – Civilizations and Ideas I Credits: 3
- HIST 118 – Civilizations and Ideas II Credits: 3

Fine Arts/Humanities:

Covered by major

Life/Physical Sciences:

See professional degree requirements

Mathematics:

BS degree requirement

Computer Literacy:

- ART 130 – Introduction to Digital Media Credits: 3 **or**
- INFS 120 – Foundations of Information Technology Credits: 3

Service:

- EDTE 165 – Philosophical and Social Foundations of Education Credits: 4

Social Sciences:

- GDPC 302 – Educational Psychology Credits: 3
- EDTE 228 – Strategies for Educating Exceptional and Diverse Learners Credits: 3

Fitness Education:

- HLED 120 – Fit for Life Credits: 1
- plus two additional courses from personal fitness, outdoor skills or team activity

Undergraduate Minors

Art History Minor

Recommended for students of literature, history, and sociology as a complementary area of study. The minor concentration in art history responds to the needs of those students pursuing a major in another field who would like to expand their knowledge of the art of various cultures and of art–historical research methods. The minor offers flexibility in the selection of courses to suit the interests of students in other fields of the humanities or sciences seeking the broad cultural perspective that art history provides.

Required courses:

- ARTH 325 – Prehistoric to Medieval Art Credits: 3
- ARTH 326 – Renaissance to Modern Art Credits: 3

- ARTH 440 – Art Since 1945 Credits: 3
- ARTH 450 – Study Tour: Credits: 0

9 elective credits in Art History chosen from:

- ARTH 328 – Artists of the Renaissance Credits: 3
- ARTH 329 – Nineteenth Century and Impressionism Credits: 3
- ART 495 – Independent Reading/Project Credits: 1–6
- ART 380 – Topics in: Credits: 1–6 (Special topics in art history classes only)

and one course from the following:

- ARCH 424 – Islamic Architecture Credits: 2–3
- ARCH 425 – Architecture of Ancient Americas Credits: 2–3
- ARCH 426 – Far Eastern Architecture Credits: 2–3

Total Credits: 21

Digital Media Minor

Recommended for students interested in communication, technology and the design areas.

Required courses:

- ART 130 – Introduction to Digital Media Credits: 3
- ART 207 – Basic Design I Credits: 3
- PHTO 115 – Photography I Credits: 3
- PHTO 175 – Digital Imaging Credits: 3
- DSGN 225 – Digital Vector Graphics Credits: 3
- DSGN 250 – Web Design II Credits: 3

Upper Division Elective Credits: 3 credits in ART, PHTO, or DSGN

Total Credits: 21

Graphic Design Minor

Recommended for students interested in communication, marketing, architecture, photography and technology.

Required courses:

- ART 104 – Drawing I Credits: 3
- ART 207 – Basic Design I Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 310 – Typography Credits: 3
- one 400–level design class Credits: 3
- ARTH 345 – History of Graphic Design Credits: 3
- PHTO 175 – Digital Imaging Credits: 3

Total Credit: 21

Photography Minor

Recommended for students interested in technology, communication, architecture, the humanities and the design areas.

Required Courses:

- PHTO 175 – Digital Imaging Credits: 3
- PHTO 115 – Photography I Credits: 3 OR PHTO 116 – Digital Photography I Credits: 3
- PHTO 200 – Advanced Photography I Credits: 3
- PHTO 220 – Color Photography I Credits: 3
- PHTO 380 – Studio Credits: 3

Upper Division Elective Credits: 6 credits in PHTO

Total Credits: 21

Visual Art Minor

Recommended for students interested in technology, the humanities, and the design areas.

Required courses:

- ART 104 – Drawing I Credits: 3
- ART 105 – Painting I Credits: 3
- ART 107 – Ceramics I Credits: 3
- ART 207 – Basic Design I Credits: 3
- ART 106 – Printmaking I Credits: 3
- ARTH 220 – Language of Art Credits: 3
- PHTO 116 – Digital Photography I Credits: 3

Total Credits: 21

Web Design, BFA Major Option Minor

Note: A declared Minor is not available to students majoring in Graphic Design.

