

THIS IS YOUR **SURVIVAL** **GUIDE** TO ART & DESIGN

University of Central Missouri
Art & Design Catalog Companion
June 2026

UNIVERSITY OF
CENTRAL MISSOURI
SCHOOL OF
VISUAL AND
PERFORMING ARTS

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WELCOME

WELCOME TO ART & DESIGN! WE ARE ACCREDITED BY NASAD (NATIONAL ASSOCIATION OF SCHOOLS OF ART AND DESIGN) AND HAVE BEEN SINCE 1986. OUR GOAL IS TO PROVIDE YOU WITH A HIGH QUALITY EDUCATION IN VISUAL ART AND DESIGN AND WORK HARD TO MAINTAIN THE HIGH STANDARDS ESTABLISHED BY NASAD.

The following information will make your time in college go smoother, and your stay less lengthy and less frustrating.

1 Know what courses your degree and major requires

Make contact with a faculty member who teaches in the area that you will most likely major in, and do it early. This individual will be your faculty advisor.

2 Know when those courses are available

Prior to registering for classes each semester, confer with your faculty advisor about your scheduling plans.

Remember:

- A. Study your catalog - know what is required in your program.
- B. Study your schedule - know what courses are being offered for that semester.
- C. Become familiar with this Survival Guide.
- D. Don't be afraid to seek help. Do not wait until it is too late.

3 Know when you would like to take them

As you make your plans and visit with your advisors, Division Chair, Dr. Jasmine Cloud also extends an invitation to come and visit if you think they can be of assistance. Our most important job is to help you successfully pursue your education.

YOUR FULL-TIME FACULTY

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SURVIVAL GUIDE TIPS

FOR SUCCESS IN YOUR ARTISTIC AND DESIGNISTIC LIFE!!!

WHAT ABOUT SCHEDULING MY CLASSES?

THE SOONER THE BETTER!

Get advice on your program from your Art & Design advisor. That's a faculty member in your major area (see page 4).

Studio courses require extra time. Try to schedule no more than three studio courses per semester during your freshman and sophomore years and no more than four during your junior and senior years.

Get advice on General Education courses from your academic advisor. That office is in the Success Advising Center in the Union. The phone number is 660-543-4814.

Refer to your four-year plan to determine which classes to enroll in. Don't load up heavily on General Education courses in your freshman year. Start right away on your Foundation core art courses.

Choose General Education electives that will round out your education and that will be of practical value to you in your chosen career.

There is a schedule for enrollment. Know when the first day is that you can enroll. Don't procrastinate and let classes fill up.

WHY ART AND DESIGN HISTORY?

FILL YOUR BRAIN WITH IMAGES!

Art and Design History is very important to your development. The history of art and design is a rich resource for inspiration and sparking creativity.

Read the art and design books and journals in the library and those kept in your art & design classrooms. They are an excellent source of knowledge for what's going on in contemporary art and design, as well as great to get your idea generator going.

 UCM_ART_DESIGN

STUDY AND SUCCESS TIPS

DON'T LET THINGS SLIDE!!

When assignments require outside reading and research, get to work immediately. If you put it off, there might not be enough time to develop a good idea or complete proper execution.

Budget your time. You may have several projects due on the same day. To survive four years as an art major, you must learn to juggle several things at once.

Always meet your assignment deadlines. It is a good idea to try to finish a project before the due date. This allows you time to take care of any last minute adjustments.

Try to do most of your conceptual work in class where you have the benefit of your instructor's help and your classmates' feedback. Working in your room may be more comfortable but may not benefit you creatively.

Anticipate transporting your artwork in bad weather. Have protection for your work so it will arrive in acceptable condition. Bad weather does not preempt deadlines.

Check the library for good resources and you can always have your questions answered by our librarian, Melony DelReal: delreal@ucmo.edu

GIVE ME ACCESS TO BUILDINGS AND CLASSROOMS!

WORK, WORK, WORK, WORK!

Art Center, Art Center Annex, and Grinstead

A digital access and PIN # can give you after hours access. Students requesting a digital access agree to the following stipulations:

1. Student agrees to work in a careful, responsible, and safe manner.
2. Student agrees to follow all procedures and guidelines set forth by the instructor for working in the studio after hours.
3. Student agrees not to allow other individuals (without permission) to enter the building.
4. Students in the building understand that they can be asked to verify their student status in the building after hours by being asked to show their Student ID card.
5. Students are asked to aid faculty and staff in maintaining the security of the building by checking that the doors are secured as they enter and leave, and by reporting any violations of proper conduct.

LET'S GET SOCIAL!

STUDENT ORGS:

JOIN, JOIN, JOIN!

SUPPLIES & LOCKERS

YOU NEED THEM! YOU WANT THEM!

Networking is a key to success in life! Get to know your instructors and fellow students. They can be great sources of information and support and may develop into excellent professional contacts once you graduate.

Student Organizations! Check out and **JOIN** one or more. Do it! There's lots to choose from: Student Art Coalition (SAC) for everyone, AIGA for graphic designers, IDSA for interior designers, Art Ed Club, and Clay Club.

Always have money budgeted for art supplies. Art majors spend more money than most other majors. You have to have the tools required for your class. Talk to your teachers.

Always bring your supplies to class and be ready to work. Sign up for a locker to store your supplies. Lockers are available in the Art Center and Grinstead to store your materials. Check with your instructor for locker check-out procedures.

Don't forget to take your supplies with you at the end of each semester. Abandoned locker contents are not saved.

Sometimes the UCM Bookstore will not have what you may need to execute an assignment. See the Art Supply list in the back of the catalog to find the list of closest stores and Internet suppliers.

Never leave art materials unattended out in the open. They will disappear. Keep them with you or store them in your locker.

SWIPE FILES AND JOURNALS

SAVE COOL STUFF FOR INSPIRATION!

Begin a "swipe file." Save professional examples of good art, design or illustration that you can use as reference material for future assignments. Remember that there is a fine line between adapting existing art and stealing an idea. Resource materials and "swipe files" are meant to be idea generators — a starting point in the development of a concept. Direct "lifts" are plagiarism and may be copyright infringement. If you are in doubt, ask your instructor.

SAVE YOUR WORK!

YOU'RE GOING TO NEED IT!

Save and preserve your assignments, especially your successful ones. You'll need them for your sophomore review and your senior review, and exhibitions as well as for competitions. Many students have lamented prematurely selling, giving away or throwing away their work. All student work is subject to recall and review by the faculty at any time.

ATTEND ALL CLASSES! BE SUCCESSFUL! MAKE THE MOST OF YOUR OPPORTUNITY!

DON'T LET THINGS SLIDE!!

Attend all your classes. Missing class is the number one reason why students fail.

Come to class on time. When you are late, teachers question your commitment. Plus, you are a disruptive influence on the class. If that isn't enough, it's also disrespectful to your instructor and your classmates who have arrived on time.

Show an interest in class. Join in discussions and critiques. Ask questions. Don't be embarrassed to ask a question that you might think makes you sound dumb. Chances are that most of your classmates won't know the answer either.

Pay attention to lectures, information about assignments, and take good notes. Keep track of your schedule, due dates, etc.

Schedule your medical, dental, and business appointments during your free time. Don't let poor scheduling be the cause of absenteeism.

If there's a time when you must arrive late, quietly find a place to begin work if it is a studio class and make sure that later, such as during a break, you inform the instructor that you are there. You may have already been marked absent. The end of the semester is too late to challenge your number of absences.

Communicate!! It is good to let your instructor know what is going on. Explaining the circumstances for why you were absent or late can help. Just don't count on it excusing your lateness or absence, especially if it's chronic. Chronic lateness or absence is not acceptable. Communicate problems so we can help you or point you toward those who can.

Establish good work habits and a professional approach early. Treat every class as if it were a real job. Your boss would not tolerate too many absences and chronic tardiness. Don't expect your instructor to be any different.

CRITIQUES

WORK, WORK, WORK, WORK!

Don't take an instructor's unfavorable critique of your work as a personal attack. It is not meant to be. On critique days, leave your ego outside the door. If your work meets with an unfavorable review, there are sound reasons. If the instructor's reasons are unclear, seek clarification so that you can learn from them.

By the same token, when asked by an instructor in class to critique fellow students' work, be objective and honest. Base your comments on sound design and artistic principles as they may apply to that particular course and assignment. Never look upon a critique as an opportunity to get back at someone. You should never leave, or cause someone else to leave a critique angry or with hurt feelings.

While grades are important to you, your parents, and the university, they are not the only thing an employer considers important. The quality of your portfolio is a very important factor in finding employment. Always work toward building a portfolio that exhibits your creative skills and professionalism.

After you graduate, under the best educational circumstances, you will still not be 100 percent ready to perform effectively in your chosen career area. You will continue to learn on the job. Remember, "Commencement" not only means "...the conferring of a degree in recognition of the completion of academic courses," but also, "to begin; to enter upon; to perform the first act of." For long term success, you'll have to commit to being a life-long learner.

IT'S THE PORTFOLIO!!

THAT'S THE TICKET!

BE OPEN TO NEW IDEAS

IT INSPIRES CREATIVITY!

Art History scholarship and Art Studio practice, along with art teaching and learning, are complex endeavors. They involve the critical exploration of ideas, theories, art-making practices, art movements, and encompass such things as the human body, sexuality, race, gender, ethnicity, politics, strong language, religions, and cultures. The Art & Design courses may cover one or more of the above categories and each student will be required to be an active participant in all course assignments, discussions, and tests. Given this information, it is the student's obligation to determine that there is a conflict with his or her core beliefs. If a student determines that there is a conflict with his or her core beliefs, **one** of the following actions must be taken prior to the last day to drop a course without penalty: 1) drop the class; 2) meet with the instructor to determine if an accommodation can be made. Faculty will ascertain if an accommodation can be made; however, faculty are not required to grant content accommodations.

LET'S TALK ABOUT GRADES...

HARD WORK PAYS OFF!

The **demands** and standards of college are greater than those of high school. It is unrealistic to expect your grades to be as high in college as they were in high school until you've successfully adjusted to your new environment.

If you consistently receive C grades or below, evaluate your performance. If you find that you haven't been devoting enough time to your studies, discover why. Outside commitments such as employment, family responsibilities, social activities, etc., can be a drain on your time and concentration. Be sure to establish priorities and put your education at the top of the list.

If you feel that you are devoting adequate time to your major and you have consistently low-to-average grades, take time to speak with your faculty advisor about ways you can improve.

Keep track of your degree requirements and responsibilities (credit hours earned, course requirements, sophomore and senior reviews, etc.) Remember, you are ultimately the one responsible for your education.

THESE ARE YOUR TIPS FOR SUCCESS

GRADING STANDARDS

A

MEANS

- The work completed in this course is of marked excellence.
- The course requirements have been met or exceeded with a level of involvement and production that indicates a mastery of course knowledge and skills.
- There is an excellent potential for success in advanced art courses and in major or graduate programs and the art professions..

B

MEANS

- The work completed in this course is of superior quality.
- The course requirements have been met with a level of involvement and/or production that indicates course knowledge and skills, while not mastered, are at a competent stage of development.
- There is a potential for success in advanced art courses and in major or graduate programs and the art professions.

C

MEANS

- The work completed in this course is of average quality within the arts.
- The course requirements have been met with a level of involvement and/or production that indicates course knowledge and skills at a marginally competent stage of development.
- There is concern regarding potential success in advanced art course, and a serious concern for potential success in major or graduate programs and the art professions..

D

MEANS

- The work completed in this course is of inferior quality within the arts.
- The course requirements have barely been met with a level of involvement and/or production that indicates weak course knowledge and skills.
- There is a grave concern regarding potential success in advanced art courses..

F

MEANS

- There is no indication of a possibility for success in major or graduate programs and the art professions.
- A failure to do work of a passing quality.
- The course requirements have not been met with a level of involvement and/or production that indicates a grasp of course knowledge and skills.

STUDENT LEARNING OUTCOMES

WHAT OUTCOMES TO EXPECT FROM CLASSES

HARD WORK PAYS OFF!

Art & Design

The graduate with a Bachelor of Fine Arts or a Bachelor of Science in Art Education degree will use the knowledge and skills obtained in the program to:

- 1 Art and Design Production: Utilize reflective critical and creative thinking to produce innovative and skillful art and design work that integrates historical and contemporary art and design practice and theory.
- 2 Interpretation and Evaluation (Art Criticism and Critique): Effectively communicate and support artistically sensitive interpretations and evaluations of acclaimed and diverse historical and contemporary art and design works.
- 3 Professional Practice, Safety, and Sustainability: Exhibit evidence of an understanding of the professional practices, safe and sustainable processes, and ethical standards for employ

FOUNDATIONS

START OFF ON THE RIGHT FOOT

A GOOD FOUNDATION IS CRUCIAL TO ARTISTS AND DESIGNERS!

Foundations at its core is an opportunity!

- An opportunity to build community with your peers.
- An opportunity to meet your faculty.
- An opportunity to build critical thinking skills that are applicable to all art and design disciplines.
- An opportunity to interact with a range of national artists and designers.

Foundations at UCM is a series of courses that provide the fundamentals of art and design in an intensive, community-centered, year-long program. The Foundations program consists of Foundations I and II, Drawing I and II, and a year-long seminar course. While Foundations is typically completed during the first year, transfer students may still need to take some or all Foundations courses off-schedule. If you are a transfer student, make sure to let us know! Regardless of your standing, Foundations Faculty are an excellent resource to answer any questions you may have, or to help you build community.

So, what should you expect? In Foundations, you will be working in many different media, and creating work in 2D, 3D, digital and time-based iterations. This can be challenging and overwhelming for sure, but we'll provide guidance and resources as well as quite a few materials. Know that all of the Foundations and Drawing courses are designed specifically to prepare you for success in your chosen discipline area.

The weekly seminar course features our Kleppe Visiting Artist Lecture Series, a forum that hosts nationally recognized artists and designers to present their work, discuss what it means to be a practicing artist in their field, and to meet with you to answer questions. The Kleppe Visiting Artist Lecture Series is open to the public, and is required for all Foundations students. All students are encouraged to attend the lecture series, regardless of their class status.

