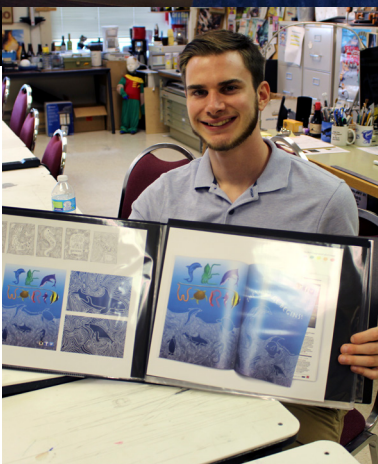


FIND YOUR PASSION CREATE YOUR DREAM







Catalog Volume 92  
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332 South Michigan Avenue Chicago, IL 60604-4302 312.461.0600 [aaart.edu](http://aaart.edu)



The American Academy of Art does not discriminate on the basis of age, disability, national origin, religion, race, gender, or sexual orientation.



# We Welcome You



**T**he American Academy of Art is a school built on a tradition of professionalism and excellence. We are a thriving creative community of skilled faculty, dedicated staff and talented students. Our faculty and staff have come together collaboratively working toward a common goal: equipping our students to be leaders in the art world.

We believe professional artists need a robust foundation of skills including drawing, design, materials and techniques, and creative problem solving. The early coursework for our students focuses on developing these essential skills not only in the studio, but also in the humanities and sciences. From this foundation, we encourage the development of creative and critical thinking that will allow students to use their foundational skills to communicate their own artistic vision and pursue a career as a professional artist.

Our faculty and staff represent a diversity of cultures and artistic styles that we hope will inspire our students to broaden their minds and their artistic range during their years at the Academy and beyond. We encourage our students to consider the impact that they can have on their culture and society through their work.

Since our founding in 1923, our programs have evolved with contemporary artistic styles and technological advances, but the same vision of artistic excellence that inspired our founder remains. Our halls are lined with the works of many of our successful alumni, and each year that legacy grows as our graduates find rewarding careers in the art field and take their place as leaders.

We invite you to join our community, to develop your skills toward becoming a professional artist, and to take your place as a leader.

**—Duncan Webb**  
*Academic Dean,*  
American Academy of Art

**T**he American Academy of Art should provide the best instructors and attract the best students.

—Frank Young Sr.  
*Founder*

**T**he American Academy of Art was founded to meet the ever-increasing demand of the student, and the market as well, a school that would give not only a good academic foundation in the arts of drawing, painting, and design, but teach also their application to specific fields.

—Harry L. Timmins  
*The first President of the*  
*American Academy of Art,*  
c. 1923



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## Administration

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Ione Fitzgerald  
*Vice President*  
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*Academic Dean*  
Stuart Rosenbloom  
*Director of Admissions*  
Marcia R. Thomas  
*Registrar*  
Nick Podraza  
*Art & Alumni Coordinator*  
Lindsay Sandbothe  
*Career Services Coordinator*  
Hannah Moody-Goo  
*Librarian*

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Ms. Ione Fitzgerald  
Mr. Thomas Kube  
Mr. Richard H. Otto  
Mrs. Cynthia Reynolds  
Mr. Charles E. Schroeder, Jr.  
Dr. Patricia Widmayer

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Rick Jouza

## Administrative Staff

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Tracy Redding  
Joyce Collins  
Kathryn Lavin

## Advisory Committee

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*Photography*  
Kelly Friedl  
*Titanium Design*  
Herbert George  
*University of Chicago*  
Mark Jarzemsky  
*Creative Director*  
Kathleen Kearns  
*Kearns Design Group*  
Doug Klauba  
*Illustrator*  
Elsa Muñoz  
*Fine Artist*  
Scott Smith  
*The Bradford Exchange*  
Matt Sullivan  
*Mark USA*  
Ed Wisinski  
*Illustrator*  
Gary Young  
*Creative Director*



# Mission Statement and Core Values

## Mission

To teach students the traditional and contemporary skills that will enable them to pursue careers as professional artists. Academy graduates will have the professional skills and vision, the knowledge of other disciplines of human achievement, and the commitment to lifelong learning needed to succeed in a global society while contributing to their communities.

## Core Values

The college community believes in:

**L**ifelong learning: Among our students and staff alike, the Academy believes in the importance of ongoing professional, intellectual and artistic development.

**E**mphasis: The Academy emphasizes preparing all students with a solid foundation of traditional artistic skills, such as drawing, color and design, regardless of their professional goals.

**A**ssessment: The Academy strives for excellence by actively seeking both internal and external assessment to improve student learning across the curriculum.

**D**iversity: The Academy believes that diverse perspectives are essential to learning. It promotes respect for cultural diversity in all its forms, including diversity of artistic practices.

**E**mployment: The Academy realizes that its ultimate success is measured by the number of graduates who find careers and fulfillment as professional artists.

**R**esponsibility: The Academy recognizes the ethical responsibilities of art practitioners and promotes a culture of academic and professional integrity.

**S**elf-Reliance: The Academy seeks to provide a challenging environment where students can discover their full potential and apply with confidence the life skills of self-discipline, responsibility, and problem solving.



# History of The American Academy of Art

## The American Academy of Art is a private not-for-profit college.

**T**he American Academy of Art was founded in 1923 as a school for professional artists. Our classes have traditionally placed an emphasis on preparing students for a career in art. We are home to a distinguished faculty committed to providing our students with artistic skills and knowledge of contemporary tools and techniques. Today, the American Academy of Art continues to build on this strong reputation of educating successful professional artists.

Our curriculum is based on developing strong foundational skills and knowledge from which students can improve their abilities as they complete challenging projects of progressive difficulty. The Academy offers nine Bachelor of Fine Arts degree programs in 3-D Modeling/Animation, Art Direction, Digital Illustration, Graphic Design, Illustration, Life Drawing, Multimedia Design, Painting with specializations in Oil Painting or Watercolor Painting, and Photography.

Students start their training in foundation courses. In Fundamentals of Art and Life Drawing courses, students learn figure drawing, composition, rendering, linear perspective and creative problem solving. A variety of materials and techniques are introduced in these courses. Class projects give students experience in the full artistic process—from concept to sketch to thumbnail to finished work and prepare students for courses in their major.

The Academy places focus on studio time with faculty to enable students to practice and improve on the skills and concepts covered in the classroom. Students spend many hours each week with hands-on studio work as they learn to develop and convey their visual ideas. In addition, studio time gives students an opportunity to develop their creative vision, collaborate with their artistic peers and critique their own work and the work of their colleagues in a professional context.

We recognize our experienced faculty as one of our most vital parts for our student's success. Our faculty is familiar with the stages of artistic development and able to provide

guidance and encouragement to young artists. The faculty bring their professional experience and their passion for teaching with the goal of preparing our students.