Required courses:

- DSGN 250 – Web Design II Credits: 3
- DSGN 335 – Web Design III Credits: 3
- DSGN 350 – Web Design IV Credits: 3
- PHTO 175 – Digital Imaging Credits: 3
- DSGN 214 – Graphic Design I Credits: 3
- DSGN 310 – Typography Credits: 3
- FILM 105 – Intro to Filmmaking Credits: 3 OR DSGN 225 – Digital Vector Graphics Credits: 3

Total Credits: 21

Web Design, Non–BFA Major Option Minor

Note: This minor is recommended for non–BFA majors interested in communication, technology and the design areas.

Required courses:

- ART 130 – Introduction to Digital Media Credits: 3
- DSGN 150 – Web Design I Credits: 3
- DSGN 250 – Web Design II Credits: 3
- DSGN 335 – Web Design III Credits: 3
- DSGN 350 – Web Design IV Credits: 3
- PHTO 175 – Digital Imaging Credits: 3
- ART 207 – Basic Design I Credits: 3
- DSGN 214 – Graphic Design I Credits: 3

Total Credits: 24

Art Studio

ART 104 – Drawing I

Credits: 3

A foundational course where basic drawing principles are introduced and observational abilities are developed. Standards of drawing, such as line, value, composition and perspective are explored using a variety of approaches, tools and media. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 105 – Painting I

Credits: 3

An introduction to various painting techniques, principles of color, composition and materials. Objective subject matter is emphasized and the development of a basic visual vocabulary. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 106 – Printmaking I

Credits: 3

Explores basic intaglio and relief printmaking methods such as linoleum cut, engraving and various etching techniques. Emphasis on technical skill development and personal imagery. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 104; Recommended: ART 207. **College Code:** SAAD

ART 107 – Ceramics I

Credits: 3

An introduction to working with clay and glazes for the creation of hand–built ceramic objects. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 130 – Introduction to Digital Media

Credits: 3

An introductory survey of the discipline of digital media. Students are introduced to Adobe Creative Suite applications (Photoshop, Illustrator, InDesign and Acrobat), basic printing principles, vector and raster graphics, image acquisition and output. Understanding the Macintosh computer is also covered. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 200 – Color Theory and Use

Credits: 3

A hands–on study of the aesthetic, historical, perceptual, scientific, and psychological aspects of color and color mixing. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 207 – Basic Design I

Credits: 3

A study of the elements and organizational principles of 2–dimensional design. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 209 – Basic Design II

Credits: 3

An introduction to the principles of three dimensional design and sculpture media. Introduces students to a variety of tools and materials which help to develop 3–D expression. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 304 – Drawing II

Credits: 3

In–depth study in the art and craft of drawing, designed to expand one's visual vocabulary. Emphasis placed on observational drawing with explorations in figure, still life. Conceptual drawing and illustration is also explored. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 104. **Repeatable:** Repeatable **College Code:** SAAD

ART 305 – Painting II

Credits: 2–4

Advanced–level painting course, with an in–depth study in the art and craft of painting, designed to expand one's visual vocabulary. Exploration in an area of painting practice; illustration, portrait, figurative, still life, landscape or conceptual. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 105. **Repeatable:** Repeatable **College Code:** SAAD

ART 306 – Printmaking II

Credits: 2–4

One of the major methods (relief, intaglio, lithography, screenprinting) may be selected for semester–long exploration. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 106, ART 207 **Repeatable:** Repeatable **College Code:** SAAD

ART 307 – Ceramics II

Credits: 2–6

A systematic exploration of a particular area of ceramic practice. Subjects may include: wheel throwing, glaze formulation, various firing practices, raku, ceramic sculpture, exploring a form, or other assignments chosen by the professor. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 107. **Repeatable:** Repeatable **College Code:** SAAD

