STUDIO ART MAJOR

Program Director: Brandon Morse

The Department of Art provides its students with the technical and conceptual tools needed to make innovative contributions to a visual culture in which traditional boundaries between the visual arts, design, film, video, and architecture have become increasingly blurred. The accomplished faculty members bring their professional experiences to the studio, providing a contemporary context for the development of skills and ideas. The department’s creative environment encourages creative problem solving, interdisciplinary experimentation, and the production of images, objects, and experiences that reflect a sophisticated visual literacy. From a shared foundation emphasizing traditional fundamentals of art and design, students move into media concentrations that encourage interdisciplinary interaction, particularly in developing digital technologies. This flexible interaction between traditional and new media is central to the department’s vision and the success of its mission.

In a society that increasingly defines itself in visual terms, artists and designers are critical in shaping its future. The creative atmosphere of the Department of Art’s studios is a fertile ground for the development of the complex skills and ideas needed to navigate and contribute to an evolving visual culture. Our location, just outside Washington, DC, and less than an hour away from Baltimore provides access to numerous museums, galleries, embassies and international institutions, which brings important real-world experience to students in our program.

Admission to the Major

The Department of Art offers three tracks to the B.A. degree. Track 1 is an open major, which requires no portfolio review, and requires 48 total credits for completion. All majors enter the department in Track 1.

Tracks 2 and 3 are specialized tracks with portfolio reviews for admission in the junior and senior years, and require 60 total credits for completion. Track 2 is for a B.A. with an Advanced Specialization in Digital Media, Painting, Printmaking, Sculpture, or Intermedia. Track 3 is for a B.A. with a concentration in Graphic Design.

See the department website for more information: www.art.umd.edu (http://www.art.umd.edu)

Placement in Courses

With appropriate AP or IB credit and scores, students may receive credit for ARTT100, ARTT110, or both. Contact department advisors for more information.

Program Learning Outcomes

1. Students will be able to demonstrate fundamental knowledge of visual art and design principles.
2. Students will be able to manipulate form, content, artistic methods and digital technologies when applicable to express coherent concepts.
3. Students will be able to demonstrate interest in and experimentation with inventive uses of media to express compelling concepts.
4. Students will be able to produce visual works that are well crafted and displayed appropriately.
5. Students will be able to produce visual works that demonstrate the students’ awareness and interest in contemporary issues in subject matter, content and/or media.
6. Students will be able to articulate their visual works’ ideas and concepts in relation to contemporary critical theories and practice.

Requirements

The Department of Art offers three tracks to a Bachelor of Arts degree (B.A.). All majors enter the Department in Track 1, the open B.A., and take a required group of six Foundation courses (18 credits). After completion of the Foundation courses, students may continue in Track 1 without portfolio review, or choose to submit a portfolio of work completed in Track 1 courses for admission into Track 2 or Track 3. Portfolio reviews for both specializations will take place during the Spring semester, usually during late March.

- **Track 1: B.A. in Studio Art.** This is an open program with no portfolio admission requirement. This track provides ample space for outside electives, encourages interdisciplinary interaction, and provides double major or double degree possibilities. The Art Education Curriculum works with Track 1. Credit requirements: 36 credits in Studio Art, and 12 credits in supporting courses in Art History and/or Art Theory, for a total of 48 credits.

- **Track 2: B.A. in Studio Art with Advanced Specialization.** This track is restricted to students admitted by competitive portfolio review, and is aimed at students who envision graduate study or professional careers in art. Students accepted into this track will complete, in addition to the requirements for Track 1, a 12 credit advanced specialization in specific media areas, including ARTT481 Advanced Specialization Seminar. Areas of specialization include: Digital Media, Painting, Printmaking, Sculpture, and Intermedia. Credit requirements: 48 credits listed in Track 1 plus 12 credits in Advanced Specializations, for a total of 60 credits.

