Art - Entertainment, Arts, and Animation Emphasis, BA/BS

Program Description

An education in Visual Arts can be defined as the process whereby one learns how to produce art; engage in the aesthetic and critical analysis of art, and to talk, read, and write about art. Students at Utah Tech will be exposed to numerous concepts and activities involved in becoming visually and aesthetically literate. As part of their artistic study, students will become proficient in their art discipline. Students will have the opportunity to visit major regional art museums and exhibit artwork both on and off campus.

Program Curriculum

120 credits

Utah Tech General Education Requirements

All Utah Tech General Education requirements must be fulfilled. A previously earned degree may fulfill those requirements, but courses must be equivalent to Utah Tech's minimum General Education standards in American Institutions, English, and Mathematics.

General Education Core Requirements (catalog.utahtech.edu/programs/generaleducation/#gerequirementstext)

Code	Title	Hours
English		3-7
Mathematics		3-5
American Institutions		3-6
Life Sciences		3-10
Physical Sciences		3-5
Fine Arts		3
Literature/Humanities		3
Social & Behavioral Sciences		3

Code	Title	Hours
Bachelor of Arts: Foreign Language Requirement		**3-16**
Complete one of the following:		
- Complete 16 credits in a single foreign language, through earned credit (grade C or higher), credit by examination, or vertical credit from the courses listed on the GE Foreign Language Requirement page [1]		
- Complete a 2020 or higher foreign language course (grade C or higher)		
- Complete a 3060 foreign language course listed below (grade C or higher)		
- Receive 16 transfer credits for GEFL 1000 (8) and GEFL 2000 (8) in a single foreign language (grade C or higher)		
OR		
Complete a 1010 course listed below in a second foreign language (grade C or higher) AND one of the following:		
1. In a language not taught at Utah Tech, receive 12 FLATS exam credits for FLAT 1000 (8) and FLAT 2000 (4)		
or		
2. In a language not taught at Utah Tech, receive 12 transfer credits articulated as GEFL 1000 (8) and GEFL 2000 (4) (all grade C or higher)		
OR		
Available only to students who are nonnative English speakers, complete one of the following:		
- Complete 16 credits of ESL courses listed below (grade B or higher)		
- Complete ESL 2750 or ESL 2760 (grade B or higher).		
- Submit one of the following test scores required for unconditional Utah Tech admission: TOEFL (61 iBT, 173 CBT, or 500 PBT); or Michigan (70); or USU-IELE equivalent score. Other tests may be accepted for admission to Utah Tech but will not fulfill this requirement. Official scores must be submitted to the Registrar's Office.		
Total Hours		**3-16**

[1]   General Education Foreign Language Classes may be found on the General Education page. (catalog.utahtech.edu/programs/generaleducation/#gerequirementstext)

Art Core Requirements

Code	Title	Hours
ART 1001	FYE: Art and Design	2
ART 1110	Drawing and Composition (FA)	3
ART 1120	2-Dimensional Design (FA)	3
ART 1130	3-Dimensional Design I	3
ARTH 2710	Prehistoric to Gothic Art History (FA)	3
ARTH 2720	Renaissance to Contemporary Art History (FA)	3

Entertainment, Arts, and Animation Emphasis Requirements

Code	Title	Hours
ART 2120	Digital Art	3
ART 2600	Drawing for Animation	3
ART 2610	3D Graphics Essentials	3
ART 3610	3D Graphics	3
ART 3630	2D Animation	3
ART 3640	3D Character Rigging	3
ART 3650	3D Animation	3
ART 4660	3D Animation II	3
ART 4810	Senior Animation Capstone	3
Complete 18 credits from the following:		
ART 2060	Digital Photography (FA)	3
ART 3450R	Anatomy for the Artist	3
ART 3460R	Figure Drawing	3
ART 3625	Game Engine Production	3
ART 3910R	Digital Painting	3
ART 4630	2D Animation II	3
ART 4950R	Art Internship Maximum Repeat Credits: 6	1-3
ART 4990R	Seminar in Art Maximum Repeat Credits: 6	1-3
DES 3300	Motion Graphics I	3
DES 4300	Motion Graphics II	3
FILM 2130	Beginning Screenwriting	3
FILM 2660	Introduction to Digital Film Production	3
FILM 3660	Digital Film Production	4
FILM 3680	Digital Film Editing	2
FILM 3685	Digital Film Editing Lab	1

Graduation Requirements

1. Complete a minimum of 120 college-level credits (1000 and above).
2. Complete at least 40 upper-division credits (3000 and above).
3. Complete at least 30 upper-division credits at Utah Tech for institutional residency.
4. Cumulative GPA 2.0 or higher.
5. Grade C- or higher in each Core Discipline, Emphasis Requirement, and Emphasis Elective course.

Graduation Requirements

1st Year

Fall Semester	Hours	Spring Semester	Hours
ART 1001	2	ART 2120	3
ART 1110	3	ART 2600	3
ART 1120	3	ENGL 2010	3
ART 1130	3	General Education (American Institutions) (catalog.utahtech.edu/programs/generaleducation/#gerequirementstext)	3
ENGL 1010	3	Genreal Education (Mathematics) (catalog.utahtech.edu/programs/generaleducation/#gerequirementstext)	3
	14		**15**

2nd Year

Fall Semester	Hours	Spring Semester	Hours
ART 3630	3	ART 2610	3
ARTH 2710	3	Art Emphasis Elective	3
Art Emphasis Elective	3	ARTH 2720	3
General Education (Life Sciences) (catalog.utahtech.edu/programs/generaleducation/#gerequirementstext)	3	General Education (Physical Sciences w/lab) (catalog.utahtech.edu/programs/generaleducation/#gerequirementstext)	4
General Education (Social & Behavioral Sciences) (catalog.utahtech.edu/programs/generaleducation/#gerequirementstext)	3	General Elective	3
	15		**16**

3rd Year

Fall Semester	Hours	Spring Semester	Hours
ART 3610	3	Art Emphasis Elective (Upper Division)	3
Art Emphasis Elective (Upper Division)	3	Art Emphasis Elective (Upper Division)	3
General Elective	3	ART 3640	3
General Elective	3	General Education (Literature & Humanities) (catalog.utahtech.edu/programs/generaleducation/#gerequirementstext)	3
General Elective	3	General Elective	3
	15		**15**

4th Year

Fall Semester	Hours	Spring Semester	Hours
ART 3650	3	ART 4660	3
General Elective (Upper Division)	3	ART 4810	3
General Elective (Upper Division)	3	Art Emphasis Elective (Upper Division)	3
General Elective (Upper Division)	3	General Elective (Upper Division)	3
Elective (Upper Division)	3	General Elective (Upper Division)	3
	15		**15**

Total Hours 120

BA/BS Art Program Learning Outcomes

At the successful conclusion of this program, students will be able to:

1. Produce a body of work (portfolio) suitable for seeking opportunities in art and design.
2. Solve complex problems related to the conceptual process of creating art.
3. Express artistic concepts and intent using visual, oral, and written communication.
4. Evaluate artistic work using visual language to explain basic design principles and concepts.
5. Employ principles of visual analysis and visual literacy to appraise the composition and socio-historical context of artworks.