ART 308 – Sculpture I

Credits: 2–6

The expressive use of a range of materials through the skills of modeling, carving, and construction. Usually one medium is studied during the semester. \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 209 **Repeatable:** Repeatable **College Code:** SAAD

ART 380 – Topics in:

Credits: 1–6

Courses cover specific topic areas in Studio Art and Art History such as: African Art, Asian Art, Design, Egyptian Art, Near Eastern Art, Mixed Mediums, Method and Theory in Art History, and Watercolor. Prerequisites for advanced studio courses apply to Topics course. \$ – Course or lab fee **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **Repeatable:** Repeatable **College Code:** SAAD

ART 457 – Art Methods: Elementary

Credits: 4

Covers the process of teaching creativity and artistic expression to students at the elementary level. The focus is on understanding the developmental levels of creativity in children. Art is also integrated in the rest of the curriculum. Art projects are part of this course. Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 459 – Art Methods: Secondary

Credits: 4

Deals with teaching creativity and artistic expression to students at the secondary level. It covers the developmental levels of students and gives practical ideas for developing individual creativity. Project ideas are part of the course. Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 478 – Visual Art Study Tour

Credits: 6

This course is designed to take students to venues in various locations in the United States and around the world. This tour course is part of the degree requirements for all BA and BFA degrees as noted in each Emphasis. Each BFA Emphasis will design a tour that fits its discipline. The content of the 6 credits will be decided by each BFA Emphasis. \$ – Tour fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ART 480 – Practicum in Visual Art Education

Credits: 4

Application of principles of art in education, and integrating various subjects into the art curriculum. An introduction to the curriculum of K12 schools, including unique SDA curricular materials and Michigan Content Standards and Benchmarks. Field experience included in class meeting time. **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) **Prerequisite(s):** ART 457, ART 459. **College Code:** SAAD

ART 485 – BFA Thesis Project

Credits: 3

This capstone course allows for the synthesis of the students' academic and studio work, developing an individual project proposal and culminating in a thoughtful presentation that demonstrates knowledge of specific issues, methods, and materials. **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Prerequisite(s):** minimum of 24 credits in a portfolio track and permission of the instructor. **College Code:** SAAD

ART 487 – Internship

Credits: 1–3

Supervised work experience in the student's emphasis area. 120 hours of work is required for each credit. Students must be a junior and have at least a 3.00 GPA in all major coursework. **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) **Repeatable:** Repeatable up to 3 credits **College Code:** SAAD

ART 495 – Independent Reading/Project

Credits: 1–6

Independent study under the supervision of a professor. Requirements vary. Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Repeatable:** Repeatable up to 6 credits **Special Approval:** Instructor permission required. **College Code:** SAAD

ART 496 – Portfolio Development

Credits: 1–3

This course focuses on student's job–seeking portfolios through lectures, demonstrations and studio work. Existing projects are refined and gaps are filled in new projects. All projects meet professional standards and quality. Lab required **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Prerequisite(s):** Minimum of 24 credits in a portfolio emphasis. **Repeatable:** Repeatable up to 3 credits **Special Approval:** Instructor permission required. **College Code:** SAAD

ART 497 – BFA Exhibition

Credits: 1–3

Presentation of the capstone BFA thesis project in a gallery exhibition. **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Repeatable:** Repeatable up to 3 credits **College Code:** SAAD

ART 597 – Independent Study

Credits: 1–3

Individual study or research under the direction of an instructor. **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Repeatable:** Repeatable up to 6 credits **Special Approval:** Permission of department chair required. **College Code:** SAAD

Art History

ARTH 220 – Language of Art

Credits: 3

Presents the elements of visual language and studies them in relationship to images of famous paintings, sculptures, and contemporary advertisements. Does not duplicate an art history course. \$ – Course or lab fee **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ARTH 325 – Prehistoric to Medieval Art