Classroom collaboration often results in greater creativity and inspiration. The students benefit from instruction and critique from faculty members who are invested in the students' artistic growth.



*A bygone era at the American Academy of Art*

We include a core of humanities and sciences courses as an essential component of our curriculum. Through these courses, students gain broad knowledge and skills that will prepare them for their careers in the creative industries. Our humanities and sciences classes prepare students for the professional world with strong critical thinking, assertive problem solving and clear communication skills.

We are proud of the success of our graduates. Many of our alumni have established themselves in leadership positions in their fields. In the years that our students are with us, we make every effort to equip them for rewarding careers where they can have a positive impact on their culture and community.

When Frank Young Sr. founded the American Academy of Art in 1923, he was an internationally recognized authority in advertising design. He believed the Academy should "provide the best instructors, attract the best students, and neglect nothing that will help them to build successful careers." The same goals and traditions hold true today. His son, Frank Young Jr., managed the Academy from 1964 until 1970, when Clinton E. Frank, founder of Clinton E. Frank Inc. Advertising, took over as chief executive. Mr. Frank's agency was widely known for its exceptional creative departments.

Richard H. Otto, our current president, assumed the role of president in 1992. He has maintained the Academy's tradition of excellence while developing new programs and initiatives to ensure the continuing quality of education for future generations.



# About the American Academy of Art



*Visitors are always welcome at the American Academy of Art*

**A** tour of the Academy reveals the quality of art and educational experiences that are offered to our students.

## Location and Facilities

The American Academy of Art is located at 332 South Michigan Avenue in downtown Chicago, with convenient access to public transportation and many of Chicago's most notable museums and galleries. The Academy is two blocks south of the Art Institute of Chicago and two blocks west of Lake Michigan. Students, staff and guests enjoy a view of Grant Park from the Irving Shapiro Library and the Bill L. Parks Gallery. We are within walking distance of Metra trains and just blocks from all CTA lines. Parking garages are also located within a block of the school. With many transportation options to choose from, students and faculty find frequent opportunities to explore nearby cultural resources like the Art Institute of Chicago, the Harold Washington Library, the Chicago Cultural Center, Millennium Park and the Museum of Contemporary Art. We encourage our students to take

advantage of the resources that the surrounding community has to offer. The school occupies about 50,000 square feet on the second and third floors of the 332 South Michigan building with a private entrance at street level. This facility houses all of our classrooms; faculty, staff and administrative offices; and two student lounges, as well as the Irving Shapiro Library and the Bill L. Parks Gallery. The school occupies about twenty classrooms, including twelve specialized studios and five digital media labs. We have created a unique atmosphere in the halls of the Academy by using numerous display cases to highlight the work of alumni and current students, making our halls both a tribute to the Academy's past and a glimpse into the future. Student work is rotated regularly, and teachers often use the cases to display exceptional work completed in their classes.

## Housing

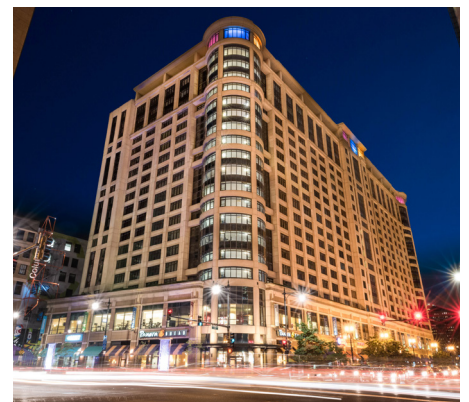
For housing information or to receive a housing brochure, please contact our housing coordinator.

## Equipment

Studios are furnished appropriately with drawing benches, easels or adjustable tables, model stands, props, draperies, skeletons, and plaster casts. Our digital media studios feature both Mac and Windows computers, optical scanners, digital and video cameras, and printers. A full range of software applications is available, including digital imaging, print/page layout, 3-D modeling, 2-D and 3-D animation, sound and multimedia programming and digital video. The photography studio includes a traditional black-and-white darkroom in addition to digital photography equipment that includes professional digital cameras, computer stations and studio lights.

## Bill L. Parks Gallery

The Bill L. Parks Gallery, named for longtime Life Drawing Instructor, Bill L. Parks, hosts a number of exhibitions and events throughout the year. The gallery curator arranges showings of student, faculty and visiting artist work, as well as exhibitions of past and new works from the Academy's permanent collection. The gallery is open to the public as well as to our students, staff and faculty. Many special events and presentations also take place in the gallery, such as the visiting artist lectures and workshops.



*American Academy of Art Housing*



# Preparing The Student For Employment

## Career Services

The American Academy of Art has a long tradition of preparing students for professional careers in art. In addition to an academic program that helps students build the necessary skills and knowledge for an art career, we also have an active Career Services Office that plays a vital role in professional development. Students can begin taking advantage of Career Services as early as their freshman year. Each semester of a student's program is a critical building block in the education process. Our Career Services Office helps students to maximize each step of the building process through internships, competitions, and part-time or full-time employment, as well as freelance opportunities. Our Career Services Office is at the center of a close collaboration between faculty, staff, students and potential employers. We maintain contact with employers in the art field to ensure that we have an accurate understanding of the needs and requirements of their industry. Students make many decisions in their college years that will impact their career opportunities throughout their lives. We are available to discuss the many options that are open to students to help them make the best decisions possible. Making the transition from college to career is an important step for students, and our Career Services Office has a specific strategy for providing guidance during this time. All students are required to meet with the Career Services Coordinator prior to graduation. During these meetings, students review their resume, career goals and promotional materials, plus participate in a mock interview. These meetings help students to focus their employment search and develop confidence in making career decisions. The Career Services Office is also a point of contact with our alumni, who are an important part of our academic and creative community. Although the Academy cannot guarantee

employment, assistance is available to all alumni at any stage in their career. Alumni are often a source of referrals for freelance, part-time or full-time employment for current students and new graduates. Since the opportunities in the art field are so varied, we maintain a network of employers looking to hire full time, part time, and freelance artists. The American Academy of Art is well represented in the art community by the success of our graduates. We strive to prepare our students for rewarding careers where they can fully apply the skills and knowledge they have gained during their years at the Academy.

## Bachelor of Fine Arts Degree Programs

The American Academy of Art grants the Bachelor of Fine Arts degree (BFA). The four-year BFA programs require 122 semester credit hours over the course of eight full-time semesters. Students choose from the following degree programs:

Bachelor of Fine Arts degree programs in 3-D Modeling/Animation, Art Direction, Digital Illustration, Graphic Design, Illustration, Life Drawing, Multimedia Design, Painting with specializations in Oil Painting or Watercolor Painting, and Photography.



