



2017-2018 ART MINOR

NOTE: This general Art Minor is intended as a cross-discipline study for students pursuing majors outside the field of art

May not duplicate other major requirements or major electives

ART MINOR REQUIREMENTS (12 credits)

ART 1200	Drawing I	3
ART 2110	Art and Design Fundamentals	3

Choose 2 of the following:

Note - remaining may be used as elective

ART 3310	Art History: Beginning to Renaissance	3
ART 3320	Art History: Renaissance to Modern	3
ART 4210	Selected Topics in Art History (1 APL)	3

ART ELECTIVES (9 credits)

Choose 3 of the following:

@ ART 1220	Drawing II	3
@ VCD 2120	Three-Dimensional Design	3
@ ART 2200	Ceramics I	3
@ ART 2400	Painting I	3
@ VCD 2310	Visual Communication Design I	3
ART 2600	Digital Photography	3
@ ART 2700	Life Drawing	3
@ ART 3180	Painting II	3
@ ART 3200	Ceramics II	3
@ VCD 3200	Multi-Media Design	3
ART 3240	Watercolor Painting	3
@ ART 4230	Art Integrations (1 APL)	3

TOTAL MINOR HOURS: 21

APPLIED LEARNING: 0-2/12

A minimum of 6 Applied Learning credits must be earned by each student in experiential education taking place outside the traditional classroom setting.

@ Indicates a course with prerequisites
Please review catalog for prerequisites

TOTAL CREDITS TO GRADUATE: 120

To receive a degree, each student must satisfy checksheet requirements, earn 120 credit hours, fulfill 12 credits of Applied Learning, have a 2.2 GPA in major courses, and a GPA of 2.0 overall. It is the student's responsibility to work with his/her advisor and monitor progress toward these goals.