SOPHOMORE REVIEW CHECKLIST

What to Present

- ☐ At Least One Work from Each Completed and In-Progress Class
- ☐ Design Projects
- ☐ Drawing Projects
- ☐ 3-Dimensional Work
- ☐ Evidence of Color Use
- ☐ Research, Preliminary Process, and Sketchbook Work



What to Talk About

- ☐ Art and Design Terminology to Describe your work
- ☐ Historical and Contemporary Artistic Influences
- ☐ Process and Idea Generation of Specific Projects (from Start to Finish)
* Identify Specific Project Objectives
- ☐ Experimentation, Problem Solving, and Failure
- ☐ Self-Evaluation of Personal and Artistic Progress, Growth Across Classes
- ☐ Reflection on Classroom Engagement and Peer Interaction
- ☐ Professional Engagement (Experience with Campus and Professional Clubs and Activities, Museum Day, First Fridays, and Gallery Openings)
- ☐ Reflection on media development across disciplines and studio skills
- ☐ Future Plans and Long Term Goals



COME PREPARED!

You are expected to talk about your artwork and progress for 10 minutes. Reflect on your work and prepare accordingly.

The items on the checklist above are required items for successful completion of your Sophomore Review. Evaluate them closely and ensure you come with the requested materials.

Plan to arrive for your review at least twenty minutes before its start time to ensure that your artwork is securely pinned up and ready to go at your scheduled time.

If you have not signed up for a review, you **MUST DO IT NOW!** Failure to sign up will result in a hold placed on your account.

Sophomore Review Assessment

Review Scale

5	4	3	2	1
---	---	---	---	---

Very Strong to Weak

Student Name	
Student Rank	
Semester of Review	
Student Major	
Transfer Student	

1. Verbal Communication

The student is able to describe and assess the process, form, and content of their work using art and design language and terminology specific to their major.

☐

2. Professional Engagement

The student seeks engagement in the community of art and design via campus and university clubs and activities. They exhibit an inclination for independent research beyond the classroom. They are engaged with their peers and professional community and exude a passion for the field of Art and Design.

☐

3. Historical and Contemporary Context

The students is able to identify professionally relevant contemporary and historical artists, designers, and works as sources of inspiration for their own work and is able to explain the connections between their own work and these influences.

☐

4. Critical & Creative Thinking Skills, Content & Context

Through finished works, as well as evidence of the creative process, the student demonstrates the ability to generate innovative ideas that visually communicate content and concept. They effectively problem solve and understand content as it relates to their art practice.

☐

5. Foundations of Art and Observation

The student successfully implements their foundational art skills including two-dimensional and three-dimensional methods, color theory, and observational drawing skills.

☐

6. Presentation of Work

The student prepared for their review and presented their work in a manner consistent with the professional standards of their chosen major.

☐

7. Overall Artistic Progress

☐

8. Review Summary and Recommendations

Sophomore Review Assessment

SENIOR REVIEWS

All art and design majors are required to participate in a senior review of their accumulated work. The forum for this review is to be within the environment of a Senior Show, which is held in one of the Art Center's exhibition spaces.

Graphic Design, Illustration and Interior Design students have a group show that is reviewed by faculty and industry professionals. The scheduling of the review, show and assignment of exhibition space occurs during ART 4020 Studio Seminar, ART 4630 Graphic Design Senior Seminar, or ART 4360, Interior Design Thesis II. Studio Art and Art Education majors are reviewed by an outside professional as well as two art faculty members. Studio and Art Education majors should contact their faculty advisor the semester before graduation to schedule their Senior Review. Art Education students should contact their faculty advisor at the beginning of the semester before they student teach. All students will attend a meeting with the Gallery Director during the semester of their group show to discuss exhibition standards and gallery guidelines. They must monitor their university e-mail for announcements from the Gallery Director about the time and date for this meeting.

Who is Reviewed?

All Senior Art & Design Majors

When Are the Reviews?

During the student's Senior Show, scheduled in the last semester of the senior year, with the exception of Art Ed majors who have their show the semester before they student teach.

Where Are the Reviews?

Art Center Gallery spaces

In addition to using traditional grading standards to evaluate student progress within the classroom, Art & Design has established an assessment program embodying the quality control ideals of the UCM Continuous Quality Improvement Process (CQIP) model. Art & Design faculty have always placed the highest emphasis on student achievement, and feedback from our assessment program is continuously monitored to maintain and improve our curriculum. The CQIP model insures that student outcomes, what a student should actually know and be able to do upon completion of their art degree, will always be the Art & Design division's primary concern. Derived from the collective input and suggestions of faculty alumni, and professionals in the field, the Art & Design Assessment Program includes both knowledge-based and skill-based outcomes whose satisfactory completion are required for graduation.

The most effective single tool in assessing student performance is peer and faculty critique of student artwork. Accordingly, all class projects are routinely displayed in the halls of Art & Design.

Midway through their course work at the sophomore level, students are expected to demonstrate their skills by satisfactorily completing a mandatory Sophomore Portfolio Review (refer to sophomore review) before the assembled faculty. Similarly, student progress will be assessed by one or more outside reviewers from their respective fields in addition to faculty at a public show required of all graduating seniors.

The paramount goal or outcome of the UCM Art & Design and its Assessment Program is to prepare artistically educated graduates who are capable of independent, professional work in a competitive environment.

SENIOR REVIEW – ASSESSMENT FORM

Student Major _____ Date/Semester _____

Student Name _____

	Very Strong to Weak					
	5	4	3	2	1	NA
1. Verbal Communication	/	/	/	/	/	/
The student communicates and supports informed and artistically sensitive interpretations and judgments using perceptual, critical and aesthetic concepts that underlie the disciplines of art and design (SLO #2).						
2. Professional Image and Engagement	/	/	/	/	/	/
The student exhibits an understanding of the professional standards Of employment and long-term success in his or her career field. (SLO #3)						
3. Historical and Contemporary Context.....	/	/	/	/	/	/
The student is able to identify specific acclaimed contemporary and historical artists, designers, and works as sources of inspiration for their own work and is able to explain the connections between their own work and these influences (SLO #2)						
4. Visual Communication:						
Critical and Creative Thinking Skills.....	/	/	/	/	/	/
Through finished works, as well as evidence of the creative process, the student demonstrates the ability to generate innovative ideas that visually communicate content and concept and effectively solve visual problems. (SLO #1)						
5. Composition/design ability (SLO #1)						
2D.....	/	/	/	/	/	/
3D.....	/	/	/	/	/	/
Color Use	/	/	/	/	/	/
6. Technical Skills (SLO #1)						
Drawing	/	/	/	/	/	/
Painting.....	/	/	/	/	/	/
3-D work.....	/	/	/	/	/	/
Technology (as it applies to their major).....	/	/	/	/	/	/
7. Preparation of work.....	/	/	/	/	/	/
The student prepared his or her work in a manner consistent with the professional standards of their chosen career field (SLO # 3).						
8. Exhibition design presentation.....	/	/	/	/	/	/
The student demonstrates critical thinking and creative problem-solving skills and knowledge of appropriate exhibition methods for their career field through the design of their exhibition. (SLO #3)						
9. Overall artistic merit.....	/	/	/	/	/	/

Additional comments or recommendations:

GRAPHIC DESIGN MAJORS

Graphic Design Major
B.F.A. Degree Requirements

Graphic Design Major Requirements - 90

Core Art Courses - 39

Major/Elective Courses - 51

General Education - 34

ART 1815 fulfills 3 semester hours in Knowledge Area I.

ART 1825 fulfills 3 semester hours in Knowledge Area I.

ART 1610 fulfills 3 semester hours in Foundational Skills -
Managing Information.

Minimum Total 124

Core Art Course Listing

ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing (prereq. ART 1110)	3
ART 1211	Photography I.....	3
ART 1315	Foundation I.....	3
ART 1325	Foundation II.....	3
ART 2420	Sculpture I or	
ART 2412	Ceramics I	3
ART 2710	Introduction to Printmaking (prereq. ART 1315).....	3
ART 1815	Art History Survey I (fall)	3
ART 1825	Art History Survey II (spring)	3
ART 2511	Painting I (prereq. ART 1110 & ART 1315) or	
ART 3510	Watercolor	3
ART 3221	Art in Theory: Contemporary Practice (prereq ART 1325)	3
ART 4850	20th Century Art & Architecture (fall) or	
ART 4860	Contemporary Art & Design (spring)	3
Art Elective	(including ART 4010 Special Topics in Art,)	3

Core Art Courses Total39

Note:
Many classes are offered only once a year. See parentheses (spring) or (fall). Watch your sequencing.
You will need a 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at Central.
Your Senior Review will be scheduled in Art 4630, Design Senior Seminar.

Major/Electives Course Listing

Required Courses:		
ART 1610	Web Languages.....	3
ART 1620	Media Graphics	3
ART 2610	Design Process (prereq. ART 1315)	3
ART 2620	Typographic Foundation (prereq. ART 1315).....	3
ART 2630	Creative & AI Assisted workflows.....	3
ART 2640	Brand Development (prereq. ART 2620, ART 2610)	3
ART 3680	History of Design and Media (spring, summer)	3
ART 4620	Design Impact & Strategy	3
ART 4630	Design Senior Seminar	3

BLOCK 1	Take any two of the following:	
ART 3640	Print & Presentation (prereq. ART 2640)	3
ART 3650	3D Design & Modeling.....	3
ART 3661	UI/UX Design (prereq. ART 1610 & ART 1620)	3
ART 3670	Social & Advertising Media.....	3

BLOCK 2	Take any two of the following:	
ART 4639	Animation & Motion Design (2D) (prereq. ART 2610) ...	3
ART 4641	Motion Design & Immersion (3D) (prereq. ART 3650) ..	3
ART 4650	Environmental Graphics (prereq. ART 2610)	3
ART 4660	World Building	3

Course Subtotal39

Electives:

You need 12 hours of electives. The following list of electives is not comprehensive. **Any class with an ART prefix may be taken as an elective.** Design courses not counted towards major may be picked up as electives. These courses are suggested for your growth as a graphic designer. Other courses may be chosen from inside and/or outside Art & Design, including ART 4010 Special Topics in Art, to fulfill your individual program objectives. Chosen courses not on this electives list must be approved by a faculty advisor and the area head before enrolling.

ART 4600	Graphic Design Internship	2-3
ART 3661	UI/UX Design (prereq. ART 1610 & ART 1620)	3
ART 3640	Print & Presentation (prereq. ART 2640)	3
ART 3650	3D Design & Modeling.....	3
ART 3670	Social & Advertising Media.....	3
ART 4640	Animation & Motion Design (prereq. ART 2610)	3
ART 4641	Motion Design & Immersion (prereq. ART 3650)	3
ART 4650	Environmental Graphics (prereq. ART 2610)	3
ART 4660	World Building	3
ART 3625	Illustration Techniques.....	3
ART 3635	Illustration Concepts.....	3
ART 4625	Advanced Illustration 1	3
ART 4635	Advanced Illustration 2.....	3
ART 3710	Introduction to Screenprinting.....	3
ART 3720	Print Media & Narrative Structures	3
ART 3731	Beyond The Frame: Printmaking in the Expanded Field	3
ART 3741	Print Media, Advocacy & Activisim in Contemporary Practice	3
ART 4720	A Seat At The Table: Printmaking, Visual Identity & Professional Development.....	3
ART 4010	Special Projects in Art.....	1-3
ART 4850	Twentieth Century Art and Architecture (fall) or	
ART 4860	Contemporary Art and Design (spring).....	3
COMM 1630	Web Content and Promotion Strategies.....	3
COMM 2410	Multimedia Production.....	3
COMM 2412	Introduction to Digital Video.....	3
COMM 3413	Advanced Multimedia Production	3

Major/Electives Total51

RECOMMENDED PROGRAM FOR GRAPHIC DESIGN MAJOR BACHELOR OF FINE ARTS

This is the recommended four-year plan for the Bachelor of Fine Arts Graphic Design Major degree at the University of Central Missouri. Your schedule may vary. Current or prospective UCM students should contact the Art & Design division for further information or guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**.

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - First Semester	Hrs.
ART 1110 Observational Drawing	3
ART 1315 Foundation I.....	3
ART 1815 Art History Survey I (K.A. I - Fine Art)	3
General Education (F.S. - Writing I)	3
General Education (F.S. - Comm.)	3
Semester Total	15

Sophomore Year - First Semester	Hrs.
ART 2630 Creative and AI Assissted Workflows.....	3
ART 1620 Media Graphics.....	3
ART 3221 Art in Theory: Contemporary Practice	3
ART 2412 Ceramics I or	
ART 2420 Sculpture I	3
General Education (F.S. - Writing II)	3
Semester Total	15

Junior Year - First Semester	Hrs.
Any course from BLOCK1 (must have prereqs)	3
ART 4850 20th Century Art & Architecture or	
ART 4860 Contemporary Art & Design (spring).....	3
ART 4639 Animation & Motion Design (2D) or	
Elective from Major	3
General Education (K.A. II - Science w/Lab)	4
General Education (K.A. II - Add. Course)	3
Semester Total	16

Senior Year - First Semester	Hrs.
Any course from BLOCK2 (must have prereqs)	3
ART 4620 Design Impact & Strategy	3
ART 3650 3D Design & Modeling or	
Elective from Major	3
*ART 4600 Internship or	
Elective from Major	3
General Education (K.A. III - Soc./Behav. Sci.)	3
General Education (K.A. III - Add. Course)	3
Semester Total	18

NOTE: ART 4600 Internship (2-3 credits) between Soph. and Jr. and/or Jr. and Sr. semesters is not required but highly recommended.

See approved electives for your area of emphasis on the previous page.

Note: It is suggested that those courses underlined be taken when indicated.

Freshman Year - Second Semester	Hrs.
ART 1120 Color and Wet Media in Drawing	3
ART 1325 Foundation II.....	3
ART 2610 Design Process	3
ART 2620 Typographic Foundation.....	3
ART 3680 History of Design and Media (spring, summer).....	3
Semester Total	15

Sophomore Year - Second Semester	Hrs.
ART 2640 Brand Development.....	3
ART 1610 Web Languages (F.S. - Man. Info.).....	3
ART 1825 Art History Survey II	3
ART 2710 Introduction to Printmaking.....	3
General Education (K.A. I - Literature)	3
Semester Total	15

Junior Year - Second Semester	Hrs.
Any course from BLOCK1 (must have prereqs)	3
ART 2511 Painting I or	
ART 3510 Watercolor (summer).....	3
ART 3661 UI/UX or	
Elective from Major	3
General Education (K.A. II - Mathematics)	3
General Education (K.A. III - History)	3
Semester Total	15

Senior Year - Second Semester	Hrs
Any course from BLOCK2 (must have prereqs)	3
ART 4630 Design Senior Seminar	3
ART 4641 Motion Design & Immersion (3D) or	
Elective from Major	3
ART 1211 Photography I.....	3
General Education Elective	3
Semester Total	15

Graphic Design Major 124 hours

ART EDUCATION

Art Education Major B.S.E. Degree Requirements

Art Education Major Requirements - 64

General Education - 27

Art 1815 fullfills 3 semester hours in Knowledge Area I.