- **Track 3: B.A. in Studio Art with a concentration in Graphic Design.** This track is restricted to students admitted into the Graphic Design concentration through a competitive portfolio review. This program provides a pre-professional orientation emphasizing interactive design, graphic design theory, and interdisciplinary research. Students accepted into the Graphic Design program must complete a specific sequence of courses at both the 3xx- and 4xx-level. Graphic Design courses are only available to students who have been admitted to the Graphic Design concentration. Credit requirements: 21 credits in Foundation and studio art electives, and 12 credits in supporting courses in Art History and/or Theory (ARTT361 Design Literacy: Decoding Our Visual Culture, a Graphic Design Concentration requirement, satisfies 3 credits of the supporting area for Graphic Design students) for a total of 60 credits.

Students interested in Track 2 may apply after the completion of at least two 3xx-level courses, plus completion or enrollment in ARTT418. Students may re-apply one time.

Students interested in Track 3 must have completed or be enrolled in the required Foundation courses to apply to the specialization. The strict course requirements in Graphic Design make early application to Track 3 optimal. Students may re-apply one time.

Transfer students who have completed courses equivalent to the Foundation and intermediate courses at UMCP may apply immediately to Tracks 2 or 3 if they choose.

These are competitive programs with a limit of approximately 20 new students per year in the combined Art areas, and approximately 20 students per year in Graphic Design. For information about the Portfolio
review process for Tracks 2 and 3 please see the Department of Art website.

No course grade below the grade of C- may count toward the major. An overall GPA of 2.0 in the major is required for graduation.

**Track 1: B.A. in Studio Art**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>College Requirements</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Department recommends ARTH351: Twentieth Century 1945 to present</td>
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</tbody>
</table>

**Foundation Courses**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ARTT100</td>
<td>Two-Dimensional Design Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>ARTT110</td>
<td>Elements of Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>ARTT150</td>
<td>Introduction to Art Theory</td>
<td>3</td>
</tr>
<tr>
<td>ARTT200</td>
<td>Three-Dimensional Art Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>ARTT210</td>
<td>Elements of Drawing II</td>
<td>3</td>
</tr>
<tr>
<td>ARTT255</td>
<td>Introduction to Digital Art and Design Processes</td>
<td>3</td>
</tr>
</tbody>
</table>

**Intermediate Courses**

Choose three courses total from at least two areas of the following: 9

- **Painting:**
  - ARTT320 Elements of Painting

- **Sculpture:**
  - ARTT330 Elements of Sculpture: Metal Casting
  - ARTT331 Elements of Sculpture: Steel
  - ARTT333 Elements of Sculpture: Wood and Mixed Media

- **Printmaking:**
  - ARTT340 Elements of Printmaking: Intaglio
  - ARTT341 Elements of Printmaking: Woodcut and Relief
  - ARTT343 Elements of Printmaking: Screen Printing

- **Digital Media:**
  - ARTT370 Elements of Digital Media

**Advanced Courses**

- ARTT418 Advanced Drawing Studio
- Select one 3xx-/4xx-level ARTT elective
- Select one 4xx-level ARTT or Art Theory elective

**Supporting Area**

- ARTH200 Art and Society in Ancient and Medieval Europe and the Mediterranean
- ARTH201 Art and Society in the West from the Renaissance to the Present
- Select two 3xx-/4xx-level ARTH or Art Theory electives

Total Credits 48

**Track 2: B.A. in Studio Art with an Advanced Specialization**

<table>
<thead>
<tr>
<th>Course</th>
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<th>Credits</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>College Requirements</td>
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</table>

**Foundation Courses**

<table>
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<tr>
<th>Course</th>
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<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTT100</td>
<td>Two-Dimensional Design Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>ARTT110</td>
<td>Elements of Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>ARTT150</td>
<td>Introduction to Art Theory</td>
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<tr>
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<td>Three-Dimensional Art Fundamentals</td>
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</tr>
<tr>
<td>ARTT210</td>
<td>Elements of Drawing II</td>
<td>3</td>
</tr>
<tr>
<td>ARTT255</td>
<td>Introduction to Digital Art and Design Processes</td>
<td>3</td>
</tr>
</tbody>
</table>