*Graduate Brandon Ledgerwood working at The Bradford Group*



# Academy Faculty and School Information

## Faculty

Becoming a professional artist requires more than just skill and technique. It also requires professionalism, personal commitment and inspiration. The Academy's studio faculty of working artists give students a glimpse into the life of a professional artist and provides a source of guidance in achieving personal artistic goals. The success of our students begins with the quality instruction provided by our faculty. Our faculty members represent a broad range of artistic paths. They have been educated by some of the top national and international schools. Many have been recognized within their fields through publications and awards, and they bring insight from many sectors of the professional art world to the classroom. Some have worked in artistic positions within major corporations and organizations, while others have made successful careers in independent freelance or commission work. Several of our faculty are active entrepreneurs who own and manage their own businesses. They each bring a perspective on the life of a professional artist that is grounded in personal experience. Our faculty is representative of the opportunities that are available to our students in a variety of art fields. They take a proactive interest in the development of each student, both artistically and professionally. We recognize their practical knowledge of fine, commercial, digital and traditional art as one of the great resources available to our students.

For more information regarding the faculty including their qualifications and experience, please see the Academy's website, [www.aaart.edu](http://www.aaart.edu).

## Class Size

The American Academy of Art places a strong emphasis on the importance of student/faculty interaction in the classroom. Our classes are limited to a maximum of twenty-five students, although class size typically averages fifteen students.



*Illustration Chair Richard Kryczka and graduate Jordan Kost at Portfolio Night*

## Co-Curricular Activities

The Academy offers a variety of co-curricular activities throughout the academic year, including student organizations, the Visiting Artist Lecture Series and Artist in Residence Program and special events.

The Bill L. Parks Gallery is home to an ongoing series of lectures by visiting artists. These presentations provide valuable opportunities for students to learn about careers in their areas of study and to interact with industry professionals. In addition, the Academy sponsors a variety of events throughout the academic year, including film screenings, a picnic and annual student/faculty softball game, and a Halloween costume parade and celebration.

**A tour of the Academy reveals the quality of art and educational experiences that are offered to our students.**

## Irving Shapiro Library

Named for Irving Shapiro, a distinguished fine artist and watercolor painting instructor and former Director of the American Academy of Art from 1945 to 1994, the Academy's Irving Shapiro Library is a center for lifelong learning. An extension of the classroom, the library is a space for students to read, study, research and explore information about the art world. The library's print and virtual collections support students' information needs across the curriculum. Students may browse or borrow from a collection of more than 3,400 books and 40 periodicals on a variety of subjects, including fine and commercial art and the humanities. The library also subscribes to electronic databases that provide students with on- and off-campus access to a constantly updated source of full-text articles and art history images. Our librarian provides a variety of services to help students find, evaluate and use information and images effectively and ethically. Information literacy instruction is incorporated throughout the curriculum, including studio art and academic courses, and individual research assistance is available on a drop-in basis or by appointment. The library also regularly sponsors educational and recreational programming. The constantly evolving art world and changing technology demand current information and research skills. Our library continues to expand its collections and services to provide a greater range of resources to our students as they prepare for careers as professional artists. Many library resources, including the library catalog and article and image databases, can be accessed online at the library's website, [library.aaart.edu](http://library.aaart.edu).

## Accreditation and Authorization

The American Academy of Art is accredited by the Higher Learning Commission ([hlcommission.org](http://hlcommission.org)), a regional accreditation agency recognized by the U.S. Department of Education.

Also, the American Academy of Art is accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC) at 2101 Wilson

Boulevard, Suite 302, Arlington, VA 22201, 703-247-4212, [accsc.org](http://accsc.org). ACCSC is a recognized accrediting agency by the U.S. Department of Education.

The Academy is granted authority by the Illinois Board of Higher Education to award the Bachelor of Fine Arts degree.

The Academy is an eligible institution under government-insured student loan and grant programs. It is authorized under federal law to enroll nonimmigrant alien students and is approved by the Illinois State Approving Agency.

## American Academy of Art Complaint Procedure

From time to time, differences in interpretation of school policies may arise among students, faculty and the administration. When such differences arise, usually a miscommunication or misunderstanding is a major contributing factor. For this reason, the Academy urges both students and staff to communicate any problems that arise directly to the individuals involved. If the problem cannot be resolved in that manner, the individual should handle the problem in the following manner:

1. Promptly bring the complaint to the attention of the Academic Dean. This should be accomplished by writing a letter of grievance and requesting a formal meeting. The Academic Dean will investigate the grievance, attempt to resolve it, and issue a decision to the student within a reasonable period of time. A written summary of the grievance and the proposed resolution will be prepared.

2. Appeals can be made only after all procedures in step one above have been completed. The student may appeal an unsatisfactory decision to the Vice President of the Academy.

3. Final decision on grievances will not be precedent-setting or binding on future grievances unless they are officially stated as college policy.

4. Students at schools accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC) who feel that the college has not adequately addressed a complaint or concern may also use the procedures discussed in the following section.

## ACCSC Student Complaint/ Grievance Procedure

Schools accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC) must have a procedure and operational plan for handling student complaints. If a student does not feel that the school has adequately addressed a complaint or concern, the student may consider contacting the Accrediting Commission. All complaints considered by the Commission must be in written form, with permission from the complainant for the Commission to forward a copy of the complaint to the school for a response. The complainants will be kept informed as to the status of the complaint as well as the final resolution by the Commission.

Please direct all inquiries to: ACCSC, 2101 Wilson Blvd., Suite 302, Arlington, VA 22201, 703-247-4212.

A copy of the Commission's Complaint Form is available at the Academy and may be obtained from the Academic Dean.

## ACCSC Annual Directory

All ACCSC-accredited institutions provide the Commission with information regarding program length, tuition and fees for inclusion in their Annual Directory. This comparable program information can be obtained by contacting the Accrediting Commission at the address listed above or by telephoning their office at 703-247-4212.



# Foundations



*Student Artwork*

During the first year of study at the American Academy of Art, students follow a core of courses that are foundational to becoming a skilled professional artist. Students gain a broad understanding of the methods and techniques of art and learn a specialized vocabulary necessary for communicating about artistic concepts with their peers. At the completion of their foundation studies, students are equipped with the tools of the artist that are required for advanced-level studies in the next three years. In addition to the technical aspects of art, students also begin to develop analytical skills in evaluating their own work. Classes put an emphasis on demonstrating professionalism and working within a diverse artistic community to achieve common goals. This extensive introduction to the study of art is also important in helping students to refine their academic and career goals to prepare them for more specialized study.