Art 1835 fullfills 3 semester hours in Knowledge Area I.

EDFL 2240 fullfills 3 semester hours in Knowlegde Area III.

Professional Education - 33

Minimum Total 124

Art Education Major Requirements.....64

ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing (prereq. ART 1110)	3
ART 1211	Photography I.....	3
ART 1315	Foundation I	3
ART 1325	Foundation II	3
ART 1815	Art History Survey I (fall) (GE).....	3
ART 1825	Art History Survey II (spring) (GE)	3
ART 1835	Global Arts & Culture.....	3
ART 2412	Ceramics I	3
ART 2420	Sculpture I	3
ART 2511	Painting I.....	3
ART 2610	Introduction to Graphic Design and Illus.....	3
ART 2710	Introduction to Printmaking (prereq. ART 1110 & ART 1315)	3
ART 3209	Figure Construction (prereq. ART 1110)	3
ART 3221	Art in Theory: Contemporary Practice	3
ART 3314	Fibers	3
ART 3911	Art Education Foundations & Literacy (fall).....	2
ART 3915	Methods of Teaching Art I: Media & Curriculum (spring).....	2
ART 4850	20th Century Art & Architecture (fall) or	
ART 4860	Contemporary Art & Design (spring)	3
ART 4915	Methods of Teaching Art I: Management & Assessment (fall)	3
ART 4920	Methods of Teaching Art III: Student Teaching	3
Upper level (3000/4000) concentration in studio art in one of the following areas: drawing, painting, sculpture, fibers, printmaking, ceramics, illustration, photography, watercolor.....		6

General Education		27
ART 1815	Art History Survey I (fall)	3
ART 1825	Art History Survey II (spring)	3
ART 1835	Global Arts & Culture.....	3
HIST1350 or HIST 1351		3
EDFL 2240	Educational Psychology.....	3
PSY 3220	Life-span Development.....	3

Professional Education Requirements.....33

EDFL 2100	Introduction to the Teaching Profession.....	3
EDFL 2240	Educational Psychology.....	3
EDFL 2250	Introduction to ELL & Culturally Responsive Pedagogy	2
EDFL 4210	Introduction to Content Area Literacy	2
EDFL 4970	Secondary Tchg. & Behavior Management.. ..	2
EDSP 2100	Education of the Exceptional Child.....	3
FLDX 2150	Introductory Field Experience	1
FLDX 3000	Field Experience in the Content Area.....	1
FLDX 4495	Student Teaching Elementary I.....	5
FLDX 4970	Field Experience II	1
PSY 3220	Life-span Development.....	3
ART 4920	Methods of Teaching Art III: Student Teaching	3
FLDX 4468	Student Teaching I	4
FLDX 4595	Student Teaching II	5
(see also, the UCM Undergraduate Catalog, College of Education, Professional Education Requirements for Secondary Education, B-12 education and K-12 education)		

Minimum Total..... 124

Many classes are offered only once a year. See parentheses (spring) or (fall).

You will need a 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at UCM.

Senior Shows: At the beginning of the semester before your student teaching semester, check with art education faculty about the schedule for your Senior show. Also, check in with the Gallery Director about meeting for planning your senior show.

Students should keep in mind that before they can become certified as teachers they will be required to pass an art content exam, a test of their knowledge of art history, technical information (techniques, supplies, etc.) and professional practices. The test and passing scores are prescribed by the State Department of Elementary & Secondary Education.

RECOMMENDED PROGRAM FOR ART EDUCATION BACHELOR OF SCIENCE IN EDUCATION

The four-year plan that follows is a suggested one that will fulfill all of your requirements, but many changes could be made. If you vary from this suggested plan, make careful note of prerequisites and classes that are only offered one semester, indicated after the class title by either “(fall)” of “(spring)”

Important: Art education majors cannot take 3000 and 4000 level courses in the Department of Educational Foundations & Literacy (EDFL) until they are officially admitted to the teacher education program (TEP). In order to be admitted to the TEP, students must complete the requirements outlined at: www.ucmo.edu/cert. In order to graduate and receive teaching certification, students must take and pass the art content exam and provide evidence they have met the Missouri Teacher Standards.

Freshman Year - First SemesterHrs.

ART 1110	Observational Drawing	3
ART 1315	Foundation I	3
ART 1815	Art History Survey I (Fall) (GE).....	3
ENGL 1020	Composition I (GE).....	3
General Education Communication		3
Semester Total		15
UNIV 1400 Freshman Seminar*		

Sophomore Year - First SemesterHrs.

EDFL 2100	Introduction to the Teaching Profession.....	3
FLDX 2150	Introductory Field Experience	1
EDFL 2240	Educational Psychology (GE).....	3
ART 2412	Ceramics I.....	3
ART 2610	Intro to Graphic Design and Illus.....	3
EDSP 2100	Education of the Exceptional Child.....	3
Semester Total		16

Junior Year - First SemesterHrs.

ART 2511	Painting I	3
ART 3314	Fibers	3
ART 3911	Art Education Foundations & Literacy (Fall) ...	2
EDFL 4210	Introduction to Content Area Literacy	2
ART 1211	Photography I.....	3
General Education Literature		3
Semester Total		16

Senior Year - First SemesterHrs.

ART 3221	Art in Theory: Contemporary Practice	3
ART 4915	** Methods of Teaching Art II: Management & Assessment (fall, concurrent w/FLDX 4970) .	3
FLDX 4970	Field Experience II in Content Area.....	1
EDFL 4970	Secondary Teaching & Behavior Mgmt.	2
General Education Natural Science Non-Lab		3
Upper Level Studio Concentration		3
Semester Total		15

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - Second SemesterHrs.

ART 1120	Color and Wet Media Drawing	3
ART 1325	Foundation II	3
ENGL 1030 or CTE 2060	Communication (GE)	3
General Education Math		3
HIST 1350 or 1351	US History (GE)	3
Semester Total		15

Sophomore Year - Second SemesterHrs.

ART 2710	Introduction to Printmaking	3
ART 1825	Art History Survey II (spring) (GE)	3
ART 1835	Global Arts & Culture (GE).....	3
ART 2420	Sculpture I	3
General Education Science w/Lab		4
General Education (Managing Information)		2
Semester Total		18

Junior Year - Second SemesterHrs.

ART 4850	20th Century Art & Architecture (fall) or	
ART 4860	Contemporary Art & Design (spring)	3
ART 3209	Figure Construction.....	3
ART 3915	**Methods of Teaching Art I: Media & Curriculum (spring, concurrent w/FLDX 3000)..	2
EDFL 2250	Introduction to ELL & Culturally Responsive Pedagogy.....	2
FLDX 3000	Field Experience in Content Area	1
PSY 3220	Lifespan Development (GE)	3
Upper Level Studio Concentration		3
Semester Total		17

Senior Year - Second SemesterHrs.

(The following 3 courses <u>must</u> be taken together. Additional courses may not be taken during the student teaching semester)		
ART 4920	Methods of Teaching Art III: Student Teaching	3
FLDX 4468	Student Teaching I	4
FLDX 4595	Student Teaching II	5
Semester Total		12
Art Education Major, B.S.Ed. Degree		*124 hours

INTERIOR DESIGN

Interior Design Major
B.F.A. Degree Requirements

Interior Design Major Requirements - 88

General Education - 36

Art 1835 fulfill 3 semester hours in Knowledge Area I.

Art 1825 fulfills 3 semester hours in Knowledge Area I.

Minimum Total 124

To stay on track, watch the sequence of your classes. Many classes are only offered once a year. In order to start your first Interior Design course (Art 2310, Interior Design Studio I) as early as the spring semester of the freshman year, Art 1110 Observational Drawing and Art 1315 2-D Design must be taken in your first semester. To start your second Interior Design course (Art 2320 Building Systems and Sustainability) in the fall semester of your sophomore year, Art 1120 Color and Wet Media in Drawing and Art 2310 Interior Design Studio I should all have been taken.

Graduation Policies for Interior Design

- 1) All interior design majors are required to pass Sophomore Review in order to continue in the degree program.
- 2) All interior design majors are required to participate in the Art and Design Senior Show.
- 3) All Interior design majors are required to maintain a grade point average of 2.25 for all credit hours earned at UCM or elsewhere and attain a grade point average of 2.50 for all course work in the major.

Interior Design Major Requirements..... 88

ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing	3
ART 1300	Interior Design Drafting I	3
ART 1315	Foundation I	3
ART 1325	Foundation II	3
ART 1825	Art History Survey II (spring) (GE).....	3
ART 1835	Global Arts and Culture	3
ART 2300	Interior Design Drafting II	3
ART 2305	Interior Design Presentation Tech. (fall)	3
ART 2310	Interior Design Studio I (fall)	3

ART 2320	Building Systems & Sustainability	3
ART 2330	Interior Design Studio II (spring)	3
ART 2340	Materials, Methods & Specifications	3
ART 2350	Interior Design Building Codes & Regulations (spring).....	3
ART 2360	Interior Design Environmental Systems (spring)	3
ART 2610	Intro to Graphic Design and Illustration	3
ART 3221	Art in Theory: Contemporary Practice	3
ART 3320	Prof. Practice for Interior Designers I (spring)	1
ART 3330	Interior Design Studio III (fall)	3
ART 3340	Interior Detailing & Furniture Design	3
ART 3350	Construction Documentation for Interior Design (fall)	3
ART 3800	History of Furniture & Interiors I (fall)	3
ART 3850	History of Furniture & Interiors II (spring).....	3
ART 4310	Interior Design Internship.....	1
ART 4320	Prof. Practice for Interior Designers II (spring)	2
ART 4340	Interior Design Studio IV (spring)	3
ART 4350	Interior Design Thesis I	3
ART 4360	Interior Design Thesis II	3
ART 4850	20th Century Art & Architecture (Fall)	3
ART Electives	(including ART 4010 Special Topics in Art,).....	6

General Education		36
ART 1825	Art History Survey II (spring) (GE).....	3
ART 1835	Global Arts and Culture	3
CTE 2060	Technical Writing	3

Minimum Total..... 124

Many classes are offered only once a year. See parentheses (spring) or (fall). Watch your sequencing.

You will need a 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at UCM.

Your Senior Review will be scheduled in Art 4360 Interior Design Thesis II.

Make sure that you consult with your interior design advisor as early as your freshman year to obtain interior design course offerings. This will serve your best interests when scheduling.

To reduce heavy semester loads, attending summer school could prove beneficial. It is suggested that the interior design internships credit be taken during the summers of the junior and/or senior year. To receive college credit, appropriate forms must be completed and you must enroll in Art 4310 Design Internship.

RECOMMENDED PROGRAM FOR INTERIOR DESIGN
BACHELOR OF FINE ARTS

This is the recommended four-year plan for the Bachelor of Fine Arts in Interior Design Major degree at the University of Central Missouri. Your schedule may vary. Current or prospective UCM students should contact the Art & Design division for further information or guidance.

**Choose 6 hours of major electives from the Art and Design division (ART prefix) in the Undergraduate Catalog. To satisfy the General Education Assessment Policy students must take the General Education Exam before or during the semester in which a total of 45 credit hours will be earned. The minimum score of 425 must be achieved by the semester in which 75 credit hours will be earned. Go to UCM Testing Services (HUM 216, 660-543-4919) in MyCentral for more information. A 15-hour block of General Education courses in Math, Written

Freshman Year - First Semester	Hrs.
ART 1300 Interior Design Drafting I	3
ART 1315 Foundation I	3
ART 2310 Interior Design Studio I (fall).....	3
English 1020 Composition I (GE)	3
General Education Mathematics.....	3
Semester Total	15

Sophomore Year - First Semester	Hrs.
ART 2300 Interior Design Drafting II	3
ART 2305 Interior Design Presentation Tech (fall)	3
ART 2320 Building Systems & Sustainability.....	3
ART 2340 Materials, Methods & Specifications	3
General Education Communication	3
Semester Total	15

Junior Year - First Semester	Hrs.
ART 1835 Global Arts & Culture (GE).....	3
ART 3330 Interior Design Studio III (fall).....	3
ART 3350 Construction Documents for Interior Design (fall).....	3
ART 3800 History of Furniture & Interiors I (fall).....	3
ART Elective**	3
General Education Literature	3
Semester Total	18

Junior Year - Summer	Hrs.
ART 4310 Interior Design Internship.....	1

Senior Year - First Semester	Hrs.
ART 3221 Art in Theory: Contemporary Practice	3
ART 4350 Interior Design Thesis I.....	3
ART 4850 20th Century Art & Architecture (fall).....	3
General Education US/ Missouri Constitution	3
General Education Soc./Behav. Sciences I.....	3
Semester Total	15

Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**.

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - Second Semester	Hrs.
ART 1120 Color and Wet Media in Drawing	3
ART 1325 Foundation II.....	3
ART 1300 Interior Design Drafting II	3
CTE 2060 Technical Writing (GE).....	3
General Education Natural Science Non-Lab	3
Semester Total	15

Sophomore Year - Second Semester	Hrs.
ART 1825 Art History Survey II (spring) (GE).....	3
ART 2330 Interior Design Studio II (spring).....	3
ART 2350 Interior Design Building Codes & Regulations (spring)	3
ART 2360 Env. Systems for Interior Design (spring).....	3
ART Elective**	3
Semester Total	15

Junior Year - Second Semester	Hrs.
ART 3320 Prof. Practice for Interior Design I (spring) 1	
ART 3340 Interior Detailing & Furniture Design	3
ART 3850 History of Furniture & Interiors II (spring) ...	3
ART 4340 Interior Design Studio IV (spring).....	3
General Education Natural Science w/Lab	4
General Education Managing Information	2
Semester Total	16

Senior Year - Summer	Hrs.
Senior Year - Second Semester	Hrs
ART 2610 Intro to Graphic Design and Illus.....	3
ART 4320 Prof. Practice for Interior Design II (spring). 2	
ART 4360 Interior Design Thesis II	3
General Education Soc./Behav. Sciences II	3
General Education Elective.....	3
Semester Total	14

Interior Design Major 124 hours

STUDIO ART ILLUSTRATION

Illustration Emphasis

Studio Art Major Requirements - 84

Core/Elective Art Courses - 54

Major Courses - 27

General Education - 33-36

ART 1815 fulfills 3 semester hours in Knowledge Area I.