**Intermediate Courses**

Choose three courses total from at least two areas of the following: 9

- **Painting:**
  - ARTT320 Elements of Painting

- **Sculpture:**
  - ARTT330 Elements of Sculpture: Metal Casting
  - ARTT331 Elements of Sculpture: Steel
  - ARTT333 Elements of Sculpture: Wood and Mixed Media

- **Printmaking:**
  - ARTT340 Elements of Printmaking: Intaglio
  - ARTT341 Elements of Printmaking: Woodcut and Relief
  - ARTT343 Elements of Printmaking: Screen Printing

- **Digital Media:**
  - ARTT370 Elements of Digital Media

**Advanced Courses**

- ARTT418 Advanced Drawing Studio
- Select one 3xx-/4xx-level ARTT elective
- Select one 4xx-level ARTT or Art Theory elective

**Supporting Area**

- ARTH200 Art and Society in Ancient and Medieval Europe and the Mediterranean
- ARTH201 Art and Society in the West from the Renaissance to the Present
- Select two 3xx-/4xx-level ARTH or Art Theory electives

Select an Advanced Specialization:

- Digital Media
- Painting
- Printmaking
- Sculpture
- Intermedia

Total Credits 60

1. Advanced media courses ending in 8 or 9 are repeatable up to 12 credits.

**Digital Media**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTT479</td>
<td>Advanced Digital Media Studio (two repeatable)</td>
<td>6</td>
</tr>
</tbody>
</table>

Select one of the following:

- ARTT479 Advanced Digital Media Studio
- ARTT353 Elements of Photography
- ARTT449 Advanced Photography Studio
- ARTT34x An ARTT34x course
- ARTT448 Advanced Printmaking Studio
### Track 3: B.A. in Studio Art w/ Concentration in Graphic Design

Intermediate and Advanced Graphic Design courses are restricted to students who have been accepted into the Design Concentration by an application process and competitive portfolio review. All Track 3 students must satisfy the following requirements:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTT355</td>
<td>Intermediate Graphic Design Principles</td>
<td>3</td>
</tr>
<tr>
<td>ARTT356</td>
<td>Graphic Design Processes</td>
<td>3</td>
</tr>
<tr>
<td>ARTT357</td>
<td>Interactive Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTT454</td>
<td>Advanced Graphic Design Principles: Design in Society</td>
<td>3</td>
</tr>
<tr>
<td>ARTT455</td>
<td>Three Dimensional Graphic Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTT458</td>
<td>Graphic Design Portfolio</td>
<td>3</td>
</tr>
<tr>
<td>ARTT361</td>
<td>Design Literacy: Decoding Our Visual Culture</td>
<td>3</td>
</tr>
</tbody>
</table>

**Total Credits**: 60

1. One course of 3xx-/4xx-level ARTH or Art Theory electives is satisfied by ARTT361 under Graphic Design required courses.
2. Satisfies 3 cr. of the Art History or Theory supporting area.

### Graphic Design Elective Courses

Not all courses are offered every semester. Some are offered during Summer and Winter terms.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTT386</td>
<td>Experiential Learning (Graphic Design Internship only)</td>
<td>3-6</td>
</tr>
<tr>
<td>ARTT456</td>
<td>Motion Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTT457</td>
<td>Advanced Interactive Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTT459</td>
<td>Advanced Graphic Design Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTT488</td>
<td>Advanced Special Topics in Graphic Design</td>
<td>1-3</td>
</tr>
<tr>
<td>ARTT499</td>
<td>Directed Studies in Graphic Design</td>
<td>1-3</td>
</tr>
</tbody>
</table>

### Other Requirements for the Major

Please go to Department of Art Website for more information: [www.art.umd.edu](http://www.art.umd.edu)

### Four Year Plan

Click here ([https://www.arhu.umd.edu/academics/advising/academic-plans/](https://www.arhu.umd.edu/academics/advising/academic-plans/)) for roadmaps for four-year plans in the College of Arts and Humanities.
Additional information on developing a four-year academic plan can be found on the following pages:

- 4yearplans.umd.edu (http://4yearplans.umd.edu/)
- the Student Academic Success-Degree Completion Policy (https://academiccatalog.umd.edu/undergraduate/registration-academic-requirements-regulations/academic-advising/) section of this catalog