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**All students learn to draw in the first-year in order to develop a strong foundation for any of the career paths that they decide to pursue.**

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*Student Artwork*

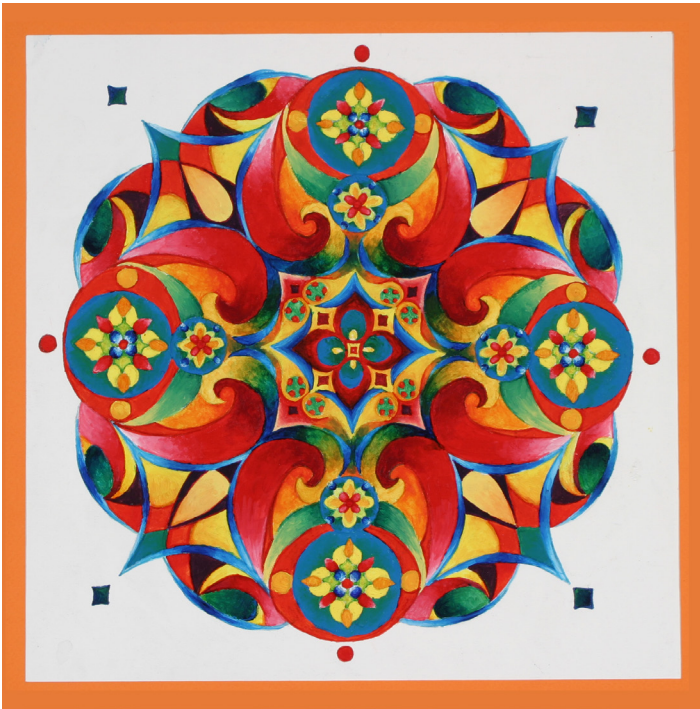






# Foundations

## Fundamentals of Art



Student Artwork



Student Artwork

**F**undamentals of Art introduces students to the tools, techniques and principles of artistic composition and design. This course introduces students to the steps of the artistic process from sketch to completed work. This process, in combination with an understanding of the core skills of the artist, begins to form a framework for the student's individual artistic development. During this course, students explore various directions in the commercial and fine art fields. Students learn the course material through demonstrations, lectures, field trips and short and extended projects.

### Technique

Students create projects using a variety of techniques and media, including pencil, watercolor and acrylic paint as well as the incorporation of different papers and surfaces.

### Design

Fundamentals of Art gives students an introduction to two-dimensional design. Exercises stimulate artistic imagination, requiring students to conceptualize and produce visual images that express a concept. Students learn to employ principles of line, shape, form, pattern, tone and arrangement to create a desired effect.

### Perspective

Students also demonstrate an understanding of perspective by applying one-, two- and three-point perspective to projects in design, illustration and architectural renderings. Projects involve the concepts of the picture plane, vanishing points, inclined planes and perspective in shadows.



# Foundations

## Life Drawing



*Student Artwork*

In Life Drawing, students learn the principles of drawing through careful study of the human form. The human form has traditionally been a focus of art training due to the infinite variety in structure, size and emotional makeup.

Students primarily practice drawing from live models. Assignments include quick sketches from short active poses and more detailed drawings from long poses. Drawing from live models enhances an artist's powers of observation and memory, essential skills for anyone working in the visual arts.

Students learn many skills in Life Drawing that will apply to future study, including figure construction, modeling to create volume and form and the use of various media.





# Bachelor of Fine Arts in Illustration

The Illustration Department offers an area of study for students who want a career in professional illustration. The successful illustrator is able to convey emotions, interpret events, tell a story or market a product or idea through the use of artistic concepts and images.

Illustrators must master a wide range of drawing media and techniques to meet the objectives of a wide range of employers and projects. Students in Illustration learn to produce work of high quality that is stylistically strong and reproducible. Classes emphasize flexibility, follow-through and a high level of professionalism. Projects assigned are based on realistic job situations. Students learn to work both independently and as a team to conceptualize and complete projects. They demonstrate proficiency and versatility in producing work for publication. Consistency, confidence and personal style are emphasized as the student develops a professional portfolio.

Illustration students cultivate professional skills that will prepare them for successful careers. Some of these skills include creating an illustration from verbal or visual instruction, following a solid work process from concept to completion and applying marketing principles to freelance opportunities. The Illustration curriculum and faculty guide students through a series of increasingly complex illustrations for advertising and editorial use.

Students also concentrate on merging their traditional training with digital skills to prepare them for the rapid technological advances in the field. Students produce a final portfolio that exhibits personal illustrative style and abilities in design, page layout and art direction.

## Illustration Outcomes

**Upon completion, students will be able to:**

- Apply artistic methods and techniques to create a cohesive illustration portfolio with personal or varied styles.
- Conceptualize creative visual solutions, independently or as part of a team, in a range of settings.
- Apply professional practices to the illustration field including social media, marketing and business skills.
- Demonstrate industry skills in illustration, typography and design.
- Demonstrate conceptual and visual thinking of how you work from sketch to final art.

## CAREER OPPORTUNITIES

- Freelance Illustrator
- Product Designer
- Editorial Illustration
- Caricature Artist
- News & Courtroom Illustration
- Art Director
- Storyboard Rendering
- Muralist
- Comic Book Artist
- Tattoo Artist
- Technical Illustrator
- Production Artist
- Art Instructor



## Bachelor of Fine Arts in Illustration (Sample Program)

### Semester 1

- Fundamentals of Art I
- Beginning Life Drawing I
- College Composition I
- College Success Seminar

5 Semester Credit Hours  
5 Semester Credit Hours  
3 Semester Credit Hours  
1 Semester Credit Hour

### Semester 2

- Fundamentals of Art II
- Beginning Life Drawing II
- Anatomy

5 Semester Credit Hours  
5 Semester Credit Hours  
3 Semester Credit Hours

### Semester 3

- Illustration I
- **(One of two)** Oil Painting I; Watercolor Painting I
- Art History I
- Oral Communication

5 Semester Credit Hours  
5 Semester Credit Hours  
3 Semester Credit Hours  
3 Semester Credit Hours

### Semester 4

- Drawing for Illustrators
- **(One of five)** Figurative Sculpture I; Oil Painting I; Oil Painting II; Watercolor I; Watercolor II
- Art History II
- **(One of two)** Film and Society or Introduction to Psychology

5 Semester Credit Hours  
5 Semester Credit Hours  
3 Semester Credit Hours  
3 Semester Credit Hours

### Semester 5

- **(One of five)** Storyboarding; Introduction to Photographic Imaging; Typography I; Illustration: Visual Storytelling; Concept Art
- Digital Graphic Foundations
- Quantitative Literacy
- **(One of four)** Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity

5 Semester Credit Hours  
5 Semester Credit Hours  
3 Semester Credit Hours  
3 Semester Credit Hours

### Semester 6

- **(Two of nine)** Art Direction I; Web Design I; Storyboarding; Illustration: Advertising Art; Introduction to Photographic Imaging; Illustration: Visual Storytelling; Typography I; Digital Illustration I; Concept Art
- **(One of three)** Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color
- **(One of four)** Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity

2 Classes for a Total of  
10 Semester Credit Hours  
3 Semester Credit Hours  
3 Semester Credit Hours

### Semester 7

- **(One of six)** Illustration: Advertising Art; Digital Illustration I; Art Direction; Design for Illustrators; Concept Art; Internship
- Advanced Illustration
- Studio Elective 200/300 or 400 level

5 Semester Credit Hours  
5 Semester Credit Hours  
5 Semester Credit Hours

### Semester 8

- Portfolio: Illustration
- Studio Elective 200/300 or 400 level; or Internship
- **(One of five)** Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art
- College Composition II

5 Semester Credit Hours  
5 Semester Credit Hours  
3 Semester Credit Hours  
3 Semester Credit Hours

**122 Total Credits Required for the BFA Degree in Illustration**



# Bachelor of Fine Arts in Digital Illustration

The Bachelor of Fine Arts in Digital Illustration degree program provides a curriculum integrating drawing and illustration with the digital technologies required for a career in the commercial art field.