ART 1825 fulfills 3 semester hours in Knowledge Area I.

ART 1835 Global Arts and Culture fulfills 3 semester hours if chosen.

Minimum Total 120

Core Art Course Listing

ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing (prereq. Art 1110).....	3
ART 1211	Photography I.....	3
ART 1315	Foundation I	3
ART 1325	Foundation II	3
ART 2420	Sculpture I.....	3
ART 2412	Ceramics I	3
ART 2511	Painting I.....	3
ART 2710	Introduction to Printmaking (prereq. ART 1110 & ART 1315)	3
ART 1815	Art History Survey I (fall) (GE).....	3
ART 1825	Art History Survey II (spring) (GE).....	3
	Approved Art History Course***	3
	Approved Art History Course***	3
ART 3221	Art in Theory: Contemporary Practice	3
Art Electives	(including ART 4010 Special Topics in Art,)	12
Core Art Courses Total		54

***Students must choose 6 hours of Art History from the following courses: ART 1835 Global Arts & Culture GE, ART 3680 History of Design and Media (spring, summer), ART 3800 History of Furniture and Interiors I (fall), ART 4850 Twentieth Century Art and Architecture (fall), and ART 4860 Contemporary Art and Design (spring).

Area of Emphasis/Electives Course Listing

Required Courses:		
ART 2610	Intro to Graphic Design & Illustration.....	3
ART 2620	Typography (prereq. ART 1110 & ART 1315)	3
ART 3110	Drawing in the Expanded Field.....	3
ART 3209	Figure Construction.....	3
ART 3625	Illustration Techniques (prereq. ART 2610 (fall)	3
ART 3635	Illustration Concepts (prereq. ART 3625) (spring).....	3
ART 4625	Adv. Illustration I (prereq. ART 3635) (fall).....	3
ART 4635	Adv. Illustration II (prereq. ART 4625) (spring)	3
ART 4020	Studio Seminar	3

Area of Emphasis Total27

*Art Electives:

You need 12 hours of art electives. The following list of electives is not comprehensive. These courses are suggested for your growth as an illustrator. Other courses may be chosen from inside and/or outside of Art & Design, including ART 4010 Special Topics in Art, to fulfill your individual program objectives. Chosen courses outside Art & Design must be approved by a faculty advisor and the Chair before enrolling.

ART 2625	History of Comics.....	3
ART 2635	Illustration in the Digital Frontier.....	3
ART 3645	Drawing Comics and Graphic Storytelling	3
ART 3210	Life Drawing (prereq. ART 3209)	3
ART 3710	Introduction to Screenprinting.....	3
ART 3720	Print Media & Narrative Structures	3
ART 3731	Beyond The Frame: Printmaking in the Expanded Field	3
ART 3741	Print Media, Advocacy & Activisim in Contemporary Practice	3
ART 3511	Painting II (prereq. ART 2511).....	3
ART 3515	Painting II Figure.....	3
ART 3513	Painting II Plein Air.....	3
ART 2211	Photography II	3
ART 3211	Photography III	3
ART 4511	Painting III.....	3
ART 4513	Painting III: Plein Air	3
ART 4515	Painting III: Figure	3
ART 4720	A Seat At The Table: Printmaking, Visual Identity & Professional Development	3

Many classes are offered only once a year. See parentheses (spring) or (fall). Watch your sequencing.

You will need 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at UCM.

Your Senior Review will be scheduled in ART 4020 Studio Seminar.

RECOMMENDED PROGRAM FOR STUDIO ART: ILLUSTRATION EMPHASIS BACHELOR OF FINE ARTS

This is the recommended four-year plan for the Bachelor of Fine Arts - Studio Art degree: Illustration Emphasis Major, at the University of Central Missouri. Your schedule may vary. Current or prospective UCM students should contact the Art & Design divisonfor further information or guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in bold.

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - First Semester	Hrs.
ART 1110 Observational Drawing.....	3
ART 1315 Foundation I.....	3
ART 1815 Art History Survey I (fall) (GE)	3
ENGL 1020 Composition I (GE)	3
General Education Mathematics.....	3
Semester Total	15

Sophomore Year - First Semester.....	Hrs.
ART 2610 Intro Graphic Design & Illustration	3
ART 2620 Typography.....	3
ART 3110 Drawing in the Expanded Field (fall)	3
ART Elective**	3
General Education Communication	3
Semester Total	15

Junior Year - First Semester	Hrs.
ART 3625 Illustration Techniques (fall)	3
ART 2420 Sculpture I.....	3
ART 3221 Art in Theory: Contemporary Practice.....	3
ART History***	3
General Education Natural Science w/Lab	4
Semester Total	16

Senior Year - First Semester	Hrs.
ART 4625 Advanced Illustration I (fall)	3
ART Elective**	3
Free Elective.....	3
General Education Soc./Behav. Sciences I.....	3
General Education Soc./Behav. Sciences II	3
Semester Total	15

See approved electives for your area of emphasis on the previous page.

Note: It is suggested that those courses underlined be taken when indicated.

Freshman Year - Second Semester	Hrs.
ART 1120 Color and Wet Media Drawing	3
ART 1325 Foundation II.....	3
ART Elective**	3
ENGL 1030 Comp II or CTE 2060 Writing (GE)	3
General Education Managing Information.....	2
Semester Total	14

Sophomore Year - Second Semester	Hrs.
ART 1825 Art History Survey II (spring) (GE)	3
ART 2511 Painting I	3
ART 2710 Introduction to Printmaking	3
ART 3209 Figure Construction	3
General Education Literature	3
Semester Total	15

Junior Year - Second Semester	Hrs.
ART 3635 Illustration Concepts (spring)	3
ART 2412 Ceramics I.....	3
ART History***	3
General Education Natural Science Non-Lab.....	3
General Education US/ Missouri Constitution	3
Semester Total	15

Senior Year - Second Semester	Hrs
ART 4635 Advanced Illustration II (spring)	3
ART 4020 Studio Seminar	3
ART 1211 Photography I	3
ART Elective**	3
General Education Elective.....	3
Semester Total	15

Studio Art: Illustration Emphasis 120

STUDIO ART CERAMICS

Ceramics Emphasis B.F.A. Degree Requirements

Studio Art Major Requirements - 90

Core Art Courses - 60

Major/Elective Courses - 30

General Education - 33-36

ART 1815 fulfills 3 semester hours in Knowledge Area I.

ART 1825 fulfills 3 semester hours in Knowledge Area I.

ART 1835 Global Arts and Culture fulfills 3 semester hours if chosen.

Minimum Total 120

Core Art Course Listing

ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing (prereq. Art 1110).....	3
ART 1211	Photography I.....	3
ART 1315	Foundation I.....	3
ART 1325	Foundation II.....	3
ART 2420	Sculpture I.....	3
ART 2412	Ceramics I.....	3
ART 2511	Painting I.....	3
ART 2710	Introduction to Printmaking (prereq. ART 1110 & ART 1315).....	3
ART 1815	Art History Survey I (fall) (GE).....	3
ART 1825	Art History Survey II (spring) (GE).....	3
	Approved Art History Course***	3
	Approved Art History Course***	3
ART 3221	Art in Theory: Contemporary Practice	3
Art Electives	(including ART 4010 Special Topics in Art,).....	12

Core Art Courses Total60

Area of Emphasis/Electives Course Listing

Required Courses:	
ART 3110	Drawing in the Expanded Field3
ART 3209	Figure Construction3
ART 3412	Ceramics II (prereq. ART 2412).....9
ART 4412	Ceramics III (prereq. ART 3412) and/or ART 4916 Studio Core.....9
ART 4916	Studio Core3
ART 4020	Studio Seminar (consent of instructor)3

Area of Emphasis/Electives Total.....30

***Students must choose 6 hours of Art History from the following courses: ART 1835 Global Arts & Culture GE, ART 3680 History of Design and Media (spring, summer), ART 3800 History of Furniture and Interiors I (fall), ART 4850 Twentieth Century Art and Architecture (fall), and ART 4860 Contemporary Art and Design (spring).

Choose Two of the following Art History Courses: 6 Semester Hours

ART 1835	Global Arts and Culture GE	3
ART 3680	History of Design and Media (spring, summer).....	3
ART 3800	History of Furniture and Interiors I (fall).....	3
ART 4850	Twentieth Century Art and Architecture (fall).....	3
ART 4860	Contemporary Art and Design (spring)	3

Many classes are offered only once a year. See parentheses (spring) or (fall). Watch your sequencing.

You will need a 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at UCM.

Schedule an appointment with a faculty advisor to schedule your senior review.

RECOMMENDED PROGRAM FOR STUDIO ART: CERAMICS EMPHASIS BACHELOR OF FINE ARTS

This is the recommended four-year plan for the Bachelor of Fine Arts-Studio Art degree with an emphasis in Ceramics at the University of Central Missouri. Your schedule may vary. Current or prospective UCM students should contact the Art & Design division for further information or guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**.

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - First Semester	Hrs.
ART 1110 Observational Drawing.....	3
ART 1315 Foundation I.....	3
ART 1815 Art History Survey I (fall) (GE)	3
ENGL 1020 Composition 1 (GE)	3
General Education Mathematics.....	3
Semester Total	15

Sophomore Year - First Semester	Hrs.
ART 3412 Ceramics II.....	3
ART 3209 Figure Construction.....	3
ART 3110 Drawing in the Expanded Field (fall)	3
ART Elective**	3
General Education Communication	3
Semester Total	15

Junior Year - First Semester	Hrs.
ART 3412 Ceramics II.....	3
ART 2511 Painting I	3
ART 3221 Art in Theory: Contemporary Practice.....	3
ART History Elective***	3
General Education Natural Science w/Lab.....	4
Semester Total	16

Senior Year - First Semester	Hrs.
ART 1211 Photography I.....	3
ART 4412 Ceramics III and/or 4916 Studio Core	3
ART 4020 Studio Seminar	3
General Education Soc./Behav. Sciences I.....	3
General Education Soc./Behav. Sciences II	3
Semester Total	15

Freshman Year - Second Semester	Hrs.
ART 1120 Color and Wet Media in Drawing	3
ART 1325 Foundation II.....	3
ART 2412 Ceramics I.....	3
ENGL 1030 Comp II or CTE 2060 Writing (GE)	3
General Education Managing Information.....	2
Semester Total	14

Sophomore Year - Second Semester	Hrs.
ART 3412 Ceramics II.....	3
ART 2420 Sculpture I.....	3
ART 2710 Introduction to Printmaking.....	3
ART 1825 Art History Survey II (spring) (GE)	3
General Education Literature	3
Semester Total	15

Junior Year - Second Semester	Hrs.
ART 4412 Ceramics III and/or 4916 Studio Core	3
ART Elective**	3
ART History Elective***	3
General Education Natural Science Non-Lab.....	3
General Education US/ Missouri Constitution	3
Semester Total	15

Senior Year - Second Semester.....	Hrs
ART 4412 Ceramics III and/or 4916 Studio Core	3
4916 Studio Core	3
ART Elective**	6
General Education Elective.....	3
Semester Total	15
Studio Art: Ceramics Emphasis	120

STUDIO ART PAINTING

Painting Emphasis
B.F.A. Degree Requirements

- Studio Art Major Requirements - 90
- Core Art Courses -60
- Major/Elective Courses - 30
- General Education - 33-36

ART 1815 fulfills 3 semester hours in Knowledge Area I.
ART 1825 fulfills 3 semester hours in Knowledge Area I.
ART 1835 Global Arts and Culture fulfills 3 semester hours if chosen.

Minimum Total 120

Core Art Course Listing

ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing (prereq. Art 1110).....	3
ART 1211	Photography I.....	3
ART 1315	Foundation I	3
ART 1325	Foundation II	3
ART 2420	Sculpture I.....	3
ART 2412	Ceramics I	3
ART 2511	Painting I.....	3
ART 2710	Introduction to Printmaking (prereq. ART 1110 & ART 1315)	3
ART 1815	Art History Survey I (fall) (GE).....	3
ART 1825	Art History Survey II (spring) (GE).....	3
	Approved Art History Course***	3
	Approved Art History Course***	3
ART 3221	Art in Theory: Contemporary Practice	3
	Art Electives (including ART 4010 Special Topics in Art.)	12
Core Art Courses Total		60

Area of Emphasis/Electives Course Listing

Required Courses:		
ART 3110	Drawing in the Expanded Field.....	3
ART 3209	Figure Construction.....	3
ART 3511	Painting II and/or	
ART 3513	Painting II: Plein Air (fall) and/or	
ART 3515	Painting II: Figure (spring).....	9
ART 4916	Studio Core and/or	
ART 4511	Painting III and/or	
ART 4513	Painting III: Plein Air (fall) and/or	
ART 4515	Painting III: Figure (spring).....	9
ART 4020	Studio Seminar	3
ART 4916	Studio Core	3

Area of Emphasis/Electives Total.....30

***Students must choose 6 hours of Art History from the following courses: ART 1835 Global Arts & Culture GE, ART 3680 History of Design and Media (spring, summer), ART 3800 History of Furniture and Interiors I (fall), ART 4850 Twentieth Century Art and Architecture (fall), and ART 4860 Contemporary Art and Design (spring).

Choose Two of the following Art History Courses: 6 Semester Hours

ART 1835	Global Arts and Culture GE	3
ART 3680	History of Design and Media (spring, summer).....	3
ART 3800	History of Furniture and Interiors I (fall).....	3
ART 4850	Twentieth Century Art and Architecture (fall)	3
ART 4860	Contemporary Art and Design (spring)	3

Many classes are offered only once a year. See parentheses (spring) or (fall). Watch your sequencing.

You will need a 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at UCM.

Schedule an appointment with a faculty advisor to schedule your senior review.

RECOMMENDED PROGRAM FOR STUDIO ART: PAINTING EMPHASIS BACHELOR OF FINE ARTS

This is the recommended four-year plan for the Bachelor of Fine Arts-Studio Art degree with an emphasis in Painting at the University of Central Missouri. Your schedule may vary. Current or prospective UCM students should contact the Art & Design division for further information or guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**.

