MILLERSVILLE UNIVERSITY

Student Name:______ Student I.D. #_____

DEGREE:	ВА	MAJOR REQUIREMENTS FOR A BA DEGREE IN ART
MAJOR: OPTION:	ART	Total credit hours required: 120.0 minimum

REQUIREMENTS AND POLICIES FOR THE BA ART MAJOR

A. Policies for Admission to the Major

- All applicants to any major within the Department of Art & Design must create and submit an electronic art portfolio. For full details and directions, applicants should see the Department of Art & Design website.
- 2. New students external applicants (freshmen, transfers, non-degree, continuing education) must apply to the Office of Admissions at Millersville University for general acceptance. On the general application, the student will need to complete a Portfolio Submission Form. For full details and directions, applicants should see the Department of Art & Design website.
- 3. Currently enrolled internal transfers (from other departments within the University) must complete a Portfolio Submission Form (on the Art & Design website).
- 4. Admission is upon approval of the Portfolio Review Committee and the chairperson of the Art & Design Department.
- 5. For further information, please see the Art & Design Department website.

B. Policies for Retention in the Major

1. University requirements for retention.

C. Policies for Completion of the Major

1. Completion of all University curricular requirements.

Note to the student: This form is provided as a guide. It is your responsibility to consult regularly with your advisor to be aware of changes and curriculum details which are not incorporated on this form.

ART-123 FALL 2016

MAJOR SEQUENCE AND DEGREE REQUIREMENTS

Major: **BA ART**

Option:

Major Field Requirements: 48.0 credits

Other Requirements:

When applicable, up to six of the **REQUIRED RELATED** courses may be credited toward the Liberal Arts Core subject to normal distribution rules.

Course	No.	Short Title	C.H.	Grade	Course No. Short Title C.H. Grade
	REQUI	RED ART & DESIGN COURSES	6 (9.0 cre	Set 5 - Fine Art Metals	
ART		Drawing I	3.0		ART 291 Intro: Fine Art Metals 3.0
ART	142	2D Design	3.0		ART 391 Fine Art Metals: Casting 3.0
ART	242	3D Design	3.0		ART 491 Fine Art Metals: Form Emphasis 3.0
R	EQUIRE	ED ART HISTORY COURSES (r	nin 6.0 c	redits)	ART 492 Adv. Fine Art Metals/Jewelry 3.0
		course from the following:		,	ART 486 Topics Studio 3.0
ART		Survey of Art History I	3.0		Set 6 - Sculpture
ART		Survey of Art History II	3.0		
		•	0.0		ART 282 Sculpture I 3.0 ART 382 Sculpture II 3.0
Choos	se <u>ONE</u> d	course from the following:			ART 482 Sculpture III 3.0
ART	201	History & Aesthetics Photo	3.0		ART 482 Sculpture III 3.0 ART 483 Sculpture IV 3.0 ART 486 Topics Studio 3.0
ART	301	Ancient World	3.0		ART 486 Topics Studio 3.0
ART	302	Italian Renaissance	3.0		
ART	303	19th Century	3.0		Set 7 - Interactive & Graphic Design
ART	304	20th Century	3.0		DESN 144 Digital Theory & Skills 3.0 DESN 240 Typography I 3.0
ART	313	Art in America	3.0		DESN 240 Typography I 3.0
ART	403	Northern Renaissance	3.0		DESN 244 Typography II 3.0
ART		Contemporary Movements	3.0		DESN 246 Sequence, Motion & Visual Comm 3.0
ART	588/89	Topics in Art History	3.0		DESN 247 Web Experience/Interact. Design 3.0 DESN 340 Interaction Design 3.0
		STUDIO COURSES (min 9.0 c	redits)		DESN 340 Interaction Design 3.0 DESN 341 Motion Design 3.0
Choos		course from THREE of the following			DESN 341 Motion Design 3.0 DESN 342 Kinetic Design 3.0
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1		ing & Watercolor			DESN 343 Experience Design 3.0 DESN 344 Visual Comm & Graphic Design I 3.0
ART		Painting I	3.0		DESN 344 Visual Confine & Graphic Design 3.0
ART	354	<u> </u>	3.0		DESN 347 Design for Social Equity 3.0
ART	452	3	3.0		DESN 347 Design for Social Equity 3.0 DESN 348 Packaging and Design 3.0
ART	454	Painting IV	3.0		DESN 348 Packaging and Design 3.0 DESN 349 Information Design 3.0
ART		Watercolor I	3.0		DESN 375 Illustration 3.0
ART		Watercolor II	3.0		DESN 444 Visual Comm & Graphic Design II 3.0
ART		Watercolor III	3.0		DESN 446 Advanced Computers in Design 3.0
ART		Watercolor IV	3.0		DESN 447 Advanced Computers in Design 3.0
ART		Topics Studio	3.0		DESN 493 Portfolio: Capstone Course 3.0
Set 2 - Photography				Set 8 - Convergent Art	
ART		Experimental Photography	3.0		ART 140 Digital Foundations of Art 3.0
ART		Intro to Photography: Darkroom	3.0		ART 331 Book Arts 3.0
ART	376	Intro to Photography: Digital	3.0		
ART	406	Intermediate Photo: Darkroom	3.0		ART 345 Intro to Computers in Art 3.0
ART	409	Advanced Photography I	3.0		ART 445 Advanced Computers in Art 3.0
ART	410	Intermediate Photo: Digital	3.0		ART 486 Topics Studio 3.0
ART		Advanced Photography II	3.0		Set 9 - Drawing
ART		Topics Studio	3.0		
Set 3	3 - Printi	making			ART 233 Drawing II 3.0
ART	361	Survey Printmaking	3.0		ART 333 Drawing III 3.0
ART		Lithography Printmaking I	3.0		ART 433 Drawing IV 3.0
ART	364	Relief Printmaking I	3.0		Upper Level Course (3.0 credits)
ART	365		3.0		Take at least one course at the second level of a studio discipline:
ART	367	Water-Based Silkscreen I	3.0		ART 3.0
ART		Lithography Printmaking II	3.0		
ART	464	Intaglio Printmaking II	3.0		CAPSTONE COURSE (3.0 credits)
ART		Relief Printmaking II	3.0		Choose ONE course from the following:
ART	467	Water-Based Silkscreen II	3.0		ART 490 Beyond Making: Strategies Success 3.0
ART		Mixed Media Printmaking	3.0		ART 494 Studio Capstone: Thematic Exploration 3.0
ART		Topics Studio	3.0		DESN 493 Portfolio 3.0
Set 4 - Ceramics					ELECTIVE ART COURSES
ART	295	Ceramics I: Handbuilding	3.0		
ART		Ceramics I: Wheel Throwing	3.0		(As needed to bring the total to 48 credits)
ART	297	Ceramics II	3.0		ART 3.0
ART	396	Ceramics III	3.0		ART 3.0
ART		Ceramics IV	3.0		ART 3.0
ART	486	Topics Studio	3.0		ART 3.0
					ART 3.0
NO.	TE: AR	Γ 100 & 141 may not be cour	ted in th	ART 3.0	
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