Digital illustration students build upon foundation skills in drawing, color theory, perspective, and composition to create original, effective, and audience-appropriate illustrations using various digital techniques. Assignments are based on jobs typical of those given in the professional arena such as advertising, publishing, concept, and editorial illustration.

The digital illustration curriculum also provides students opportunities to review trends in contemporary digital art, learn about freelance business practices, and begin to develop their own illustration style.

Digital illustration students are required to develop skills with both raster and vector based illustration software, as well as computer hardware, including scanners and tablets. Digital illustration students are also taught traditional media methods and are encouraged to continue their development in this area and combine it effectively with digital media. Critical thinking, assessment of work, and presentation are integrated throughout the digital illustration curriculum. Students complete the program by developing a portfolio of digital illustration work that demonstrates the student's creative vision and personal style.

## CAREER OPPORTUNITIES

- Freelance Illustrator
- Product Designer
- Presentation Designer
- Storyboard Artist
- Art Director
- Comic Book Colorist
- Photo Retoucher
- Concept Artist
- Interactive Design

## Digital Illustration Outcomes

Upon completion, students will be able to:

### Technical

- Apply various methods to create a cohesive portfolio of consistently styled digital illustrations.
- Demonstrate technical competence using media.
- Creatively apply principles of composition and design.
- Apply digital illustration methods to sequential storytelling.
- Artwork adheres to project specific guidelines and specifications.

### Theoretical

- Conceptualize a visual solution independently or as part of a team.
- Demonstrate originality and creativity.
- Focus on concept using visual language and problem solving skills to create digital illustrations that express a unique and personal vision.
- Exhibit the ability to develop a concept from thumbnail to finish.
- Apply critical thinking to solve problems.
- Be able to take direction.
- Be able to create, gather and utilize reference material.
- Exhibit an awareness of artistic directions in contemporary digital illustration.

### Professional Practices

Apply professional practices to the digital illustration field to include:

- Displaying a consistently styled portfolio of work using various presentation formats.
- The ability to create and prepare art for commercial reproduction.
- Understanding the role of different creative professionals in the industry.
- Work habits (time management, respect for deadlines, artwork professionally presented).
- Employ knowledge of the marketplace and a strategy for personal success.
- Marketing and promotion, options and trends.
- Professional strategies for social networking.
- Preparation for various career options by possessing a variety of graphic art skills.
- Care, documentation, delivering, and labeling of artwork.
- Documents, forms, and applicable legal obligations.
- Conducting oneself in business situations with poise and confidence.



## Bachelor of Fine Arts in Digital Illustration (Sample Program)

### Semester 1

- |                            |                         |
|----------------------------|-------------------------|
| • Fundamentals of Art I    | 5 Semester Credit Hours |
| • Beginning Life Drawing I | 5 Semester Credit Hours |
| • College Composition I    | 3 Semester Credit Hours |
| • College Success Seminar  | 1 Semester Credit Hour  |

### Semester 2

- |                             |                         |
|-----------------------------|-------------------------|
| • Fundamentals of Art II    | 5 Semester Credit Hours |
| • Beginning Life Drawing II | 5 Semester Credit Hours |
| • Anatomy                   | 3 Semester Credit Hours |

### Semester 3

- |   |                         |
|---|-------------------------|
| • Illustration I  | 5 Semester Credit Hours |
| • <b>(One of two)</b> Digital Graphic Foundations; Electronic Imaging | 5 Semester Credit Hours |
| • Art History I   | 3 Semester Credit Hours |
| • Oral Communication  | 3 Semester Credit Hours |

### Semester 4

- |   |                         |
|---|-------------------------|
| • Drawing for Illustrators  | 5 Semester Credit Hours |
| • <b>(One of two)</b> Digital Graphic Foundations; Electronic Imaging | 5 Semester Credit Hours |
| • Art History II  | 3 Semester Credit Hours |
| • <b>(One of two)</b> Film and Society or Introduction to Psychology  | 3 Semester Credit Hours |

### Semester 5

- |   |                         |
|---|-------------------------|
| • Digital Illustration I  | 5 Semester Credit Hours |
| • Introduction to Photographic Imaging  | 5 Semester Credit Hours |
| • Quantitative Literacy   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity | 3 Semester Credit Hours |

### Semester 6

- |   |                         |
|---|-------------------------|
| • Digital Illustration II   | 5 Semester Credit Hours |
| • <b>(One of five)</b> Illustration: Advertising Art; Illustration: Visual Storytelling; Concept Art; Art Direction I; Multimedia I: Interactive Graphics | 5 Semester Credit Hours |
| • <b>(One of three)</b> Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity           | 3 Semester Credit Hours |

### Semester 7

- |  |   |
|--|---|
| • <b>(Two of nine)</b> Illustration: Advertising Art; Illustration: Visual Storytelling; Concept Art; Storyboarding; Art Direction I; Multimedia I: Interactive Graphics; Studio Lighting and Techniques; Typography I; Internship | 2 Classes for a Total of 10 Semester Credit Hours |
| • Advanced Illustration  | 5 Semester Credit Hours                           |

### Semester 8

- |  |                         |
|--|-------------------------|
| • Portfolio: Illustration  | 5 Semester Credit Hours |
| • <b>(One of nine)</b> Illustration: Advertising Art; Illustration: Visual Storytelling; Concept Art; Storyboarding; Art Direction I; Multimedia I: Interactive Graphics; Studio Lighting and Techniques; Typography I; Internship | 5 Semester Credit Hours |
| • <b>(One of five)</b> Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art  | 3 Semester Credit Hours |
| • College Composition II   | 3 Semester Credit Hours |

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**122 Total Credits Required for the BFA Degree in Digital Illustration**



# Bachelor of Fine Arts in Graphic Design

Students in the Graphic Design program conceptualize and execute projects for a specific target audience. As students progress through the program, they create a body of work that demonstrates their creativity, analytical thinking and expertise in graphic design techniques. Students learn to combine typography and images to create a wide variety of designs such as magazine and newspaper advertisements, television storyboards, product packaging and displays. Assignments also include using design to clearly communicate both a corporate image and a personal identity. Graphic Design students must develop finely tuned analytical skills.

