2016-2017 PETITION/PROGRAM SHEET



Degree: Bachelor of Fine Arts Major: Graphic Design Concentration: Visual Design

About This Major...

The Graphic Design–Visual Design concentration focuses on current and professional industry standards within graphic design. Our degree is illustration-based and combines traditional hands-on media with the digital. The program, like the professional world is a fast-paced environment that mimics real-world design studios. Students will learn traditional layout design, composition, screenprinting, drawing, graphic design art history, CNC routing all as it applies to design. These areas are all combined with conceptual skills to make graduates in the area marketable. Entry in the program is contingent upon the successful completion of a portfolio review and exam during the sophomore year. A portfolio capstone course prepares students upon graduation for employment with a portfolio designed to gain employment. The program boasts two Graphic Design computer labs each furnished with Apple computers and the latest graphic design application software. Students can be a part of a community of student designers involved in a graphic design activities and field trips locally, nationally and abroad.

Entering students are encouraged to pay close attention to course sequencing and consult their advisor in order to complete the degree in four years. The successful Graphic Design degree candidate is prepared to enter professions within graphic design including advertising design, web design, package design, illustration, marketing and a myriad of related fields.

For more information on what you can do with this major, go to http://www.coloradomesa.edu/career/whatmajor.html.

All CMU baccalaureate graduates are expected to demonstrate proficiency in critical thinking, communication fluency, quantitative fluency, and specialized knowledge/applied learning. In addition to these campus-wide student learning outcomes, graduates of this major will be able to:

- 1. Interpret and apply formal elements and principles of design. (Specialized Knowledge)
- 2. Demonstrate application of tools, materials, techniques, and proper use and care for equipment through quality craftsmanship. (Applied Learning)
- 3. Generate individual response through concept and theory beyond formal elements to create personal content. (Communication Fluency)
- 4. Communicate clearly regarding the critical analysis of art and design both historical and contemporary. (Critical Thinking/Communication Fluency)
- 5. Design and publish a professional portfolio that meets current industry standards. (Applied Learning)
- 6. Demonstrate technical, aesthetic, and conceptual decisions based on the application of the design process. (Specialized Knowledge)

NAME:	STUDENT ID #:	
LOCAL ADDRESS AND PHONE NUMBER:		
	()	
on the Program Sheet. I have read and understand the	, hereby certify that I have completed (or we policies listed on the last page of this program sheet. I furthept for the courses in which I am currently enrolled and the complete these courses.	er certify that the grade listed for
Signature of Advisor	Date	20
Signature of Department Head	Date	_20
Signature of Registrar	Date	_20

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DEGREE REQUIREMENTS:

- 120 semester hours total (Students must complete a minimum of 30 of the last 60 hours of credit at CMU, with at least 15 semester hours in major discipline courses numbered 300 or higher).
- 40 upper division credits (A minimum of 15 taken at the 300-400 course levels within the major at CMU).
- 2.00 cumulative GPA or higher in all CMU coursework
- A grade of B or A in all coursework toward the major content area
- No more than 6 semester hours of independent study courses can be used toward the degree.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- When filling out the program sheet a course can be used only once.
- A student must follow the CMU graduation requirements either from 1) the program sheet for the major in effect at the time the student officially declares a major; or 2) a program sheet for the major approved for a year subsequent to the year during which the student officially declares the major and is approved for the student by the department head. Because a program may have requirements specific to the degree, the student should check with the faculty advisor for additional criteria. It is the student's responsibility to be aware of, and follow, all requirements for the degree being pursued. Any exceptions or substitutions must be approved by the student's faculty advisor and Department Head.
- Essential Learning Capstone should be completed between 45 and
- See the "Requirements for Undergraduate Degrees and Certificates" in the catalog for additional graduation information.

ESSENTIAL LEARNING REQUIREMENTS (31 semester hours) See the current catalog for a list of courses that fulfill the requirements below. If a course is an Essential Learning option and a requirement for your major, you must use it to fulfill the major requirement and make a different selection for the Essential Learning requirement.

Course No Title	Sem.hrs	Grade Term/Trns
English (6 semester hours, must receive a must be completed by the time the student ENGL 111 English Composition ENGL 112 English Composition		
Math MATH 110 or higher (3 semester leads or better, must be completed by the ti hours.) MATH 1	me the stude	
Humanities (3 semester hours)		
Social and Behavioral Sciences (6 semes	ster hours)	
Natural Sciences (7 semester hours, one o	course must	include a lab)
L		
History (3 semester hours)		
Fine Arts (3 semester hours)		

Course No 7	Γitle	Sem.hrs	Grade Term/Trns
WELLNESS	S REQUIREMENT (2 semes	ter hours)	
	Health and Wellness	1	
		1	
1111111		•	
ESSENTIAL	L LEARNING CAPSTONE	(4 semeste	r hours)
ESSL 290	Maverick Milestone		
	(see English & math pre-req		
ESSL 200	Essential Speech (co-requisi	te) 1	
	ON COURSES (15 semester		
	courses with a grade of "B" of	_	
ARTE 101 ARTE 102	Two-Dimensional Design Three-Dimensional Design	3 3	
ARTE 102 ARTE 118	History of Art – Prehistory	3	
AKIL 110	to Renaissance	3	
ARTE 119	History of Art –	3	
ARTE III	Renaissance to Present	3	
ARTS 151	Foundation Drawing I	3	
AKIS 131	Toundation Drawing 1	3	
GRAPHIC I	DESIGN MAJOR REQUIRI	EMENTS	
(51 semester	hours) Must pass all courses	with a grad	le of "B" or higher.
	in the program and eventually		
	lent must earn, within no more		
	in the major requirements.		
C	3 1		
Art History C	Course (3 semester hours)		
ARTH 324	History of Graphic Design	3	
Graphic Desi	gn Courses (48 semester hour	s)	
ARTG 122	Design It!	3	
ARTG 215	Graphic Design I	3	
ARTG 221	Graphic Design II	3	
ARTG 222	Illustration I	3	
ARTG 301	Digital Illustration	3	
ARTG 320	Letterforms & Typography	3	
ARTG 321	Advanced Typography	3	
ARTG 333	Illustration II	3	
ARTG 337	Illustration III	3	
ARTG 338	Advertising Design I	3	
ARTS 360	Sketchbook	3	
ARTG 401	Digital Painting	3	
ARTG 405	Website Design	3	
ARTG 406	UX Design	3	
ARTG 450	Identity Design	3	
ARTG 493	Portfolio Development	3	
El 4 (A)			6. 1.
	ll college level courses appear		
	ove that will bring your total s		
	NA activity courses.) (17 sem	ester nours	, additional upper
division nour	rs may be needed.)		
Course No 7	Fitle	Sam hre	Grade Term/Trns
		Sciii.iii s	Grade Termy Tris

