

VISUAL DESIGN, GRAPHIC DESIGN (BFA)

Degree: Bachelor of Fine Arts
Major: Graphic Design
Concentration: Visual Design
Program Code: 3274

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.

Important information about this program:

- No more than 6 semester hours of independent study courses can be used toward the degree.
- KINA Activity courses can NOT be used to fulfill general elective credit requirements.
- 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.
- ARTG 300-level courses and ARTG 400-level courses may be taken upon acceptance into the Graphic Design Program.
- Admission in the program after the sophomore year will be contingent upon the student's satisfying the following requirements:
 - Completion of Graphic Design Admission Application Form.
 - Completion of ARTE 101 Two-Dimensional Design or ARTE 103 Digital Art and 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.
 - A grade of B or A in all coursework in the major.
 - Successful completion of the Graphic Design entrance exam with a minimum score of 80%.
 - Portfolio Review comprised of Graphic Design work that meets the established Portfolio Review Criteria.

- Transfer students must pass the Portfolio Review and entrance exam to be formally accepted into the Graphic Design Program.

For more information on what you can do with this major, visit Career Services' [What to Do with a Major?](#) resource.

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

- Interpret and apply formal elements and principles of design. (Specialized Knowledge)
- Demonstrate proper use of tools, materials, techniques, and proper use and care for equipment through quality craftsmanship. (Applied Learning)
- Generate individual response through concept and relevant sources of information to create personal content. (Communication Fluency and Information Literacy)
- Communicate clearly regarding the critical analysis of art and design both historical and contemporary. (Critical Thinking/ Communication Fluency)
- Reflect on and respond to ethical, social, civil, and/or environmental challenges as they relate to art, design, and new media. (Personal and Social Responsibility)
- Design and publish a professional portfolio that meets current industry standards. (Applied Learning)
- Demonstrate technical, aesthetic, and conceptual decisions based on the application of the design process. (Specialized Knowledge)

Requirements

Each section below contains details about the requirements for this program. Select a header to expand the information/requirements for that particular section of the program's requirements.

To print or save an overview of this program's information, including the program description, learning outcomes, requirements, suggested course sequencing (if applicable), and advising and graduation information, scroll to the bottom of the left-hand navigation menu and select "Print Options." This will give you the options to either "Send Page to Printer" or "Download PDF of This Page." The "Download PDF of This Page" option prepares a much more concise presentation of all program information. The PDF is also printable and may be preferable due to its brevity.

Institutional Degree Requirements

The following institutional degree requirements apply to all CMU baccalaureate degrees. Specific programs may have different requirements that must be met in addition to institutional requirements.

- 120 semester hours minimum.
- 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 (an alternative credit limit applies to the Bachelor of Applied Science degree).
- 2.00 cumulative GPA or higher in all CMU coursework.
- A course may only be used to fulfill one requirement for each degree/certificate.

- No more than six semester hours of independent study courses can be used toward the degree.
- Non-traditional credit, such as advanced placement, credit by examination, credit for prior learning, cooperative education and internships, cannot exceed 30 semester credit hours for a baccalaureate degree. A maximum of 15 of the 30 credits may be for cooperative education, internships, and practica.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- Capstone exit assessment/projects (e.g., Major Field Achievement Test) requirements are identified under Program-Specific Degree Requirements.
- The Catalog Year determines which program sheet and degree requirements a student must fulfill in order to graduate. Visit with your advisor or academic department to determine which catalog year and program requirements you should follow.
- See "Requirements for Undergraduate Degrees and Certificates" in the catalog for a complete list of graduation requirements.

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.

Code	Title	Semester Credit Hours
English ¹		
ENGL 111	English Composition I-GTCO1	3
ENGL 112	English Composition II-GTCO2	3
Mathematics ¹		
MATH 110	Mathematical Investigations-GTMA1	3
History		
Select one History course		3
Humanities		
Select one Humanities course		3
Social and Behavioral Sciences		
Select one Social and Behavioral Sciences course		3
Select one Social and Behavioral Sciences course		3
Fine Arts		
Select one Fine Arts course		3
Natural Sciences ²		
Select one Natural Sciences course		3
Select one Natural Sciences course with a lab		4
Total Semester Credit Hours		31

¹ Must receive a grade of "C" or better and must be completed by the time the student has 60 semester hours.

² One course must include a lab.

Other Lower Division Requirements

Code	Title	Semester Credit Hours
Wellness Requirement		
KINE 100	Health and Wellness	1
Select one Activity course		1
Essential Learning Capstone ¹		
ESSL 290	Maverick Milestone	3
ESSL 200	Essential Speech	1
Total Semester Credit Hours		6

¹ Essential Learning Capstone must be taken after completion of the Essential Learning English and Mathematics requirements, and when a student has earned between 45 and 75 hours.

Foundation Courses

(15 semester hours, must pass all courses with a grade of "B" or higher.)

Code	Title	Semester Credit Hours
ARTE 101	Two-Dimensional Design-GTAH1	3
or ARTE 103	Digital Art and Design-GTAH1	
ARTE 102	Three-Dimensional Design-GTAH1	3
ARTE 118	History of Art, Prehistory to Renaissance-GTAH1	3
ARTE 119	History of Art, Renaissance to Present-GTAH1	3
ARTS 151	Foundation Drawing I	3
Total Semester Credit Hours		15

Program Specific Degree Requirements

(57 semester hours. To continue in the program and eventually graduate as graphic design majors a student must earn, within no more than three attempts, at least a grade of "B" in the major requirements.)