Their assignments are based on learning to analyze the needs of a client, creating a concept that will meet those needs, and clearly articulate that concept, both visually and verbally. Professional communication skills and a business acumen are essential to success in the design field. A variety of methods and tools are applied in the completion of projects.

Graphic Design students will learn to use industry-standard graphic arts equipment and software to produce fully functioning electronic files. Project management is also an important component of the program. Students must learn to plan and execute projects with multiple deadlines in an efficient and professional manner.



Graduate Ariana Koultourides showcasing her work

## Graphic Design Outcomes

**Upon completion, students will be able to:**

- Communicate using semantics, visual metaphor, persuasion, images, symbols and signs.
- Perceive, organize and arrange elements of design (including structure, form analysis, composition and visual framing).
- Present projects employing visualizing techniques including drawing, model making and collage.
- Utilize materials, tools and technology for web and print.
- Blend ideas and production techniques such as writing objectives, briefs and reports.
- Manage projects using design methodology and design evaluation.
- Apply design theory, criticism, history and professional ethics to their practice.

## CAREER OPPORTUNITIES

- Art Director
- Production Assistant
- Graphic Designer
- Package Designer
- Corporate Identity Designer
- Editorial Designer
- Digital Layout and Production Design
- Graphics Editor
- Page Layout Artist
- UI/UX Designer
- Web Designer



## Bachelor of Fine Arts in Graphic Design (Sample Program)

### Semester 1

• Fundamentals of Art I	5 Semester Credit Hours
• Beginning Life Drawing I	5 Semester Credit Hours
• College Composition I	3 Semester Credit Hours
• College Success Seminar	1 Semester Credit Hour

### Semester 2

• Design Methodology	5 Semester Credit Hours
• Typography I	5 Semester Credit Hours
• Anatomy	3 Semester Credit Hours

### Semester 3

• Digital and Pre-press Production	5 Semester Credit Hours
• Typography II	5 Semester Credit Hours
• Art History Survey I	3 Semester Credit Hours
• Oral Communication	3 Semester Credit Hours

### Semester 4

• Web Design I	5 Semester Credit Hours
• <b>(One of six)</b> Packaging Design; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging	5 Semester Credit Hours
• Art History Survey II	3 Semester Credit Hours
• <b>(One of two)</b> Film and Society or Introduction to Psychology	3 Semester Credit Hours

### Semester 5

• Web Design II	5 Semester Credit Hours
• <b>(One of seven)</b> Packaging Design; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques	5 Semester Credit Hours
• Quantitative Literacy	3 Semester Credit Hours
• <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Introduction to Psychology; Adulthood: Relationships, Wellness, Stress and Longevity	3 Semester Credit Hours

### Semester 6

• <b>(One of seven)</b> Packaging Design; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques	5 Semester Credit Hours
• <b>(One of nine)</b> Packaging Design; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques; Internship in Visual Communications; Interactive Design	5 Semester Credit Hours
• <b>(One of three)</b> Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color	3 Semester Credit Hours
• <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Introduction to Psychology; Adulthood: Relationships, Wellness, Stress and Longevity	3 Semester Credit Hours

### Semester 7

• <b>(Two of nine)</b> Packaging Design; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques; Internship in Visual Communications; Interactive Design	2 Classes for a total of 10 Semester Credit Hours
• Studio Elective 200/300 or 400	5 Semester Credit Hours

### Semester 8

• Portfolio: Visual Communications	5 Semester Credit Hours
• <b>(One of nine)</b> Packaging Design; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques; Internship in Visual Communications; Interactive Design	5 Semester Credit Hours
• College Composition II	3 Semester Credit Hours
• <b>(One of five)</b> Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art	3 Semester Credit Hours

**122 Total Credits Required for the BFA Degree in Graphic Design**



# Bachelor of Fine Arts in Multimedia Design

**M**ultimedia Design complements the student's traditional training with digital skills. Students learn to use various software programs to create interactive and time-based media that target a specific market and objective. Students in the Multimedia Design area develop expertise in the use of computers to manipulate images, prepare print layouts and create web designs. Through the projects assigned, students apply graphic design concepts using typography, photography, illustration, web programming, interface design, video and animation.

Students are also trained in image processing, color correction and three-dimensional model building. All of these skills are applied to class assignments that require students to identify a target market, develop a concept for that market and clearly communicate the concept both visually and verbally. The ability to manage workflow and multiple deadlines is essential in progressing from concept to output.

During their studies, students will produce a body of work that demonstrates their expertise in developing interactive and time-based presentations displaying awareness of context of display, non-linear linking structures, time-based media and user-oriented navigational systems.



*Photography graduate Melisa Monreal*

## Multimedia Design Outcomes

**Upon completion, students will be able to:**

- Create a body of work that applies graphic design concepts using typography, photography, illustration, web programming, interface design, video and animation.
- Verbally and visually articulate design concepts using professional business communication.
- Be able to identify a target audience, conceptualize a solution and develop an appropriate design for the problems presented.
- Develop interactive and time-based presentations applying the following concepts and tools: context of reception; non-linear linking structures/information architecture; time-based media; web and interactive programming and user-oriented navigational systems.
- Manage workflow to facilitate deadlines with multiple projects.
- Apply the ethical guidelines of the professional community.

## CAREER OPPORTUNITIES

- 2-D and 3-D Animation for Web, Film and Television
- Interactive Multimedia Designer
- Web Designer
- Mobile App Designer
- Flash Artist
- Post Production Artist
- UI/UX Designer



## Bachelor of Fine Arts in Multimedia Design (Sample Program)

### Semester 1

- Fundamentals of Art I & Beginning Life Drawing I 10 Semester Credit Hours
- College Composition I 3 Semester Credit Hours
- College Success Seminar 1 Semester Credit Hour

### Semester 2

- Fundamentals of Art II & Beginning Life Drawing II 10 Semester Credit Hours
- Anatomy 3 Semester Credit Hours

### Semester 3

- Web Design I 5 Semester Credit Hours
- Typography I 5 Semester Credit Hours
- Art History I 3 Semester Credit Hours
- Oral Communication 3 Semester Credit Hours

### Semester 4

- 2-D Computer Animation and Digital Video I 5 Semester Credit Hours
- Typography II 5 Semester Credit Hours
- Art History II 3 Semester Credit Hours
- (One of two) Film and Society or Introduction to Psychology 3 Semester Credit Hours

### Semester 5

- Web Design II 5 Semester Credit Hours
- (One of thirteen) Introduction to 3-D Modeling/Animation; Digital Pre-Press and Production; Packaging Design; Internship; 2-D Computer Animation and Digital Video II; Multimedia Scripting; Advanced Interactive Programming; Multimedia Web Video: Interactive Media and Video Integration; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques 5 Semester Credit Hours
- Quantitative Literacy 3 Semester Credit Hours
- (One of four) Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity 3 Semester Credit Hours