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - First Semester		Hrs.
ART 1110	Observational Drawing	3
ART 1315	Foundation I.....	3
ART 1815	Art History Survey I (fall) (GE)	3
ENGL 1020	Composition 1 (GE)	3
General Education Mathematics.....		3
Semester Total		15

Freshman Year - Second Semester		Hrs.
ART 1120	Color and Wet Media in Drawing	3
ART 1325	Foundation II.....	3
ART 2511	Painting I	3
ENGL 1030	Comp II or CTE 2060 Writing (GE)	3
General Education Managinig Infomation.....		2
Semester Total		14

Sophomore Year - First Semester		Hrs.
ART 3511	Painting II or 3513 Painting II: Plen Air or 3515 Painting II: Figure	3
ART 3209	Figure Construction	3
ART 3110	Drawing in the Expanded Field	3
ART Elective**		3
General Education Communication		3
Semester Total		15

Sophomore Year - Second Semester		Hrs.
ART 3511	Painting II or 3513 Painting II: Plen Air or 3515 Painting II: Figure	3
ART 2420	Sculpture I.....	3
ART 2710	Introduction to Printmaking.....	3
ART 1825	Art History Survey II (spring) (GE)	3
General Education Literature		3
Semester Total		15

Junior Year - First Semester		Hrs.
ART 3511	Painting II or 3513 Painting II: Plen Air or 3515 Painting III: Figure	3
ART History Elective**		3
ART 2412	Ceramics I.....	3
ART 3221	Art in Theory: Contemporary Practice.....	3
General Education Natural Science w/Lab.....		4
Semester Total		16

Junior Year - Second Semester		Hrs.
ART 4511	Painting III or 4513 Painting III: Plen Air or 4515 Painting III: Figure or ART 4916 Studio Core.....	3
ART History Elective**		3
ART Elective**		3
General Education Natural Science Non-Lab.....		3
General Education US/ Missouri Constitution		3
Semester Total		15

Senior Year - First Semester		Hrs
ART 4511	Painting III or 4513 Painting III: Plen Air or 4515 Painting III: Figure	3
ART 4020	Studio Seminar.....	3
ART Elective**		3
General Education - Social/Behavioral Sciences I...		3
General Education - Social/Behavioral Sciences II .		3

Semester Total 15

Senior Year - Second Semester		Hrs
ART 1211	Photography I.....	3
ART 4511	Painting III or 4513 Painting III: Plen Air or 4515 Painting III: Figure	3
ART 4916	Studio Core	3
General Education Elective.....		3
ART Elective**		3
Semester Total		15

Studio Art: Painting Emphasis 120

STUDIO ART PRINTMAKING

Printmaking Emphasis
B.F.A. Degree Requirements

Studio Art Major Requirements - 90
Core Art Courses - 60
Major/Elective Courses - 30

General Education - 33-36
ART 1815 fulfills 3 semester hours in Knowledge Area I.
ART 1825 fulfills 3 semester hours in Knowledge Area I.
ART 1835 Global Arts and Culture fulfills 3 semester hours if chosen.

Minimum Total 120

Core Art Course Listing

ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing (prereq. Art 1110).....	3
ART 1211	Photography I.....	3
ART 1315	Foundation I	3
ART 1325	Foundation II	3
ART 2420	Sculpture I	3
ART 2412	Ceramics I	3
ART 2511	Painting I.....	3
ART 2710	Introduction to Printmaking (prereq. ART 1110 & ART 1315)	3
ART 1815	Art History Survey I (fall) (GE).....	3
ART 1825	Art History Survey II (spring) (GE).....	3
	Approved Art History Course**.....	3
	Approved Art History Course***	3
ART 3221	Art in Theory: Contemporary Practice	3
Art Electives (including ART 4010 Special Topics in Art.)		12
Core Art Courses Total		60

Area of Emphasis/Electives Course Listing

Required Courses:	
ART 3110	Drawing in the Expanded Field3
ART 3209	Figure Construction.....3
ART 3710	Introduction to Screenprinting3
ART 3720	Print Media & Narrative Structures.....3
ART 3731	Beyond the Framee: Printmaking & The Expanded Field.....3
ART 3741	Print Media, Advocacy & Activism in Contemporary Practice.....3
ART 4720	A Seat At The Tabel: Printmaking, Visual Identity & Professional Development.....3
ART 4730	Printmaking Independent Studio3
ART 4916	Studio Core3
ART 4020	Studio Seminar3

Area of Emphasis/Electives Total.....30

***Students must choose 6 hours of Art History from the following courses: ART 1835 Global Arts & Culture GE, ART 3680 History of Design and Media (spring, summer), ART 3800 History of Furniture and Interiors I (fall), ART 4850 Twentieth Century Art and Architecture (fall), and ART 4860 Contemporary Art and Design (spring).

Choose Two of the following Art History Courses: 6 Semester Hours

ART 1835	Global Arts and Culture GE	3
ART 3680	History of Design and Media (spring, summer).....	3
ART 3800	History of Furniture and Interiors I (fall).....	3
ART 4850	Twentieth Century Art and Architecture (fall).....	3
ART 4860	Contemporary Art and Design (spring)	3

Many classes are offered only once a year. See parentheses (spring) or (fall). Watch your sequencing.

You will need a 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at UCM.

Schedule an appointment with a faculty advisor to schedule your senior review.

RECOMMENDED PROGRAM FOR STUDIO ART: PRINTMAKING EMPHASIS BACHELOR OF FINE ARTS

This is the recommended program of study for the Bachelor of Fine Arts-Studio Art degree with an emphasis in Printmaking at the University of Central Missouri. Your schedule may vary. Current or prospective UCM students should contact the Art & Design division for further information or guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**.

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - First Semester	Hrs.
ART 1110 Observational Drawing.....	3
ART 1315 Foundation I.....	3
ART 1815 Art History Survey I (fall) (GE)	3
ENGL 1020 Composition 1 (GE)	3
General Education Mathematics.....	3
Semester Total	15

Sophomore Year - First Semester.....	Hrs.
ART 3110 Drawing in the Expanded Field.....	3
ART 3209 Figure Construction.....	3
ART 3710 Introduction to Screenprinting.....	3
ART Elective**	3
General Education Communication	3
Semester Total	15

Junior Year - First Semester	Hrs.
ART 2420 Sculpture I.....	3
ART 3221 Art in Theory: Contemporary Practice.....	3
ART 3731 Beyond the Frame: Printmaking in the Expanded field	3
ART History Elective**	3
General Education Natural Science w/Lab	4
Semester Total	16

Senior Year - First Semester	Hrs.
ART 4720 A Seat At The Table: Printmaking, Visual Identity, and Professional Development ...	3
ART 4020 Studio Seminar	3
ART Elective**	3
General Education - Social/Behavioral Sciences I...	3
General Education - Social/Behavioral Sciences II	3
Semester Total	15

Freshman Year - Second Semester.....	Hrs.
ART 1120 Color and Wet Media in Drawing	3
ART 1325 Foundation II.....	3
ART 2710 Introduction to Printmaking.....	3
ENGL 1030 Comp II or CTE 2060 Writing (GE)	3
General Education Managing Information.....	2
Semester Total	14

Sophomore Year - Second Semester	Hrs.
ART 3710 Print Media & Narrative Structures.....	3
ART 2511 Painting I	3
ART 2412 Ceramics I	3
ART 1825 Art History Survey II (spring) (GE)	3
General Education Literature	3
Semester Total	15

Junior Year - Second Semester	Hrs.
ART 3741 Print Media, Advocacy & Activism in Contemporary Practice	3
ART Electives (3)	
ART History Elective**	3
General Education Natural Science Non-Lab	3
General Education US/ Missouri Constitution	3
Semester Total	15

Senior Year - Second Semester	Hrs
ART 1211 Photography I (3).....	3
ART 4730 Printmaking Independent Studio	3
ART 4916 Studio Core	3
ART Elective**	3
General Education Elective.....	3
Semester Total	15

Studio Art: Printmaking Emphasis 120

STUDIO ART SCULPTURE

Sculpture Emphasis B.F.A. Degree Requirements

Studio Art Major Requirements - 90
Core Art Courses - 60
Major/Elective Courses - 30

General Education - 33-36
ART 1815 fulfills 3 semester hours in Knowledge Area I.
ART 1825 fulfills 3 semester hours in Knowledge Area I.
ART 1835 Global Arts and Culture fulfills 3 semester hours if chosen.

	Minimum Total	120
Core Art Course Listing		
ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing (prereq. ART 1110).....	3
ART 1211	Photography I.....	3
ART 1315	Foundation I.....	3
ART 1325	Foundation II.....	3
ART 2420	Sculpture I.....	3
ART 2412	Ceramics I.....	3
ART 2511	Painting I.....	3
ART 2710	Introduction to Printmaking (prereq. ART 1110 & ART 1315)	3
ART 1815	Art History Survey I (fall) (GE).....	3
ART 1825	Art History Survey II (spring) (GE).....	3
	Approved Art History Course***	3
	Approved Art History Course***	3
ART 3221	Art in Theory: Contemporary Practice	3
Art Electives (including ART 4010 Special Topics in Art.)		12
Core Art Courses Total		60

Area of Emphasis/Electives Course Listing

Required Courses:
ART 3110 Drawing in the Expanded Field3
ART 3209 Figure Construction.....3
ART 3420 Sculpture II.....3
ART 3440 Sculpture III.....3
ART 4916 Studio Core **and/or** ART 4420 Sculpture IV12
ART 4916 Studio Core3
ART 4020 Studio Seminar3

Area of Emphasis/Electives Total.....30

***Students must choose 6 hours of Art History from the following courses: ART 1835 Global Arts & Culture GE, ART 3680 History of Design and Media (spring, summer), ART 3800 History of Furniture and Interiors I (fall), ART 4850 Twentieth Century Art and Architecture (fall), and ART 4860 Contemporary Art and Design (spring).

Choose Two of the following Art History Courses: 6 Semester Hours

ART 1835 Global Arts and Culture GE3
ART 3680 History of Design and Media (spring, summer).....3
ART 3800 History of Furniture and Interiors I (fall).....3
ART 4850 Twentieth Century Art and Architecture (fall).....3
ART 4860 Contemporary Art and Design (spring)3

Many classes are offered only once a year. See parentheses (spring) or (fall). Watch your sequencing.

You will need a 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at UCM.

Schedule an appointment with a faculty advisor to schedule your senior review.

RECOMMENDED PROGRAM FOR STUDIO ART: SCULPTURE EMPHASIS BACHELOR OF FINE ARTS

This is the recommended four-year plan for the Bachelor of Fine Arts-Studio Art degree with an emphasis in Sculpture at the University of Central Missouri. Your schedule may vary. Current or prospective UCM students should contact the Art & Design division for further information or guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**.

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - First SemesterHrs.
ART 1110 Observational Drawing..... 3
ART 1315 Foundation I.....3
ART 1815 Art History Survey I (fall) (GE)3
ENGL 1020 Composition 1 (GE)3
General Education Mathematics.....3
Semester Total 15

Freshman Year - Second SemesterHrs.
ART 1120 Color and Wet Media in Drawing 3
ART 1325 Foundation II.....3
ART 2420 Sculpture I.....3
ENGL 1030 Comp II or CTE 2060 Writing (GE)3
General Education Managinig Infomation.....2
Semester Total 14

Sophomore Year - First Semester.....Hrs.
ART 3110 Drawing in the Expanded Field3
ART 3209 Figure Construction3
ART 3420 - Sculpture II.....3
ART Elective**3
General Education Communication.....3
Semester Total 15

Sophomore Year - Second SemesterHrs.
ART 3440 Sculpture III3
ART 2511 Painting I.....3
ART 2412 Ceramics I.....3
ART 1825 Art History Survey II (spring) (GE)3
General Education Literature3
Semester Total 15

Junior Year - First SemesterHrs.
ART 4916 Studio Core **or**
ART 4420 Sculpture IV..... 3
ART 2710 Introduction to Printmaking.....3
ART 3221 Art in Theory: Contemporary Practice.....3
ART History Elective***3
General Education Natural Science w/Lab..... 4
Semester Total 16

Junior Year - Second SemesterHrs.
ART 4916 Studio Core **or**
ART 4420 Sculpture IV..... 3
ART Elective**3
ART History Elective***3
General Education Natural Science Non-Lab.....3
General Education US/ Missouri Constitution3
Semester Total 15

Senior Year - First SemesterHrs.
ART 4916 Studio Core **or**
ART 4420 Sculpture IV..... 3
ART Elective**3
ART Elective**3
General Education - Social/Behavioral Sciences I...3
General Education - Social/Behavioral Sciences II .3
Semester Total 15

Senior Year - Second Semester..... Hrs
ART 1211 Photogaphy I3
ART 4916 Studio Core **or**
ART 4420 Sculpture IV..... 3
ART 4916 Studio Core3
ART 4020 Studio Seminar.....3
General Education Elective.....3
Semester Total 15

Studio Art: Sculpture Emphasis..... 120

STUDIO ART PHOTOGRAPHY

Photography Emphasis B.F.A. Degree Requirements

Studio Art Major Requirements - 90
Core Art Courses - 60
Major/Elective Courses - 30

General Education - 36 (30)
ART 1815 fulfills 3 semester hours in Knowledge Area I.
ART 1825 fulfills 3 semester hours in Knowledge Area I.
ART 1835 Global Arts and Culture fulfills 3 semester hours if chosen.

Minimum Total 120

Core Art Course Listing

ART 1110	Observational Drawing	3
ART 1120	Color and Wet Media in Drawing (prereq. Art 1110).....	3
ART 1211	Photography I.....	3
ART 1315	Foundation I	3
ART 1325	Foundation II	3
ART 2420	Sculpture I	3
ART 2412	Ceramics I	3
ART 2511	Painting I.....	3
ART 2710	Introduction to Printmaking (prereq. ART 1110 & ART 1315)	3
ART 1815	Art History Survey I (fall)	3
ART 1825	Art History Survey II (spring)	3
	Approved Art History Course***	3
	Approved Art History Course***	3
ART 3221	Art in Theory: Contemporary Practice	3
Art Electives	(including ART 4010 Special Topics in Art,)	12
Core Art Courses Total		60

Area of Emphasis/Electives Course Listing

Required Courses:		
ART 2610	Intro to Gaphic Design and Illus.	3
ART 3201	Photography II (fall).....	3
ART 3211	Photography III	3
ART 4020	Studio Seminar	3
ART 4211	Photography IV	3
ART 4916	Studio Core	6
COMM 2412	Introduction to Digital Video.....	3
COMM 3450	Digital Video Editing	3
MKT 3450	Digital Marketing.....	3

Area of Emphasis/Electives Total.....30

ART 4211 Photography IV can be repeated up to three times, counting towards art elective options. This will allow photography students to take Photography IV the last three semesters of their four year plan.