Credits: 3

Examines the ancient images of non–Western and Western cultures as they are manifested in famous works of art and architecture. \$ – Course or lab fee **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ARTH 326 – Renaissance to Modern Art

Credits: 3

A survey of selected Western and non–Western artists, techniques, and cultural eras from 1300 to 1945. \$ – Course or lab fee **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ARTH 328 – Artists of the Renaissance

Credits: 3

A chronology and analysis of Italian masters from Giotto to Raphael, and northern masters from van Eyck to Rembrandt. A study of the importance of social and cultural influences impacting these artists and the contributions made through their art. \$ – Course or lab fee **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ARTH 329 – Nineteenth Century and Impressionism

Credits: 3

A chronological study of the major artists influencing culture, primarily in France, from David to Cezanne in the movements of Neo–classicism, romanticism, realism, impressionism, and postimpressionism. \$ – Course or lab fee **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ARTH 345 – History of Graphic Design

Credits: 3

Students are introduced to the creative thinkers, important innovations and breakthrough technologies that have shaped the evolution of visual communication, graphic design, and advertising. \$ – Course or lab fee **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 207, ART 130. **College Code:** SAAD

ARTH 420 – Seminar in Contemporary Trends

Credits: 1–3

Studies current trends in a specific area of contemporary art and design. May contain readings, discussion, travel, and student presentations. \$ – Course or lab fee **Course Attribute:** Art History Course **Grade Mode:** Normal (A–F,I,W) **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

ARTH 440 – Art Since 1945

Credits: 3

A study of selected artists associated with post–WWII Western culture, the critical schools they are associated with, and the major influences upon their work. \$ – Course or lab fee Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

ARTH 450 – Study Tour:

Credits: 0

Travel to destinations relevant to individual programs of study. Classes will be selected from department(s) offerings. Fee may be required. \$ – Course or lab fee Swing course—Approved 400–499 courses qualify for graduate–level credit for graduate students **Grade Mode:** Normal w S/DG (A–F,I,S,U,DG,W) **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

Design

DSGN 150 – Web Design I

Credits: 3

This introductory course is designed to familiarize students with the design and creation of web pages and web sites. Students will learn basic HTML structure along with basic styling with CSS (Cascading Style Sheets) through video based lectures outside of class and hands–on work in–class. Beyond the basics of HTML, and CSS, students will learn how to publish their content on–line, validate code, and how accessibility plays a major role in development and content strategy. May be offered as an Intensive. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 130 **College Code:** SAAD

DSGN 185 – Digital Publishing

Credits: 3

Students learn to produce a variety of publications using basic and advanced techniques with Adobe InDesign. Emphasis will be on designing, pre–flighting and publishing documents for print, online and mobile devices. Adding interactivity to layouts using animation, video and sound in page layouts is also covered. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 130 **College Code:** SAAD

DSGN 214 – Graphic Design I

Credits: 3

A transition from design theory to design application as it relates to visual communication. A series of projects develops basic skills and familiarity with design process and the graphic design profession. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 130, ART 207 **College Code:** SAAD

DSGN 225 – Digital Vector Graphics

Credits: 3

In this course, students study the art of vector graphics. Demonstrations will be provided through in–class instruction and on–line by industry professionals. Students work on projects in and out of class each week ranging from print to on–line publishing. Required: Adobe Illustrator CS5+ and laptop. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 130 or equivalent. **College Code:** SAAD

DSGN 250 – Web Design II

Credits: 3

This intermediate course expands the student's knowledge of HTML and advanced CSS techniques to include wireframe and rapid prototyping techniques. Students learn through a series of projects designed to advance not only their technical knowledge, but also their User Interface (UI) and User Experience (UX) design skills. Required: laptop. May be offered as an intensive. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** DSGN 150 **College Code:** SAAD

DSGN 310 – Typography

Credits: 3

An exploration of typographic structures terminology, methods, and visual problem solving. This studio course addresses typographic design as a practical form of visual communication. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W)

Prerequisite(s): ART 207, ART 130. **College Code:** SAAD

DSGN 335 – Web Design III

Credits: 3

In this course, students focus on interactive design and production utilizing JavaScript and other open source technologies. Students learn through in–class demonstrations and outside class through on–line video lectures by other industry professionals. Projects consist of small challenges while working towards a final semester project that will showcase the student's skills in interactive design.