### Semester 6

- Interactive Design 5 Semester Credit Hours
- (One of thirteen) Introduction to 3-D Modeling/Animation; Digital Pre-Press and Production; Packaging Design; Internship; 2-D Computer Animation and Digital Video II; Multimedia Scripting; Advanced Interactive Programming; Multimedia Web Video: Interactive Media and Video Integration; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques 5 Semester Credit Hours
- (One of three) Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color 3 Semester Credit Hours
- (One of four) Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity 3 Semester Credit Hours

### Semester 7

- Advanced Multimedia and Web Design Projects 5 Semester Credit Hours
- (Two of thirteen) Introduction to 3-D Modeling/Animation; Digital Pre-Press and Production; Packaging Design; Internship; 2-D Computer Animation and Digital Video II; Multimedia Scripting; Advanced Interactive Programming; Multimedia Web Video: Interactive Media and Video Integration; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques 2 classes for a total of 10 Semester Credit Hours

### Semester 8

- (One of thirteen) Introduction to 3-D Modeling/Animation; Digital Pre-Press and Production; Packaging Design; Internship; 2-D Computer Animation and Digital Video II; Multimedia Scripting; Advanced Interactive Programming; Multimedia Web Video: Interactive Media and Video Integration; Advertising; Corporate Branding Design; Environmental Design; Editorial/Book Design; Introduction to Photographic Imaging; Studio Lighting and Techniques 5 Semester Credit Hours
- Portfolio: Visual Communications 5 Semester Credit Hours
- (One of five) Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art 3 Semester Credit Hours
- College Composition II 3 Semester Credit Hours

**122 Total Credits Required for the BFA Degree in Multimedia Design**



# Bachelor of Fine Arts in 3-D Modeling / Animation

The 3-D Modeling/Animation area incorporates traditional skills, such as sculpture and drawing, with 3-D digital skills to create 3-D models and animations in a digital environment. Students apply concepts such as lighting effects, camera angles, motion studies, digital video and sound to create scenes. Part of the training in 3-D Modeling/Animation prepares students for the work environment as they learn to create project concepts, plan production schedules and work in a team environment to meet project deadlines. The successful animator is able to compose, develop and direct a scene that conveys a specific idea. Students apply their traditional art skills and 3-D composite and photo editing skills to create animations that demonstrate competence within an industry specialization.



Graduate Marni Nierman

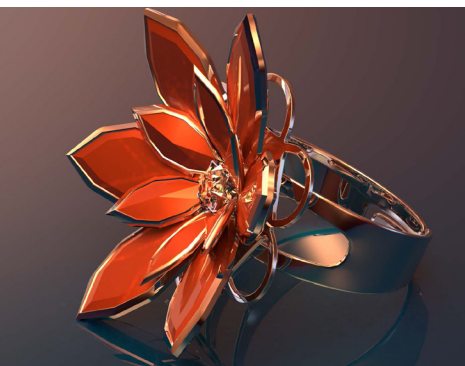
## 3-D Modeling / Animation Outcomes

Upon completion, students will be able to:

- Compose, develop and direct a scene to convey an idea.
- Create a project concept and plan a production schedule.
- Synthesize traditional art with 3-D composite and photo-editing skills.
- Produce a demo reel focused on an industry specialization.
- Visually and verbally articulate a familiarity with current and historic industry examples.
- Work within a team environment on a deadline-driven project.

## CAREER OPPORTUNITIES

- Visual Developer
- Background Artist
- 2-D and 3-D Animator
- Art Director
- Game Designer
- 3D Printing Specialist
- Product Designer
- Film/Video Editor
- Visual FX Artist
- Motion Graphics Designer



## Bachelor of Fine Arts in 3-D Modeling/Animation (Sample Program)

### Semester 1

- |                            |                         |
|----------------------------|-------------------------|
| • Fundamentals of Art I    | 5 Semester Credit Hours |
| • Beginning Life Drawing I | 5 Semester Credit Hours |
| • College Composition I    | 3 Semester Credit Hours |
| • College Success Seminar  | 1 Semester Credit Hour  |

### Semester 2

- |                             |                         |
|-----------------------------|-------------------------|
| • Fundamentals of Art II    | 5 Semester Credit Hours |
| • Beginning Life Drawing II | 5 Semester Credit Hours |
| • Anatomy                   | 3 Semester Credit Hours |

### Semester 3

- |   |                         |
|---|-------------------------|
| • Introduction to 3-D Modeling/Animation  | 5 Semester Credit Hours |
| • <b>(One of three)</b> Intermediate Life Drawing I; Figurative Sculpture I; Drawing for Illustrators | 5 Semester Credit Hours |
| • Art History Survey I  | 3 Semester Credit Hours |
| • Oral Communication  | 3 Semester Credit Hours |

### Semester 4

- |  |                         |
|--|-------------------------|
| • Electronic Imaging   | 5 Semester Credit Hours |
| • Materials and Lighting for the 3-D Artist                          | 5 Semester Credit Hours |
| • Art History Survey II  | 3 Semester Credit Hours |
| • <b>(One of two)</b> Film and Society or Introduction to Psychology | 3 Semester Credit Hours |

### Semester 5

- |   |                         |
|---|-------------------------|
| • Character and Hard Surface Modeling   | 5 Semester Credit Hours |
| • <b>(One of seven)</b> Web Design I; Storyboarding; Concept Art; Drawing for Illustrators; Intermediate Life Drawing I; Figurative Sculpture I; Introduction to Photographic Imaging | 5 Semester Credit Hours |
| • Quantitative Literacy   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Introduction to Psychology; Adulthood: Relationships, Wellness, Stress and Longevity                       | 3 Semester Credit Hours |

### Semester 6

- |   |                         |
|---|-------------------------|
| • Character Animation for 3-D Artists   | 5 Semester Credit Hours |
| • <b>(One of seven)</b> Web Design I; Storyboarding; Concept Art; Drawing for Illustrators; Intermediate Life Drawing I; Figurative Sculpture I; Introduction to Photographic Imaging | 5 Semester Credit Hours |
| • <b>(One of three)</b> Advanced Anatomy; Vision, Light and Color; Introduction to Science Labs   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Introduction to Psychology; Adulthood: Relationships, Wellness, Stress and Longevity                       | 3 Semester Credit Hours |

### Semester 7

- |   |                         |
|---|-------------------------|
| • <b>(One of four)</b> Introduction to Environmental Modeling; Advanced Character Animation; Advanced Character and Hard Surface Modeling; 2-D Computer Animation and Digital Video I | 5 Semester Credit Hours |
| • <b>(One of seven)</b> Web Design I; Storyboarding; Concept Art; Drawing for Illustrators; Intermediate Life Drawing I; Figurative Sculpture I; Introduction to Photographic Imaging | 5 Semester Credit Hours |
| • Advanced Projects in 3-D Modeling/Animation   | 5 Semester Credit Hours |