***Students must choose 6 hours of Art History from the following courses: ART 1835 Global Arts & Culture GE, ART 3680 History of Design and Media (spring, summer), ART 3800 History of Furniture and Interiors I (fall), ART 4850 Twentieth Century Art and Architecture (fall), and ART 4860 Contemporary Art and Design (spring).

Choose Two of the following Art History Courses: 6 Semester Hours

ART 1835	Global Arts and Culture GE	3
ART 3680	History of Design and Media (spring, summer).....	3
ART 3800	History of Furniture and Interiors I (fall)	3
ART 4850	Twentieth Century Art and Architecture (fall)	3
ART 4860	Contemporary Art and Design (spring)	3

Many classes are offered only once a year. See parentheses (spring) or (fall). Watch your sequencing.

You will need a 30 semester hour minimum of upper level classes (3000 level or above) 20 of those must be completed at UCM. The last 12 hours of classes must have been earned at UCM.

Schedule an appointment with a faculty advisor to schedule your senior review.

RECOMMENDED PROGRAM FOR STUDIO ART: PHOTOGRAPHY EMPHASIS BACHELOR OF FINE ARTS

This is the recommended program of study for the Bachelor of Fine Arts-Studio Art degree with an emphasis in Photography at the University of Central Missouri. Your schedule may vary. Current or prospective UCM students should contact the Art & Design division for further information or guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**.

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Freshman Year - First Semester	Hrs.
ART 1110 Observational Drawing.....	3
ART 1315 Foundation I.....	3
ART 1815 Art History Survey I (fall) (GE).....	3
ENGL 1020 Composition 1 (GE)	3
General Education Mathematics.....	3
Semester Total	15

Freshman Year - Second Semester	Hrs.
ART 1120 Color and Wet Media Drawing	3
ART 1325 Foundation II.....	3
ART 2610 Intro to Graphic Design and Illustration	3
ART 1211 Photography I	3
General Education Managing Information.....	2
Semester Total	14

Sophomore Year - First Semester.....	Hrs.
ART 2412 Ceramics 1.....	3
ART 3201 Photography II.....	3
ART History Elective***.....	3
ART 2710 Introduction to Printmaking.....	3
ENGL 1030 Comp II or CTE 2060 Writing (GE).....	3
Semester Total	15

Sophomore Year - Second Semester	Hrs.
COMM 2412 Introduction to Digital Video	3
ART 1825 Art History Survey II (spring) (GE)	3
ART Elective	3
ART Elective	3
General Education Literature	3
Semester Total	15

Junior Year - First Semester	Hrs.
ART 3211 Photography III.....	3
ART 2420 Sculpture 1	3
ART 3221 Art in Theory: Contemporary Practice.....	3
COMM 3450 Digital Video Editing.....	3
General Education Natural Science Non-Lab.....	3
Semester Total	15

Junior Year - Second Semester	Hrs.
ART 2511 Painting I.....	3
ART 4916 - Studio Core One	3
General Education Mathematics	3
General Education Natural Science w/Lab	4
General Education US/ Missouri Constitution	3
Semester Total	16

Senior Year - First Semester.....	Hrs.
ART 4211 Photography IV.....	3
MKT 3450 Digital Marketing.....	3
ART Elective.....	3
ART History Elective***.....	3
General Education - Social/Behavioral Sciences I.....	3
Semester Total	15

Senior Year - Second Semester	Hrs
ART 4916 Studio Core	3
ART Elective	3
ART 4020 Studio Seminar	3
General Education Elective	3
General Education - Social/Behavioral Sciences II	3
Semester Total	15

Studio Art: Photography Emphasis 120

MINOR OPTIONS

ART MINOR (484)

Minor Requirements:

Choose One Course From the Following: 3 Semester Hours	
ART 1610 Web Language (GE)	3
ART 1815 Art History Survey I (fall) (GE)	3
OR ART 1825 Art History Survey II (spring) (GE)	3
ART 1835 - Global Arts and Culture (GE)	3
Electives in Art 15	
(At least one elective must be an upper-level course)	
Minor Courses Total18	
•UCM does not confer teacher certification for this minor.	

ART HISTORY MINOR (689)

Minor Requirements:

ART 1815 - Art History Survey I (fall) (GE)	3
ART 1825 - Art History Survey II (spring) (GE)	3
ART 1835 - Global Arts and Culture (GE)	3
Electives from the Following: 12 Semester Hours	
• ANTH 3850 - Globalization and Culture (3) • ANTH 4835 - Anthropological Study Tour (3) • ANTH 4860 - Museum Science (3) • ART 3221 - Art in Theory: Contemporary Practice (3) • ART 3680 - History of Design and Media (spring, summer) (3) • ART 3800 - History of Furniture and Interiors I (fall) (3) • ART 3850 - History of Furniture and Interiors II (spring) (3) • ART 4010 - Special Projects in Art (1-3) • ART 4850 - Twentieth Century Art and Architecture (fall) (3) • ART 4860 - Contemporary Art and Design (spring) (3) • ART 2215 - History of Photography (3)	
Minor Courses Total21	

DOUBLE MAJOR: GRAPHIC DESIGN & STUDIO ART ILLUSTRATION BFAS

Double majoring in Graphic Design & Illustration is a very attractive option for students. This is the recommended plan for those seeking a BFA in both Graphic Design and Studio Art with an emphasis in Illustration at the University of Central Missouri. Your schedule may vary. See individual degrees for specifics. Current or prospective UCM students should contact their faculty advisor for further information and guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in bold. See current catalog for complete statement of academic policies, leveling, and prerequisites. See approved electives for your area of emphasis.

BLOCK 1	Take any two of the following:	
ART 3640	Print & Presentation (prereq. ART 2640).....	3
ART 3650	3D Design & Modeling.....	3
ART 3661	UI/UX Design (prereq. ART 1610 & ART 1620).....	3
ART 3670	Social & Advertising Media.....	3

BLOCK 2	Take any two of the following:	
ART 4639	Animation & Motion Design (prereq. ART 2610)	3
ART 4641	Motion Design & Immersion (prereq. ART 3650)	3
ART 4650	Environmental Graphics (prereq. ART 2610)	3
ART 4660	World Building	3

Freshman Year - First Semester	Hrs.
ART 1110 Observational Drawing	3
ART 1315 Foundation I	3
ART 1815 Art History Survey I (K.A. I - Fine Art)	3
General Education (F.S. - Writing I)	3
General Education (F.S. - Comm.)	3
Semester Total	15

Freshman Year - Second Semester	Hrs.
ART 1120 Color and Wet Media in Drawing	3
ART 1325 Foundation II	3
ART 2610 Design Process	3
ART 2620 Typographic Foundation	3
ART 3680 History of DM (spring, summer)	3
Semester Total	15

Sophomore Year - First Semester	Hrs.
ART 2630 Creative and AI Assisted Workflows (Art Elective Illus)	3
ART 1610 Web Languages (F.S. - Man. Info.)	3
ART 4850 20th Century Art & Architecture (fall) or	
ART 4860 Contemporary Art & Design (spring)	3
ART 3110 Drawing in the Expanded Field (Art Elective GD)	3
General Education (F.S. - Writing II)	3
Semester Total	15

Sophomore Year - Second Semester	Hrs.
ART 2640 Brand Development (Art Elective Illus)	3
ART 1620 Media Graphics (K.A. I - Add. Course)	3
ART 1825 Art History Survey II	3
ART 2710 Introduction to Printmaking	3
ART 3209 Figure Construction (Art Elective GD)	3
General Education (K.A. I - Literature)	3
Semester Total	18

Junior Year - First Semester	Hrs.
Any course from BLOCK1 (must have prereqs)	
(Art Elective Illus)	3
ART 1211 Photography I	3
ART 3221 Art in Theory: Contemporary Practice	3
ART 3625 Illustration Techniques (Art Elective GD)	3
General Education (K.A. II - Science w/Lab)	4
Semester Total	16

Junior Year - Second Semester	Hrs.
Any course from BLOCK1 (must have prereqs)	
(Art Elective Illus)	3
ART 2511 Painting I	3
ART 2412 Ceramics I	3
ART 3635 Illustration Concepts (Art Elective GD)	3
General Education (K.A. II - Mathematics)	3
General Education (K.A. III - History)	3
Semester Total	18

Senior Year - First Semester	Hrs.
Any course from BLOCK2 (must have prereqs)	3
ART 4620 Design Impact & Strategy	3
ART 2420 Sculpture I	3
ART 4625 Advanced Illustration I (Art Elective GD)	3
General Education (K.A. III - Soc./Behav. Sci.)	3
General Education (K.A. III - Add. Course)	3
Semester Total	18

Senior Year - Second Semester	Hrs
ART 4630 Design Senior Seminar or	
ART 4020 Studio Seminar	3
Any course from BLOCK2 (must have prereqs)	3
ART 4635 Advanced Illustration II (Art Elective GD)	3
General Education (K.A. II - Add. Course)	3
General Education Elective	3
Semester Total	15

Double Major 130 hours

DOUBLE MAJOR:

GRAPHIC DESIGN & STUDIO ART

PHOTOGRAPHY BFAS

The double major option combining a BFA in Graphic Design with a Studio Art BFA is an attractive option for students. This is a recommended plan for those seeking the dual degree with an emphasis in Photography. See individual degrees for specifics. Current or prospective UCM students should contact their faculty advisor for further information and guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**. See current catalog for complete statement of academic policies, leveling, and prerequisites. See approved electives for your area of emphasis.

Freshman Year - First Semester	Hrs.
ART 1110 Observational Drawing	3
ART 1315 Foundation I	3
ART 1815 Art History Survey I (K.A. I - Fine Art)	3
General Education (F.S. - Writing I)	3
General Education (F.S. - Comm.)	3
Semester Total	15

Sophomore Year - First Semester	Hrs.
ART 2630 Creative and AI Assisted Workflows (Art Elective Photo)	3
ART 1610 Web Languages (F.S. - Man. Info.)	3
ART 4850 20th Century Art & Architecture (fall)	3
ART 1211 Photography I	3
COMM 2412 Intro to Digital Video	3
General Education (F.S. - Writing II)	3
Semester Total	18

Junior Year - First Semester	Hrs.
Any course from BLOCK1 (must have prereqs) (Art Elective Photo)	3
ART 4610 Interactive Design (Art Elective Photo)	3
ART 3221 Art in Theory: Contemporary Practice	3
ART 2211 Photography II (Art Elective GD)	3
General Education (K.A. II - Science w/Lab)	4
Semester Total	16

Senior Year - First Semester	Hrs.
Any course from BLOCK2 (must have prereqs) Art Elective Photo)	3
ART 4211 Photography IV	3
ART 4620 Design Impact & Strategy	3
COMM 3450 Digital Video Editing	3
General Education (K.A. III - History)	3
General Education (K.A. III - Add. Course)	3
Semester Total	18

BLOCK 1	Take any two of the following:	
ART 3640	Print & Presentation (prereq. ART 2640)	3
ART 3650	3D Design & Modeling	3
ART 3661	UI/UX Design (prereq. ART 1610 & ART 1620)	3
ART 3670	Social & Advertising Media	3

BLOCK 2	Take any two of the following:	
ART 4639	Animation & Motion Design (prereq. ART 2610)	3
ART 4641	Motion Design & Immersion (prereq. ART 3650)	3
ART 4650	Environmental Graphics (prereq. ART 2610)	3
ART 4660	World Building	3

Freshman Year - Second Semester	Hrs.
ART 1120 Color and Wet Media in Drawing	3
ART 1325 Foundation II	3
ART 2610 Design Process.	3
ART 2620 Typographic Foundation (Art Elective Photo)	3
ART 3680 History of DM (Art Elective Photo)	3
General Education (K.A. III - Soc./Behav. Sci.)	3
Semester Total	18

Sophomore Year - Second Semester	Hrs.
ART 2640 Brand Development(Art Elective Photo)	3
ART 1620 Media Graphics (K.A. I - Add. Course)	3
ART 2710 Introduction to Printmaking	3
ART 1825 Art History Survey II	3
ART 3250 History of Photography	3
General Education (K.A. I - Literature)	3
Semester Total	18

Junior Year - Second Semester	Hrs.
Any course from BLOCK1 (must have prereqs) (Art Elective Photo)	3
ART 3211 Photography III (Art Elective GD)	3
ART 2511 Painting I	3
ART 2420 Sculpture I	3
General Education (K.A. II - Mathematics)	3
Semester Total	15

Senior Year - Second Semester	Hrs
ART 4630 Graphic Design 3B or	
ART 4020 Studio Seminar	3
Any course from BLOCK2 (must have prereqs)	3
MKT 3450 Digital Marketing	3
ART 2412 Ceramics I	3
General Education (K.A. II - Add. Course)	3
General Education Elective	3
Semester Total	18

Double Major *136 hours

DOUBLE MAJOR:

GRAPHIC DESIGN & STUDIO ART BFAS

The double major option combining a BFA in Graphic Design with a Studio Art BFA is an attractive option for students. This is a recommended plan for those seeking the dual degree with an emphasis in **Ceramics, Painting, Printmaking, or Sculpture**. See individual degrees for specifics. Current or prospective UCM students should contact their faculty advisor for further information and guidance.

A 15-hour block of General Education courses in Math, Written Communication, History or Political Science, and Science must be completed in the first four semesters to prepare for the GEA exam. These courses are indicated on the plan in **bold**. See current catalog for complete statement of academic policies, leveling, and prerequisites. See approved electives for your area of emphasis.