Required: laptop. May be offered as an intensive. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** DSGN 250 **College Code:** SAAD

DSGN 350 – Web Design IV

Credits: 3

This course introduces basic and intermediate server–side scripting techniques, version control, open source Content Management software (CMS), and how to set up localhost testing servers. Students will learn through in–class demonstrations and outside of class through on–line video lectures by other industry professionals. Projects consist of small challenges while working towards a final semester project that will showcase the student's skills in techniques and technologies over the previous courses. Required: laptop. May be offered as an intensive. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** DSGN 335

College Code: SAAD

DSGN 430 – Corporate Identity

Credits: 3

This studio course focuses on creating the face a business or organization shows the world through the design of effective corporate trademarks and logotypes. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 207, DSGN 214. **College Code:** SAAD

DSGN 431 – Editorial Design

Credits: 3

This studio course focuses on page design in books, newspapers and magazines for both print and digital applications. Editorial concept, content, format, image and audience will all be explored. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 207, DSGN 214 DSGN 185. **College Code:** SAAD

DSGN 432 – Brand Design

Credits: 3

This studio course is concerned with creating a brand and provides a basis for deciding the procedures and practices for corporate communication goals. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 207, DSGN 214. **College Code:** SAAD

DSGN 433 – The Business of Design

Credits: 3

This studio course focuses on the business side of Graphic Design and will help students understand best practices when creating contracts, dealing with clients/partner relationships, developing design strategy, self–promotion, and communication both internal and external. Students will also develop their own brand, creating their own custom business forms and promotional materials. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

DSGN 434 – Design in Advertising

Credits: 3

This studio course is project–based and focuses on putting advertising theory into practice. Students will create advertising campaigns and develop creative solutions based on market research, taking their ideas from concept to completion. Idea–driven design based on a solid foundation of research is emphasized. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite/Corequisite:** ART 207, DSGN 214. **College Code:** SAAD

DSGN 435 – Package Design

Credits: 3

This studio course explores the many facets and theories of package design and puts them into practice. Students will learn how to create a die–line and develop effective visual solutions for complex packaging scenarios. Projects will be taken from the concept phase to fully realized, 3–dimensional prototypes. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 207, DSGN 214.

College Code: SAAD

Film

FILM 105 – Intro to Filmmaking

Credits: 3

To the generation of digital natives, film has become one of the most dominant forms of visual media and personal expression. This studio course is a broad introduction to the collective elements of film production with a focus on nonfiction storytelling. This class explores both the art and craft of filmmaking, mixing aesthetic understanding with production techniques. Labs and instruction focus on storytelling, basic high–definition video production, and post–production. While designed to be an engaging introduction to filmmaking, students should be prepared to work toward the goal of the class—the creation of a non–fiction short film. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

FILM 210 – History of Film

Credits: 3

This course provides an overview to world film history, from its origins in late 19th century to present time. A chronological study of historically representative and significant films following the transformation of cinema as an art form. Includes study of feature films in America, Europe and Japan, advent of sound, post–war movements such as French New Wave, the emergence of Third World cinema and emphasis on the documentary genre. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

FILM 215 – Language of Cinema

Credits: 3

This course examines public attitudes and assumptions about film. Through an exploration of film studies, students will look beyond film's immediate accessibility and broaden their cinematic vocabulary and analytical abilities. Elements of aesthetics such as mise–en–scene, cinematography, editing, and sound will be covered, including different theoretical approaches to understanding cinema. **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

