

Department of Art and Design BFA in Studio Art, Graphic Design Emphasis

Foundations – 18 credits			CR	Business Elective Choices			
ART 150 2-D Design		3	BUS	BUS 201 Legal Environment for Business			
ART 1	155	Drawing 1	3	CAP	210	Fundamentals of Advertising	
_	153	Making and Meaning	3	CAP		Fundamentals of Public Relations	
_	151	3-D Design	3	MKT		Marketing Management	
_	152	Color and Design	3				
_	157	Drawing 2	3	Studi	o Flec	tive Choices	
_ /	137	51444118 2	3	ART	321	Digital 3-D	
Art History	–12 cre	edits		ART	307	Digital Prepress	
	221	Survey 1	3	ART	313	3-D Graphic Design (Exhib and Pkg)	
ART 2	222	Survey 2	3	ART	380	Experimental studio classes	
_	218	History of Design	3			•	
_		00 level) History Elective	3	ART	258	Intermediate Drawing	
_ / (5		20 12121, 1.13131, 2.231112	J	ART		356 Advanced Drawing	
Graphic De	sign -54	l credits		ART		346, 347 Jewelry and Metalsmithing	
	210	Graphic Design 1 –Typography	3	ART		361, 362 Painting	
_	211	Graphic Design 2 –Logo/Identity	3	ART		366, 367 Printmaking	
_			3				
_	215	Advance Typography		ART		371, 372 Sculpture	
_	310	Graphic Design 3 Publication	3	ART		376, 377 Ceramics	
_	312	Graphic Design 4 –Exp Design 3	3	AKI		392, 393 Visual Studies	
_	410	Graphic Design 5 –Design Issues	3		394,	395, 396	
_	191	Internship (off-campus)	3-6				
or Art 417,	418	Practicum (on-campus experience)	3	CPH	172	Photo 2	
				СРН	273	4x5 Photography	
_	195	Capstone	3	СРН	279	Color Printing	
_	113	Portfolio	3	CPH	371	Experimental Black and White	
_ ART 4	115	Senior Thesis – Project	3	CPH	372	Computer Photography	
				CPH	373	Computer Photography 2	
_ CPH	175	Understanding Still Photography	3	CPH	374	Color Photography	
		Prerequisite for CPH 373		CPH	375	Studio Photography	
or CPH	171	Photo 1					
		Prerequisite for all other photo class	ses				
_ ART 2	257	Life Drawing	3				
				Studi	o elec	tives in other areas must be approved by	
_ Business	s Electiv	e (see next column)		by an advisor. Access cannot be guaranteed for			
_ Studio E	lective	(see next column)	3	Art and Design majors.			
_ Studio E	lective		3				
_ Studio E	lective		3	MGT	350	Principles of Electronic Commerce Covers	
Studio E	lective		3			Dreamweaver and Flash	
Studio E	lective		3			Prereg MGT 268	
_				MGT	451	Into to E-Commerce Applications Covers	
						Flash, Actionscript, and XML	
						Prereq MGT 350	
TOTAL CF	REDITS	S - 84		CIS	238	Internet Media & Programming	
ISIALCI		, •		CIS	230	(Dreamweaver and Photoshop)	
						Prereq: CS 160 or CS 162	
				CIS	371		
				CIS	3/1	Web Applications Prereq: 3-4 CS Class	
				\A/D T	254	(See your advisor) Writing for the World Wide Web	
				WRT	351	withing for the world wide web	

Students who wish to be Photo-Designers may take all six studio electives in Photography.

Students who are interested in pursuing Exhibit/Environmental or Packaging design as a career are advised to take 3-D Graphic Design, Metals, Sculpture, Digital 3D, and Stagecraft courses.

One 3 credit internship is required. Additional internship credits may be used to satisfy studio elective requirements. Please consult with your advisor to determine how to customize the program to fit your needs and interest.



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This outline is a recommended course sequence for Art and Design – Graphic Design Emphasis. Please consult for GVSU Catalog for further information and general education requirements.

Freshman Year	All art and design majors take the six core foundation courses.
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Fall	(16 cr)	Winter (16 cr)			
ART	150 2-D Design	ART 152 Color			
ART	155 Drawing 1	ART 157 Drawing 2			
ART	151 3-D Designs	ART 153 Making and Meaning			
WRT	150 Strategies in Writing	MTH gen ed course			
One gen ed class		ART 222 Art History Survey II or one gen ed class			
		*Foundation Portfolio Review and			
		Graphic Design Program Secondary Admit			

Sophomore Year

Fall	(16 -17 cr)	Winter (18 cr)
ART	210 Graphic Design 1	ART 211 Graphic Design 2
CPH	171 Photography (or CPH 175)	ART 215 Advanced Typography
ART	257 Life Drawing	Studio Elective
ART	221 Art History Survey 1	ART 222 Art History Survey 2 or Art History elective
One gen ed class		Gen Eds Class/es

ART 491 Summer Internship (3-6 cr)

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Junior Year	
Fall (15 cr)	Winter (18 cr)
ART 310 Graphic Design 3	ART 312 Graphic Design 4
ART 218 Design History	One Studio elective
Studio elective (ART 307 Digital Prepress)	Business Practice Class
One gen ed or diversity class	One Art History elective
	One theme/issues class
	One gen ed or diversity class
	*Junior Portfolio Review- for continuation in
	The Graphic Design Program

ART 491 Summer Internship (3-6 cr)

Senior \	ear/
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Fall (15 cr) **Winter** (15 cr)

ART 410 Graphic Design 5 ART 415 Senior Thesis- Project ART 413 Portfolio ART 495 Capstone

One studio elective

Two gen ed classes

Two gen ed classes

General Education Requirements

Refer to the General Education requirements in the General Education Handbook. 120 credits are required for graduation from GVSU. The BFA requirements total 84 credits. The total number of credits required for graduation will be the sum of the General Education requirements and the Graphic Design BFA requirements, and will exceed 120. Taken in 8 semesters, this results in an average of 16 to 17 credits a semester. University requirements all represent important aspects of your education. While each is distinct and important, with careful planning, semester course loads, and time to graduation can be reduced. The block tuition rate is for 12-15 credits. You will pay additional tuition for any credits over 15.

Options for altering semester course loads and time to graduation:

- 1. Some General Education courses fulfill more than one requirement.
- 2. General education courses can be fulfilled in a summer study abroad program.
- 3. General education and theme/issues coursework may be completed in Spring/Summer sessions.
- 4. Internships can be taken in the summers. As many as two extra internships can be taken to satisfy studio electives.
- 5. You may opt to extend your time in school to 4.5 or 5 years.