Freshman Year - First Semester	Hrs.
ART 1110 Observational Drawing	3
ART 1315 Foundation I	3
ART 1815 Art History Survey I (K.A. I - Fine Art)	3
General Education (F.S. - Writing I)	3
General Education (F.S. - Comm.)	3
Semester Total	15

Sophomore Year - First Semester	Hrs.
ART 2630 Creative and AI Assisted Workflows (Art Elective Studio)	3
ART 1610 Web Languages (F.S. - Man. Info.)	3
ART 2620 Typography (Art Elective Studio)	3
ART 4850 20th Century Art & Architecture (fall)	3
Upper Level Studio in Emphasis Area	3
General Education (F.S. - Writing II)	3
Semester Total	18

Junior Year - First Semester	Hrs.
Any course from BLOCK1 (must have prereqs)	3
ART 1211 Photography I	3
ART 3221 Art in Theory: Contemporary Practice	3
Upper Level Studio in Emphasis Area	3
General Education (K.A. II - Science w/Lab)	4
Semester Total	16

Senior Year - First Semester	Hrs.
Any course from BLOCK2 (must have prereqs)	3
Upper Level Studio in Emphasis Area	3
ART 4620 Design Impact & Strategy	3
ART 3110 Drawing in the Expanded Field	3
Level I Studio (Non-Emphasis Area)	3
General Education (K.A. III - Soc./Behav. Sci.)	3
Semester Total	18

BLOCK 1	Take any two of the following:
ART 3640	Print & Presentation (prereq. ART 2640).....3
ART 3650	3D Design & Modeling.....3
ART 3661	UI/UX Design (prereq. ART 1610 & ART 1620).....3
ART 3670	Social & Advertising Media.....3

BLOCK 2	Take any two of the following:
ART 4639	Animation & Motion Design (prereq. ART 2610)3
ART 4641	Motion Design & Immersion (prereq. ART 3650)3
ART 4650	Environmental Graphics (prereq. ART 2610)3
ART 4660	World Building3

Freshman Year - Second Semester	Hrs.
ART 1120 Color and Wet Media in Drawing	3
ART 1325 Foundation II	3
ART 2610 Design Process. (Art Elective Studio)	3
Level I Studio in Emphasis Area	3
ART 3680 History of DM (Art Elective Studio)	3
General Education (K.A. III - Soc./Behav. Sci.)	3
Semester Total	18

Sophomore Year - Second Semester	Hrs.
ART 2640 Brand Development (Art Elective Studio)	3
ART 1620 Media Graphics (K.A. I - Add. Course)	3
ART 1825 Art History Survey II	3
Upper Level Studio in Emphasis Area	3
ART 3209 Figure Construction	3
General Education (K.A. I - Literature)	3
Semester Total	18

Junior Year - Second Semester	Hrs.
Any course from BLOCK1 (must have prereqs)	3
Upper Level Studio in Emphasis Area	3
Level I Studio (Non-Emphasis Area)	3
Any course from BLOCK 2 (must have prereqs)	3
General Education (K.A. II - Mathematics)	3
General Education (K.A. III - History)	3
Semester Total	18

Senior Year - Second Semester	Hrs
ART 4630 Design Senior Seminar or	
ART 4020 Studio Seminar	3
Upper Level Studio in Emphasis Area	3
Level I Studio (Non-Emphasis Area)	3
General Education (K.A. II - Add. Course)	3
General Education Elective	3
Semester Total	15

Double Major *136 hours

DOUBLE MAJOR:
ART BSE & STUDIO ART BFA

The double degree option combining a BSE in Art Education with a Studio Art BFA is an attractive option for students. This is a recommended plan for those seeking the dual degree with an emphasis in Ceramics, Painting, Printmaking, or Sculpture. See individual degrees for specifics. Current or prospective UCM students should contact their faculty advisor for further information and guidance.

Important: Art education majors cannot take 3000 and 4000 level courses in the Department of Educational Foundations & Literacy (EDFL) until they are officially admitted to the teacher education program (TEP). In order to be admitted to the TEP, students must complete the requirements outlined at: www.ucmo.edu/cert. In order to graduate and receive teaching certification, students must take and pass the art content exam and provide evidence they have met the Missouri Teacher Standards.

Table with 2 columns: Course Name, Hrs.
First Semester
ART 1110 Observational Drawing: 3
ART 1315 Foundation I: 3
ART 1815 Art History Survey I (fall) (K.A. I-Fine Art): 3
ENG 1020 Composition I (F.S. Writing I): 3
General Education: 3
Semester Total: 15

Table with 2 columns: Course Name, Hrs.
Third Semester
EDFL 2100 Intro to the Teaching Profession: 3
FLDX 2150 Introductory Field Exp: 1
EDFL 2240 Educational Psych (K.A. III-Add. Course): 3
EDSP Ed of the Exceptional Child: 3
Level I Studio in Emphasis Area: 3
ART 3209 Figure Construction: 3
Semester Total: 16 hrs

Table with 2 columns: Course Name, Hrs.
Fifth Semester
Upper Level Studio in Emphasis Area: 3
ART 1211 Photography: 3
General Education: 3
ART 3110 Drawing in the Expanded Field: 3
EDFL 4210 Intro to Content Area Literacy: 2
General Education: 3
Semester Total: 17 hrs

Table with 2 columns: Course Name, Hrs.
Seventh Semester
Level I Studio (Non-Emphasis Area): 3
Upper Level Studio in Emphasis Area: 3
ART 3911 Art Education Foundations & Literacy (fall): 2
ART 4850 20th Century Art & Architecture (fall): 3
ART 4916 Studio Core: 3
Level I Studio (Non-Emphasis Area): 3
Semester Total: 17 hrs

Table with 2 columns: Course Name, Hrs.
Ninth Semester
Upper Level Studio in Emphasis Area: 3
ART 4020 Studio Seminar: 3
ART 4915 Methods of Teaching Art II (fall): 3
EDFL 4970 Secondary Teaching & Beh. Mngmnt: 2
FLDX 4970 Practicum in the Content Area: 1
Art Elective: 3
Semester Total: 15 hrs

See current catalog for complete statement of academic policies, leveling, and prerequisites.

Table with 2 columns: Course Name, Hrs.
Second Semester
Art 1120 Color and Wet Media in Drawing: 3
ART 1325 Foundation II: 3
ENGL 1030 Composition II (F.S. Writing II): 3
HIST 1350 or 1351 (K.A. III): 3
General Education Math: 3
Semester Total: 15 hrs

Table with 2 columns: Course Name, Hrs.
Fourth Semester
Upper Level Studio in Emphasis Area: 3
Level I Studio (Non-Emphasis Area): 3
ART 1825 Art History Survey II (spring): 3
General Education (Science w Lab): 4
General Education (Managing Information): 2
Semester Total: 15 hrs

Table with 2 columns: Course Name, Hrs.
Sixth Semester
Upper Level Studio in Emphasis Area: 3
ART 1835 Global Arts & Culture (K.A. I): 3
PSY 3220 Lifespan Development: 3
ART 2610 Intro to Graphic Design and Illustration: 3
EDFL 2250 Intro to ELL & Culturally Resp. Ped: 2
ART 3314 Fibers: 3
Semester Total: 17 hrs

Table with 2 columns: Course Name, Hrs.
Eighth Semester
Upper Level Studio in Emphasis Area: 3
ART 3915 Methods of Teaching Art I (Spring, w/FLDX 3000): 2
FLDX 3000 Field Experience in Content Area: 1
ART 3221 Art in Theory: Contemporary Practice: 3
ART 4020 Studio Seminar: 3
General Education (K. A. III): 3
General Education: 3
Semester Total: 18 hrs

Table with 2 columns: Course Name, Hrs.
Tenth Semester
Art 4920 Methods of Teaching Art III: 3
FLDX 4468 Student Teaching Secondary II: 4
FLDX 4495 Student Teaching Elementary I: 5
Semester total: 12 hrs

Dual Major *156 hours

SCHOLARSHIPS & INTERNATIONAL STUDY

Scholarship Opportunities

Based on electronic portfolio review, UCM Art & Design offers merit-based achievement scholarships to incoming first time students: Freshman and Transfer Students. Only full-time students are eligible to apply. The amount offered per scholarship varies according to the potential shown by the strength of the portfolio. It is awarded for both the fall and spring semesters of the first year a student attends UCM while majoring in a program within Art & Design. All scholarships require an application and a portfolio.

Foundation scholarships are also available for our current students.

To be considered for these scholarships you must:

- 1. Create good quality digital images of your work (15-20 pieces)
- 2. Complete and submit the electronic application form. The deadline for application is February 1 of each year.
- 3. Major in one of the programs offered by UCM Art & Design, enrolling each semester of your first year in a minimum of six credit hours (2 classes) of courses offered by Art & Design (course prefix of ART).

THE PORTFOLIO

Consideration for an art scholarships requires a digital portfolio of 15-20 pieces of recent work which may include drawings and two- and three- dimensional pieces.

For more information, please visit our website at https://www.ucmo.edu/art or contact the Art & Design division.

**NOTE: A change in declared major and/or failure to take and pass at least six credit hours of Art & Design courses each semester during the year the scholarship is awarded will result in the rescinding of the scholarship so that it may be awarded to another student majoring in art or design.

International Study Opportunities

Travel and study have historically been an important component of an artist's study as a means of broadening cultural perspective and gaining personal insights that are reflected back in the artist's work.

Division approved international study options exist for meeting both elective and required course work for the art major.

The International Museum Tour:

The beautiful and exciting cities of Europe await you!! This group art history tour is sponsored by the Art & Design division each summer, approximately two weeks from mid-May to early June. Travel with a group of fellow students and two knowledgeable faculty with European travel experience. Stay in the heart of a European city. Past trips have visited Paris, London, Madrid, Barcelona, and Rome

Europe is an art, historical and cultural feast. You cannot help but be overwhelmed by the incredible architecture, the quality and quantity of the museums and historical sights, the open markets, the beautiful parks, the flavor of these cities, and of course, the food! Credit is available for Ideas and the Visual Arts (Art 1800), Art History Survey II (Art 1825), or 20th century Art and Architecture (Art 4850). Other options are possible, see Melanie Johnson for more information.

A travel fee is charged (in addition to tuition) that covers all lodging, airfare, transportation,, museum, entrance fees, and a continental breakfast each day. Fees are two installments, one in late January and the other in April. Watch the hallways for signs advertising informational meetings starting in October. The number of travelers is limited so be sure to connect early with the tour directors. For more information contact Dr. Cloud.

See the International Office for specific semester-long opportunities and be sure and talk with your faculty academic advisor.

UCM STUDIO ART/ ART ED TECHNOLOGY REQUIREMENTS

LAPTOP REQUIREMENT

All entering Freshmen will be required to have a personal laptop computer that meets the minimum requirements described below begining with Art 1315 Foundation I.

The Peripherals and Software section lists remaining requirements for Art and design majors. ***If you are majoring in Graphic Design, Illustration, Photography, or Interior Design please see additional requirements.***

Laptop purchase options:

Purchase through the University bookstore, Apple or any computer retailer. Student discounts vary.

UCM Student Financial Services COA:

Standard UCM student financial aid allows purchases at the UCM Bookstore up to \$500. This amount will not cover the standard required laptop purchase. To assist with the required laptop purchase, the Office of Student Financial Services provides a Cost of Attendance Appeal process. This process may assist parents/guardians/students with additional federal student loans. To apply for the additional loans, please complete the following process as soon as possible:

To apply for additional loans, please complete the following process as soon as possible:

- Complete the COA Appeal form
- Attach the course syllabus for ART 1315
- Return to the Office of Student Financial Services - 1100 Ward Edwards Building

PERIPHERALS AND SOFTWARE

These items are readily available at many online retailers as well as traditional stores. For assistance with purchase and/or installation of software, please contact the CAHSS Computer Specialist - John Schmidt.

- **1TB External Drive** - An external hard drive with a minimum of 1 terabyte of available storage. (\$49.99 -estimated cost) Example Seagate product
- **16GB USB** - A 16gb or greater USB portable data storage device (flash drive, thumb drive, memory stick) required to utilize program area printers. Example: Sandisk product
- **Adobe Creative Cloud** - Creative Cloud Complete (Student current monthly subscription - \$19.99)

LAPTOP CONFIGURATIONS

A laptop that performs to minimum program standards is essential for optimal student performance and learning experiences. An underpowered laptop could cause delays, long wait-times, and software failures. Whenever possible maximize the memory and graphics card specifications.

Recommended Systems

A Macintosh laptop with 16GB memory minimum. The Apple Higher Education Discount online store has multiple configurations available.

A PC with minimum 16GB memory and a graphics card and processor powerful enough to run all of the Adobe Creative Cloud software.

Note: The industry standard computer is the Macintosh computer and it is our recommended platform. Students may choose to use a PC and it will pose no serious limitations, although the student may experience some minor compatibility issues between the school labs and their laptop and requires a more thorough understanding of their computer.

CARE & MAINTENANCE

A carefully selected computer at the minimum specifications should serve the student well through degree completion if it is carefully maintained and cared for. Please consider the following as expected practices and potential expenses:

- Regular System Software Updates
- Careful File Management & External Back-Ups
- Hardware Service Agreement or Extended Warranty Program (AppleCare)
- Accidental Damage Insurance or Renter's Insurance

UCM TECHNOLOGY SUPPORT

The UCM TCS (Technology Support Center) offers basic help with student connection and access to the wireless network on campus. Ultimately hardware and software are the student's responsibility to maintain.

CONTACT US

Rahilla Weed
Art Education Program Coordinator
Email: weed@ucmo.edu

Mark Farris
Studio Art Program Coordinator
Email: farris@ucmo.edu

UCM GRAPHIC DESIGN, ILLUSTRATION, AND PHOTOGRAPHY TECHNOLOGY REQUIREMENTS

LAPTOP REQUIREMENT

All entering Freshmen will be required to have a personal laptop computer that meets the minimum requirements described below for classes in Graphic Design, Illustration, and Photography beginning with ART 1315 Foundation I.

The Peripherals and Software section lists remaining requirements for Graphic Design, Illustration, and Photography.

Laptop purchase options:

Purchase through the University bookstore, Apple or any computer retailer. Student discounts vary.

UCM Student Financial Services COA:

Standard UCM student financial aid allows purchases at the UCM Bookstore up to \$500. This amount will not cover the standard required laptop purchase. To assist with the required laptop purchase, the Office of Student Financial Services provides a Cost of Attendance Appeal process. This process may assist parents/guardians/students with additional federal student loans. To apply for the additional loans, please complete the following process as soon as possible:

To apply for additional loans, please complete the following process as soon as possible:

- Complete the COA Appeal form
- Attach the course syllabus for ART 1315
- Return to the Office of Student Financial Services - 1100 Ward Edwards Building

PERIPHERALS AND SOFTWARE*

These items are readily available at many online retailers as well as traditional stores. For assistance with purchase and/or installation of software, please contact the CAHSS Computer Specialist.