FILM 225 – Writing for Film and Television

Credits: 3

This course provides a broad foundation to writing for the screen. Storytelling is at the heart of screenwriting, and we will explore the elements of story such as plot structure, narrative arc, and character development. Lectures will deal with these topics and more, but over the course of the semester students will work on writing a screenplay for a short film and also a proposal for a documentary. A major part of class will be devoted to analysis, discussion, and revision of student work, so students should expect to spend a considerable amount of time for creative writing outside of class hours. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

FILM 275 – Post–Production

Credits: 3

An introduction to film editing and motion design. This course begins with a primer on digital video codecs and the post–production workflow. Then through the first half of the semester, participants will learn the language and technique of editing and develop a proficiency in professional non–linear editing systems. In the latter half of the semester, students will be introduced to the art and technique of motion design and gain exposure to Adobe After Effects and other professional compositing, 3D, or animation software. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** FILM 105 ART 207 **Special Approval:** Instructor permission required. **College Code:** SAAD

FILM 325 – Advanced Writing for Film and Television

Credits: 3

This course builds on the fundamentals of screenwriting and writing for visual media. Students will come to the course with screenplays and documentaries that they would like to develop, including stories that they have already started. They will refine their work in preparation for production or for submission to screenwriting competitions. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** FILM 225 **College Code:** SAAD

FILM 350 – Cinematography

Credits: 3

Intermediate course focusing on theoretical and practical applications of motion picture photography through appropriate lighting, exposure and selection of cinematic tools for the overall purpose of dramatic impact. Students will be required to operate both introductory digital cinema cameras, learning to select the right tools for the project. By the end of the semester students should have a reel demonstrating their abilities to film for both aesthetic and narrative purposes. Additional time outside of class should be expected for projects. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** FILM 105, FILM 275 **Recommended:** Photography course PHTO 380, PHTO 480 **College Code:** SAAD

FILM 355 – Sound Recording and Editing

Credits: 3

This course is an introduction to basic theories and techniques of sound through the entire filmmaking process, from the use of location sound recording packages to audio post–production editing and design. The course involves lecture and instruction, but the bulk of the course is spent on assignment both in the field and in post–production environments. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** FILM 105 **College Code:** SAAD

FILM 398 – Directing the Documentary I

Credits: 3

Directing the Documentary I & II are the principal courses in the Documentary Film program. Taken consecutively, it is a year–long execution drawing upon all the skills and experience that students have acquired thus far. Directing requires filmmakers to perform a broad and cumulative array of abilities and instincts to perform their role as the creative lead on a film. Students learn the art of directing through an intense study and analysis of contemporary documentary films, while working in small teams toward the goal of making a substantial film by the end of the year. A significant highlight that occurs during the course is a field trip to a major film festival, where students will spend several days immersing themselves in the art, culture, and business of cinema. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** FILM 325, FILM 486 **Special Approval:** Instructor permission required. **College Code:** SAAD

FILM 399 – Directing the Documentary II

Credits: 3

Directing the Documentary I & II are the principal courses in the Documentary Film program. Taken consecutively, it is a year–long execution drawing upon all the skills and experience that students have acquired thus far. Directing requires filmmakers to perform a broad and cumulative array of abilities and instincts to perform their role as the creative lead on a film. Students learn the art of directing through an intense study and analysis of contemporary documentary films, while working in small teams toward the goal of making a substantial film by the end of the year. A significant highlight that occurs during the course is a field trip to a major film festival, where students will spend several days immersing themselves in the art, culture, and business of cinema. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** FILM 398 **Special Approval:** Instructor permission required. **College Code:** SAAD