SPECIAL REQUIREMENTS:

- (1) In an effort to meet industry standards, Macintosh computers are used exclusively in all computer-based ARTG courses.

 Majors are strongly advised to consider purchasing a Macintosh and related print and web publication software for personal use.
- (2) ARTG 300-level courses and ARTG 400-level courses may be taken upon acceptance into the Graphic Design Program.
- (3) Admission in the program after the sophomore year will be contingent upon the student's satisfying the following requirements:
 - (a) Completion of Graphic Design Admission Application Form.
 - (b) Completion of ARTE 101 Two-Dimensional Design, ARTE 102 Three-Dimensional Design, ARTG 215 Graphic Design I, ARTG 221 Graphic Design II, and ARTG 222 Illustration I with a grade of B or A.
 - (c) A grade of B or A in all coursework in the major.
 - (d) Successful completion of the Graphic Design entrance exam with a minimum score of 80%.
 - (e) Portfolio Review comprised of Graphic Design work that meets the established Portfolio Review Criteria.
 - (f) Transfer students must pass the Portfolio Review and entrance exam to be formally accepted into the Graphic Design Program.

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SUGGESTED COURSE SEQUENCING FOR A MAJOR IN GRAPHIC DESIGN – VISUAL DESIGN

This is a recommended sequence of course work. Certain courses may have prerequisites or are only offered during the Fall or Spring semesters. It is the student's responsibility to meet with the assigned advisor and check the 2 year course matrix on the Colorado Mesa website for course availability.

	Γ	FRESHMA	N YEAR		
Fall Semester	_	Hours	Spring Semester		Hours
	English Composition	3	ENGL 112	English Composition	3
	Mathematics	3	Essential Learning	Natural Science	3
ARTE 101	Wo-Dimensional Design	3	Essential Learning	Social/Behavioral Science	3
ARTS 151 F	Foundation Drawing I	3	ARTE 102	Three-Dimensional Design	3
ARTG 122	Design It!	<u>3</u>	ARTG 215	Graphic Design I	3 <u>3</u>
		15			15
		SOPHOMOR	RE YEAR		
Fall Semester		Hours	Spring Semester		Hours
Essential Learning	History	3	ESSL 290	Maverick Milestone	3
Essential Learning	Natural Science with Lab	4	ESSL 200	Essential Speech	1
ARTG 221	Graphic Design II	3	ARTG 301	Digital Illustration	3
ARTG 222	Illustration I	3	ARTG 320	Letterforms and Typography	3
ARTE 118	History of Art, Prehistory to Ren	<u>3</u>	ARTG 333	Illustration II	3
		16	ARTE 119	History of Art, Ren to Present	<u>3</u>
					16
		JUNIOR	YEAR		
Fall Semester		Hours	Spring Semester		Hours
ARTS 360	Sketchbook	3	Essential Learning	Humanities	3
ARTG 321	Advanced Typography	3	ARTG	Elective	3
ARTH 324	History of Graphic Design	3	KINA	Activity	1
KINE 100	Health and Wellness	1	ARTG 337	Illustration III	3
Essential Learning	Fine Art	3	ARTG 338	Advertising Design I	3
ARTG	Elective	<u>3</u>	ARTG 405	Website Design	<u>3</u>
		16			
					16
		SENIOR	YEAR		
Fall Semester		Hours	Spring Semester		Hours
Essential Learning	Social/Behavioral Science	3	ARTG 493 P	ortfolio Development	3
ARTG 450	Identity Design	3	ARTG Elective		3
111110 100	fucility Design				
Elective or Minor	Identity Design	3	Elective or Minor		3
	identity Design	3		Digital Painting	3 <u>3</u>
Elective or Minor	UX Design			Digital Painting	

POLICIES:

- 1. Please see the catalog for a complete list of graduation requirements.
- 2. This program sheet must be submitted with your graduation planning sheet to your advisor during the semester prior to the semester of graduation, no later than October 1 for spring graduates, no later than March 1 for fall graduates. You must turn in your "Intent to Graduate" form to the Registrar's Office by September 15 if you plan to graduate the following May, and by February 15 if you plan to graduate the following December.
- 3. Your advisor will sign and forward the Program Sheet and Graduation Planning Sheet to the Department Head for signature. Finally, the Department Head will submit the signed forms to the Registrar's Office. (Students cannot handle the forms once the advisor signs.)
- 4. If your petition for graduation is denied, it will be your responsibility to reapply for graduation in a subsequent semester. Your "Intent to Graduate" does not automatically move to a later graduation date.
- 5. NOTE: During your senior year, you will be required to take a capstone exit assessment/project (e.g., Major Field Achievement Test).