1TB External Drive - An external hard drive with a minimum of 1 terabyte of available storage. (\$49.99 -estimated cost) Example Seagate product

- **16GB USB** - A 16gb or greater USB portable data storage device (flash drive, thumb drive, memory stick) required to utilize program area printers. Example: Sandisk product

- **Digital Drawing Tablet** - Graphics tablet to use for digital art, photo-editing and animation. (\$79.99 estimated cost) Example iPad Pro or Wacom product.

- **Adobe Creative Cloud** - *Creative Cloud Complete (Student current monthly subscription - \$19.99)*

- *Some Art & Design majors are give access to the Creative Cloud through UCM. Contact your program faculty for more information.*

- **Mouse** *with Right-Click & Scroll Wheel*

- For Illustration Majors an iPad or iPad Pro with Procreate and Apple Pencil capabilities is also strongly recommended. For more information regarding which model to purchase please contact Professor Lu at xiaoyuelu@ucmo.edu

LAPTOP CONFIGURATIONS

A laptop that performs to minimum program standards is essential for optimal student performance and learning experiences. An underpowered laptop could cause delays, long wait-times, and software failures. Whenever possible maximize the memory and graphics card specifications.

Recommended Systems

A current Macbook Pro with at least 16GB memory minimum. The Apple Higher Education Discount online store has multiple configurations available. All models with the suggested 16GB memory upgrade, should be sufficient to run the software in required applications.

A PC with minimum 16GB memory and a graphics card and processor powerful enough to run all of the Adobe Creative Cloud software including large image processing, video editing and 3d graphics rendering. Similar to the Dell Precision 5000 line of computers.

It should be noted more ram memory higher than 16GB will drastically improve the performance of the machine for intensive projects like video editing or animation.

Note: The industry standard computer is the Macintosh computer and it is our recommended platform. Students may choose to use a PC and it will pose no serious limitations, although the student may experience some minor compatibility issues between the school labs and their laptop and requires a more thorough understanding of their computer.

CARE & MAINTENANCE

A carefully selected computer at the minimum specifications should serve the student well through degree completion if it is carefully maintained and cared for. Please consider the following as expected practices and potential expenses:

- Regular System Software Updates
- Careful File Management & External Back-Ups
- Hardware Service Agreement or Extended Warranty Program (AppleCare)
- Accidental Damage Insurance or Renter's Insurance

UCM TECHNOLOGY SUPPORT

The UCM TCS (Technology Support Center) offers basic help with student connection and access to the wireless network on campus. Ultimately hardware and software are the student's responsibility to maintain.

CONTACT US

UCM Graphic Design
Eric Stykel
Graphic Design Program Coordinator
Email: stykel@ucmo.edu

UCM Photography
Jeremey Underwood
Professor of Photography
Email: jrunderwood@ucmo.edu

UCM INTERIOR DESIGN TECHNOLOGY REQUIREMENTS

LAPTOP REQUIREMENT

All entering freshman will be required to have a personal laptop computer that meets the minimum requirements described below, for classes in Interior Design beginning with ART 2310 ID Studio I (laptop required by the second week of the fall semester).

The Peripherals and Software section lists remaining requirements for Interior Design majors.

Laptop purchase options:

Purchase off-campus (the Dell company offers payment plans - see the Dell suggestions)

UCM Student Financial Services COA:

Standard UCM student financial aid allows purchases at the UCM Bookstore up to \$500. This amount will not cover the required laptop purchase. To assist with the required laptop purchase, the Office of Student Financial Services provides a Cost of Attendance Appeal process. This process may assist parents/guardians/students with additional federal student loans.

To apply for additional loans, please complete the following process as soon as possible:

- Complete the COA Appeal form
- Attach the course syllabus for ART 2310 ID Studio I
- Return to the Office of Student Financial Services - 1100 Ward Edwards Building

CONTACT US

UCM Interior Design
Department of Art & Design
Warrensburg, MO 64093
Email: Dr. Susan Stevenson, Interior Design
Program Coordinator
sstevenson@ucmo.edu

LAPTOP CONFIGURATIONS

A laptop that performs to minimum program standards is essential for optimal student performance and learning experiences. An underpowered laptop causes delays, long wait-times, and software failures. Whenever possible maximize the memory and graphics card specifications.

Recommended Systems

A PC with minimum 32GB (64 GB recommended) memory and a graphics card and processor powerful enough to run Revit 2024 (or latest version) and all the Adobe Creative Cloud software including large image processing, video editing and 3d graphics rendering done with Enscape. Like the Dell Precision 5000 line of computers.

System Requirements for Revit:

Please follow the link and select "**Value: Balanced price performance**" recommendations for laptop configurations..

Scan QR code with
phone for link.



Recommended System Requirements: Please use the above link to follow "REVIT 2024, Performance: Large, complex models.

Note: The software required for the Interior Design Program requires the Microsoft Windows platform. An Apple "Mac" computer may be used if it dual-boots into Windows. Although some software may be available on the Mac platform the interface differences will not be addressed by instructors.
Apple "Mac" laptops are not recommended. The Interior Design program and the Department of Art & Design does not address or resolve hardware and software compatibility issues.

CARE & MAINTENANCE

A carefully selected computer at the minimum specifications should serve the student well through degree completion if it is carefully maintained and cared for. Please consider the following as expected practices and potential expenses:

- Regular Operating System Software Updates
- Virus Protection (may be software, plugins, safe practices)
- Careful File Management & External Back-Ups
- Hardware Service Agreement or Extended Warranty Program
- Accidental Damage Insurance or Renter's Insurance

SUGGESTED & RECOMMENDED LAPTOP CONFIGURATIONS

Operating System	64-bit Microsoft® Windows® 10 or Windows 11.
Memory	<i>Suggested:</i> Minimum 32 GB RAM <i>Recommended:</i> 64 GB RAM
Graphics Card	Recommended: NVIDIA GeForce RTX 2070/Quadro RTX 5000 or an AMD equivalent GPU with at least 8GB VRAM The latest available drivers or at least "Enscape's" recommended drivers
Processor	Intel® i-Series, Xeon®, AMD® Ryzen, Ryzen Threadripper PRO. 2.5GHz or Higher Highest CPU GHz recommended. Autodesk® Revit® software products will use multiple cores for many tasks.
Mouse	MS-Mouse or 3Dconnexion® compliant device. With Right-Click & Scroll Wheel
Browser	Microsoft Internet Explorer 10 or higher.

Note: "Suggested" configurations will meet all software requirements for ID students at a moderate price. "Recommended" configurations will meet and run all software requirements for ID students, but at a slightly higher price.

PERIPHERALS AND SOFTWARE

These items are readily available at many online retailers as well as traditional stores. For assistance with purchase and/or installation of software, please contact the CAHSS Computer Specialist - Kordel Ballard..

- **1TB External Drive** - An external hard drive with a minimum of 1 terabyte of available storage. (\$69.99 -estimated cost) Example Seagate product
- **16GB USB** - A 16gb or greater USB portable data storage device (flash drive, thumb drive, memory stick) required to utilize program area printers. Example: Sandisk product
- **Microsoft Office**
 - *Office 365 (Free)* through UCM Office of Technology
 - *Office (\$6.99 per month - \$139.99 for Office Home and Student)* Through Microsoft website
 - *OnTheHub.com (Office 16 - \$9.95 for students)* Discount software site.
- **Microsoft Windows 10**
 - *Through Microsoft website*
 - *OnTheHub.com (\$9.95 for students)* Discount software site.
- **Autodesk AutoCAD and Autodesk Revit**
 - *Autodesk Education Community Homepage (start your education account and add software)*
 - *AutoCAD and Revit specific pages (Free student/educator downloads)autodesk.com/education/edu-software/overview?us_oa*
- **Trimble Sketchup PRO**
 - *Sketchup PRO (\$55.00 1 year price) sketchup.com/plans-and-pricing/sketchup-studio-for-higher-education*
- **Sketchup Plugins (free downloads)**
 - *Twilight Render V2 Hobby SketchUp STL in the Extension Warehouse*
- **Adobe Creative Cloud**
 - *Creative Cloud Complete (Not needed until spring semester of the freshman year; student monthly subscription - \$19.99)*
 - *OnTheHub.com (\$19.95 per month)* Discount software site.

MUSEUMS & GALLERIES

BEACH MUSEUM OF ART

Kansas State University
14th St & Anderson Ave
Manhattan, KS
785-532-7718

BELGER ARTS CENTER

2100 Walnut Street
Kansas City, MO
816-474-3250

CONTEMPORARY ART MUSEUM ST. LOUIS

3750 Washington Blvd
St. Louis, MO
314-535-4660

DAUM MUSEUM OF CONTEMPORARY ART

State Fair Community College
Stauffacher Center for the Fine Arts
3201 W. 16th St.
Sedalia, MO
800-827-5295
660-530-5888

H&R BLOCK ARTSPACE

Kansas City Art Institute
16 East 43rd Street
Kansas City, MO
816-561-5563

KANSAS CITY ARTISTS COALITION

3200 Gillham Road,
Kansas City, MO
816-421-5222

KEMPER MUSEUM

OF CONTEMPORARY ART

4420 Warwick Blvd.
Kansas City, MO
(816) 753-5784

KEMPER IN THE CROSSROADS

33 West 19th Street
Kansas City, MO
816-753-5784

NELSON-ATKINS MUSEUM OF ART

4525 Oak St.
Kansas City, MO
(816) 751-1278

NERMAN MUSEUM

OF CONTEMPORARY ART

Johnson County Community College Gallery of Art
12345 College Blvd.
Overland Park, KS
913-469-8500

SPENCER MUSEUM OF ART

University of Kansas
1301 Mississippi Street
Lawrence, KS
785-864-4710

ST. LOUIS ART MUSEUM

1 Fine Arts Drive, Forest Park
St. Louis, MO
314-721-0072

The CrossRoads District (20th & Baltimore) in Kansas City is full of galleries. They have First Friday Gallery Openings every month (the first Friday of every month, from 7 to 9 pm).

For exhibition information, calls for entries, and internships **visit:**
www.charlottestreet.org
www.kansascityartistscoalition.org

GALLERY OF ART & DESIGN

The Gallery of Art & Design is devoted to enriching the education and lives of our art students by bringing visual art exhibitions of national and international significance to the campus and community.

Located in the Art Center, the Gallery of Art & Design consists of three exhibition spaces: Main Gallery, Outer Gallery and Gallery 115.

The Main and Outer Galleries host four to six exhibitions each year, along with the annual Faculty Exhibition, Senior Exhibitions, and the Citation Show. The Main and Outer Gallery spaces serve as an educational vehicle, supporting the academic mission of the division These spaces offer exhibitions of art and design, multidisciplinary learning experiences and outreach to the community.

Gallery 115 is a project-space gallery emphasizing curated exhibitions from students and invited artists. The gallery supports exhibitions of experimental, innovative, and multi-dimensional artwork. Hosting four week exhibitions, Gallery 115 provides new ways of looking at, or thinking about the human experience and the interaction between artist and viewer.

A fantastic advantage to being at the University of Central Missouri is its close proximity to a multitude of galleries and museums within a one-hour drive from Warrensburg. Visits to these sites throughout the school year are highly encouraged. Regular contact with the art world is a valuable part of your artistic development.

To find out more about the Gallery of Art & Design, contact Gallery Director Jamie Platt at jplatt@ucmo.edu

ART SUPPLIES

There are many good suppliers not listed. Look online or the ads in professional magazines.

Be resourceful. Talk to other students, faculty and professionals.

UCM UNION BOOKSTORE

The Crossing (660) 543-4370.
Very good supply of general art materials.

WAL-MART

Highway 13, Warrensburg, MO (660) 747-8188.
10% discount with student I.D.

BLICK (UTRECHT ART SUPPLIES)

4144 Main Street., Kansas City, MO 64111
(816) 531-8410
www.dickblick.com or www.utrecht.com
Ask about discount.

SERICOL

1101 Cambridge Dr. Kansas City, KS
(913) 342-4060.
10% discount on studio supplies with student I.D.

DANIELS SMITH INC.

4150 1st. Ave. So., Seattle WA, 98134.
(206) 223-9599
www.danielsmith.com

JERRY'S ARTARAMA

P.O. Box 1105J, New Hyde Park, NY 11040
1-800-221-2323 or 1-800-827-8478
Save up to 70%. Lowest price guaranteed.
www.jerrysartarama.com

BRACKER'S GOOD EARTH CLAY

1831 E 1450 Rd, Lawrence, KS, 66044
785-841-4750

JAMES C. KIRKPATRICK LIBRARY

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JCKL Collections

The library supports students in Art with a strong collection of physical books, ebooks, databases, and a wealth of material in Special Collections.

Art books are located on the 3rd floor of the library arranged in call number order and browsing the collection can be particularly useful.

- Visual Arts are in **N**, Architecture is in **NA**, Sculpture is in **NB**, Painting is in **ND**, Print Media is in **NE**, Decorative Arts is in **NK**, and Arts in General is in **NX**.
- Graphic novels are located in **PN** 6700-6790.
- There are a number of databases that provide access to scholarly journals on Art listed on the Library Guide: <https://guides.library.ucmo.edu/art>
- The picture books in the **Children's and Young Adult Literature Collection** are of particular interest for Art Education students as well as students interested in Illustration and Graphic Novels.
 - *Children's and Young Adult Fiction Literature is in the NW Alcove and Non-Fiction is in the NE.*
 - *There are children's books on famous artists and books on making art that are geared for kids.*

Special Collections has historical children's materials, including pop-up books (earliest pop-up title is from 1884!), movable and toy books, Golden Books, teaching posters from the 1960s, and an incredible collection of original children's book illustrations, including original works by Ed Emberley, Mo Willems, Don Freeman, Christian Robinson and more! Book a time to meet with Maya Kucij, the Special Collections librarian and check out this incredible resource.

Spaces at JCKL

- JCKL has beautiful light and comfortable chairs to sit and sketch. Come draw or create in one of our many bookable group study rooms.
- Exhibits in the display cases on the first floor rotate on a regular basis. Past displays include Picture Books by Famous Graphic Designers, special illustration displays of the work of Richard Scarry, Tomie de Paola, Home Economics titles.
- Located on the first floor of JCKL, the **McClure archives and University Museum** has ethnographic, historic, and textile artifacts from around the world. They offer up to six exhibits a year as well as numerous lectures, public presentations, and educational programming.

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- Melony DelReal can help you
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