FILM 410 – Advanced Documentary Studies

Credits: 3

This course examines the evolution of the documentary and the contemporary issues that have come to define it. With each offering, the course will specify a different area of emphasis, which might include but is not limited to social documentary, ethnographic film, environmental filmmaking, personal narrative films, and human rights video advocacy. The course may include the creation of a film in the area of study. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Repeatable:** Repeatable **Offering:** Course may not be offered every year **College Code:** SAAD

FILM 450 – Advanced Cinematography

Credits: 3

Advanced techniques in motion picture photography with study and analysis of the work of notable cinematographers. Students in this course will be expected to spend a considerable amount of lab time learning to work with professional digital cinema cameras and lighting instruments. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** FILM 105, FILM 275 **Recommended:** Photography Courses: PHTO 380, PHTO 480 **College Code:** SAAD

FILM 486 – BFA Thesis II:Advanced Post–Production

Credits: 3

This course is a continuation of the BFA Thesis Project, but designed specifically for the Documentary Film emphasis. Students must register for this immediately following BFA Thesis Project, with the goal of finishing the senior films they started in the fall. In theory and technique the course is a continuation of FILM 275 – Post–Production with a focus on storytelling and color grading. Students will study and apply advanced techniques as they relate to action, time, character development, pacing, and emotion. The final portion of the course focuses on advanced color correction and grading techniques. At the end of this course, students will have created the most important work of their tenure in the program. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 485. Must be taken the semester after ART 485. Or, a studio course, if the Advanced Editing Lab is finished **College Code:** SAAD

FILM 490 – Producing Practicum

Credits: 3

This course outlines and explores the responsibilities of the producer and successful independent filmmaking. Topics covered include development, budgeting, fundraising, marketing, legal issues, and outreach. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

Photography

PHTO 115 – Photography I

Credits: 3

Basic introduction to the principles of the camera and darkroom techniques with consideration toward composition, psychological, and aesthetic attitudes in black– and–white photography. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

PHTO 116 – Digital Photography I

Credits: 3

Introduction to photography through the use of digital tools. Digital SLRs and archival pigment printers are used to explore the technical and aesthetic issues involved in the process of making images. Consideration will be given to digital workflow, managing data, and creating visually compelling photographs. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

PHTO 175 – Digital Imaging

Credits: 3

A foundation course in how to apply creative vision within the boundaries of Adobe Photoshop. Emphasis is on creative and technical issues as they relate to the creation of visual work. Layers, adjustment layers, compositing methods, and restoration are explored. Technical proficiency, creative expression, and attention to detail are stressed. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 207, ART 130, (PHTO 115 recommended). **College Code:** SAAD

PHTO 200 – Advanced Photography I

Credits: 3

Develops the art of photographic perception and use of photography as a visual language. The class focuses on aesthetics and the art of seeing creatively while challenging the student to use the camera to create work that is visually refined and sophisticated. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHTO 115 or PHTO 116. **College Code:** SAAD

PHTO 210 – History of Photography

Credits: 3

A study of selected photographers and processes relevant to the development of the photographic medium. This course also explores the societal fabric of the mid 19th and 20th century while investigating how photography impacted the culture of Europe and America during that time. By viewing work, listening to photographers speak about their images and discussing relevant trends, the student will better understand the society in which they live and how the medium of photography has influenced the world of art and popular culture. **Course Attribute:** Art History course **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

PHTO 220 – Color Photography I

Credits: 3

Application of color materials and methods, their handling and exposure. Aesthetic and communicative aspects of color photography are stressed in producing visually effective color work. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 200, and PHTO 115 or PHTO 116 or by permission of instructor. **College Code:** SAAD

PHTO 300 – Media Ethics & Awareness

Credits: 3

An exploration and discussion of the media and its effect on society, covering such issues as body image, violence, politics, etc. Students study how to recognize the way moral values of media professionals influence themselves and society. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