Code	Title	Semester Credit Hours
Art History Course		
ARTH 324	History of Graphic Design	3
Graphic Design Courses		
ARTG 122	Design It	3
ARTG 215	Graphic Design I	3
ARTG 220	UX Design I	3
ARTG 221	Graphic Design II	3
ARTG 222	Illustration I	3
ARTG 290	UX Design II	3
ARTG 301	Digital Illustration	3
ARTG 320	Letterforms and Typography	3
ARTG 321	Advanced Typography	3
ARTG 333	Illustration II	3
ARTG 337	Illustration III	3
ARTG 338	Brand Design	3
ARTG 360	Sketchbook	3

ARTG 401	Digital Painting	3
ARTG 405	UX Design III	3
ARTG 406	UX Design IV	3
ARTG 450	Identity Design	3
ARTG 493	Portfolio Development	3
Total Semester Credit Hours		57

General Electives

All college level courses appearing on your final transcript, not listed above that will bring your total semester hours to 120 hours. Excludes KINA activity courses. 11 semester hours, including 1 semester hour of upper division, may be needed.

Code	Title	Semester Credit Hours
Select electives		11
Total Semester Credit Hours		11

Suggested Course Plan

First Year	Semester	Semester Credit Hours
Fall Semester		
ARTS 151	Foundation Drawing I	3
ARTG 122	Design It	3
ARTE 101 or ARTE 103	Two-Dimensional Design-GTAH1 or Digital Art and Design-GTAH1	3
ENGL 111	English Composition I-GTCO1	3
MATH 110	Mathematical Investigations-GTMA1	3
Semester Credit Hours		15
Spring Semester		
ARTE 102	Three-Dimensional Design-GTAH1	3
ARTE 118	History of Art, Prehistory to Renaissance-GTAH1	3
ARTG 215	Graphic Design I	3
ENGL 112	English Composition II-GTCO2	3
Essential Learning - Social and Behavioral Sciences		3
Semester Credit Hours		15
Second Year		
Fall Semester		
ARTG 221	Graphic Design II	3
ARTG 222	Illustration I	3
ARTG 220	UX Design I	3
Essential Learning - History		3
Essential Learning - Natural Science with Lab		4
Semester Credit Hours		16
Spring Semester		
ARTG 290	UX Design II	3
ARTG 301	Digital Illustration	3
ARTG 320	Letterforms and Typography	3
ARTG 333	Illustration II	3
ESSL 200	Essential Speech	1
ESSL 290	Maverick Milestone	3
Semester Credit Hours		16
Third Year		
Fall Semester		
ARTE 119	History of Art, Renaissance to Present-GTAH1	3
ARTG 321	Advanced Typography	3
ARTG 360	Sketchbook	3

ARTG 401	Digital Painting	3
ARTH 324	History of Graphic Design	3
KINE 100	Health and Wellness	1
Semester Credit Hours		16
Spring Semester		
ARTG 337	Illustration III	3
ARTG 338	Brand Design	3
ARTG 405	UX Design III	3
Essential Learning - Humanities		3
KINA Activity		1
Essential Learning - Natural Science		3
Semester Credit Hours		16
Fourth Year		
Fall Semester		
ARTG 406	UX Design IV	3
ARTG 450	Identity Design	3
Essential Learning - Social and Behavioral Sciences		3
General Electives (6 hours)		6
Semester Credit Hours		15
Spring Semester		
ARTG 493	Portfolio Development	3
General Electives (5 hours)		5
Essential Learning - Fine Arts		3
Semester Credit Hours		11
Total Semester Credit Hours		120

Advising and Graduation Advising Process and DegreeWorks

Documentation on the pages related to this program is intended for informational purposes to help determine what courses and associated requirements are needed to earn a degree. The suggested course sequencing outlines how students could finish degree requirements. Some courses are critical to complete in specific semesters, while others may be moved around. Meeting with an academic advisor is essential in planning courses and altering the suggested course sequencing. It is ultimately the student's responsibility to understand and fulfill the requirements for their intended degree(s).

DegreeWorks is an online degree audit tool available in MAVzone. It is the official record used by the Registrar's Office to evaluate progress towards a degree and determine eligibility for graduation. Students are responsible for reviewing their DegreeWorks audit on a regular basis and should discuss questions or concerns with their advisor or academic department head. Discrepancies in requirements should be reported to the Registrar's Office.

Graduation Process

Students must complete the following in the first two months of the semester prior to completing their degree requirements:

- Review their DegreeWorks audit and create a plan that outlines how unmet requirements will be met in the final semester.
- Meet with their advisor and modify their plan as needed. The advisor must approve the final plan.
- Submit the "Intent to Graduate" form to the Registrar's Office to officially declare the intended graduation date and commencement ceremony plans.
- Register for all needed courses and complete all requirements for each degree sought.

Submission deadlines and commencement details can be found at <http://www.coloradomesa.edu/registrar/graduation.html>.

If a student's petition for graduation is denied, it will be their responsibility to consult the Registrar's Office regarding next steps.