PHTO 305 – Alternative Photographic Processes

Credits: 3

This course is designed to provide the advanced student with additional methods of creative expression. The Cyanotype and VanDyke Brown processes will be learned as well as various methods of image transfer. Creative expression and technical proficiency in these techniques will be emphasized. The creation of a portfolio with strong visual unity will be a significant part of the class. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHTO 175, PHTO 380. **College Code:** SAAD

PHTO 320 – Color Photography II

Credits: 3

An image-oriented course, drawing on the student background in the use of color comprehension, photographic technical and aesthetic understanding, and working knowledge of emulsion and digital photography. Information in this class is for the sole purpose of comprehensive color image. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHTO 175, PHTO 220. **College Code:** SAAD

PHTO 326 – Business of Photography

Credits: 3

Students will learn how to make sure the skills learned in the studio courses actually can be used to make a viable career from a business perspective. The intent of this course is to learn how to charge a fair fee for the work that you love. Students will learn how to bid on jobs, invoice, and brand themselves from a fiscal point of view. \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **College Code:** SAAD

PHTO 365 – Advanced Digital Imaging

Credits: 3

Builds a deeper understanding of how to use software to create compelling visual work. Emphasis is on learning how to finely control the variables available within Adobe Photoshop and other related software. The student learns how to use alpha channels, master complex masking, and understand critical color theory as they create a body of work that further defines a unique personal vision. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** ART 207, PHTO 175, PHTO 115 or PHTO 116. **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

PHTO 380 – Studio

Credits: 3

Study of lighting techniques in standard-equipped studio, emphasizing portraiture, commercial illustration, and experimental techniques in black-and-white and color mediums. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHTO 200 or PHTO 220. **College Code:** SAAD

PHTO 400 – Digital Photographic Processes

Credits: 3

In this course students explore methods of digital photographic compositing to create modern illustrative images. A high level of production and craftsmanship is emphasized throughout the pre- and postproduction stages. Refined digital capture and processing of RAW files while refining illustrative techniques using the photographic medium will be stressed. Attention to crafting the highest quality prints using modern output methods will also be highlighted. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHTO 220, PHTO 365. **College Code:** SAAD

PHTO 410 – Advanced Photography II

Credits: 3

A course designed for the advanced photographer to investigate personal potential in visual exploration, experimentation, and technical excellence. Discussion involves expanding personal vision and exploring new techniques to achieve goals. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHTO 380. **Repeatable:** Repeatable up to 6 credits **College Code:** SAAD

PHTO 420 – Documentary Photography

Credits: 1–6

Documentary photography provides students with a unique opportunity to grapple with documenting images that tell a story about a particular endeavor. Students will be encouraged to go much further in-depth with a specific project than they have ever done before. The class hours will be devoted to lectures, and critiquing of assignments. Labs will consist of carrying out the semester-long project, photographing assignments, developing film/digital, printing for critiques, and mounting images for the final project. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Repeatable:** Repeatable up to 4 credits **College Code:** SAAD

PHTO 425 – Travel Photography

Credits: 3

Designed to be done in conjunction with on-location photography, and provides a background in the specific needs related to travel. Photographing people and their land in foreign environments is emphasized. Unique materials and equipment are discussed as they relate to travel photography. Lab required \$ – Course or lab fee **Course Attribute:** Studio Art course **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHTO 115 or PHTO 116. **Repeatable:** Repeatable up to 9 credits **College Code:** SAAD

PHTO 480 – Studio II

Credits: 3

In this course the student is challenged to approach their work in a unique and personal way. Students choose a concentration in the following areas: Portraiture, People/Fashion, Still-Life, Advertising/ Illustration, and Location Photography. This course is designed specifically to learn visual concepts and solve visual problems of the commercial photo industry. Lab required \$ – Course or lab fee **Grade Mode:** Normal (A–F,I,W) **Prerequisite(s):** PHTO 380. **Repeatable:** Repeatable up to 9 credits **College Code:** SAAD