### Semester 8

- |   |                         |
|---|-------------------------|
| • Portfolio: Visual Communications  | 5 Semester Credit Hours |
| • <b>(One of eleven)</b> Introduction to Environmental Modeling; Advanced Character and Hard Surface Modeling; Advanced Character Animation; Advanced Environmental Modeling; 2-D Computer Animation and Digital Video I; Web Design I; Drawing for Illustrators; Concept Art; Introduction to Photographic Imaging; Studio Lighting and Techniques; Figurative Sculpture I | 5 Semester Credit Hours |
| • <b>(One of five)</b> Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art   | 3 Semester Credit Hours |
| • College Composition II  | 3 Semester Credit Hours |

**122 Total Credits Required for the BFA Degree in 3-D Modeling/Animation**



# Bachelor of Fine Arts in Life Drawing

The courses in Life Drawing focus on intensive study of the figure in a variety of contexts. Students complete assignments that require them to render a representational figure, draw a figure in action, compose a figure within an environment and compose multiple figures in a narrative mode.

Students strive to develop an individualized style in their work and to produce a professional portfolio that exemplifies their creative vision.



*Student drawing from a live model*

## CAREER OPPORTUNITIES

- Portrait Commissions
- Landscape Commissions
- Group Exhibitions
- One-Person Exhibitions
- Gallery Representation
- Gallery Assistant
- Fabricator
- Art Instructor

## Life Drawing Outcomes

**Upon completion, students will be able to:**

### Technical

Create well-executed figurative art that demonstrates proficiency with:

- Method/materials.
- Anatomy.
- Gesture/movement/action/body language.
- Facial expression/likeness.
- Demonstrate an understanding of color/lighting/seeing.
- Effectively render forms both in space and in relation to each other.
- Skillfully apply principles of composition/design.
- Compose the figure within an environment.
- Compose the figure in a narrative mode.
- Work with multiple figures.

### Theoretical

- Use drawing as a form of personal expression to create a unique, consistently styled portfolio of work.
- Demonstrate familiarity with the world of contemporary art.
- Present their work within the context of contemporary art.
- Understand and engage in contemporary art discourse.

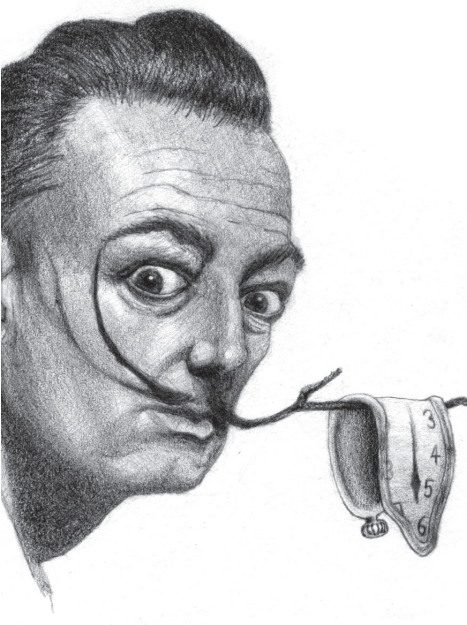
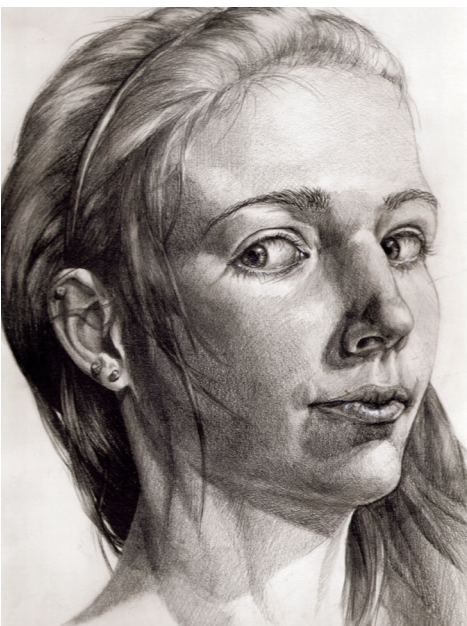
Emphasis on:

- Concept/content/originality.
- Applying critical, historical and theoretical principles to the work.
- Research.
- Style/motif.
- Critique.

### Professional Practices

Apply professional practices to:

- Artwork: presentation, archiving, documentation.
- Work habits: time management, reliability, motivation.
- Career skills: promotion, job search, commissions, galleries, exhibitions, grants, business writing, interviews, memberships, networking.
- Business skills: taxes, sales, bookkeeping, insurance, organization, poise and confidence.



## Bachelor of Fine Arts in Life Drawing (Sample Program)

### Semester 1

- |                            |                         |
|----------------------------|-------------------------|
| • Fundamentals of Art I    | 5 Semester Credit Hours |
| • Beginning Life Drawing I | 5 Semester Credit Hours |
| • College Composition I    | 3 Semester Credit Hours |
| • College Success Seminar  | 1 Semester Credit Hour  |

### Semester 2

- |                             |                         |
|-----------------------------|-------------------------|
| • Fundamentals of Art II    | 5 Semester Credit Hours |
| • Beginning Life Drawing II | 5 Semester Credit Hours |
| • Anatomy                   | 3 Semester Credit Hours |

### Semester 3

- |                               |                         |
|-------------------------------|-------------------------|
| • Intermediate Life Drawing I | 5 Semester Credit Hours |
| • Figurative Sculpture I      | 5 Semester Credit Hours |
| • Art History I               | 3 Semester Credit Hours |
| • Oral Communication          | 3 Semester Credit Hours |

### Semester 4

- |  |                         |
|--|-------------------------|
| • Classical Realism: Bague Drawing and Cast Drawing                  | 5 Semester Credit Hours |
| • Art History II   | 3 Semester Credit Hours |
| • Studio Elective 200/300 or 400 level                               | 5 Semester Credit Hours |
| • <b>(One of two)</b> Film and Society or Introduction to Psychology | 3 Semester Credit Hours |

### Semester 5

- |   |                         |
|---|-------------------------|
| • <b>(One of three)</b> Advanced Figurative Drawing; Advanced Figurative Drawing: Figure in Composition; Drawing for Illustrators               | 5 Semester Credit Hours |
| • Studio Elective 200/300 or 400 level  | 5 Semester Credit Hours |
| • Quantitative Literacy   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity | 3 Semester Credit Hours |

### Semester 6

- |   |                         |
|---|-------------------------|
| • <b>(One of three)</b> Advanced Figurative Drawing; Advanced Figurative Drawing: Figure in Composition; Drawing for Illustrators               | 5 Semester Credit Hours |
| • Digital Graphic Foundations   | 5 Semester Credit Hours |
| • <b>(One of three)</b> Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity | 3 Semester Credit Hours |

### Semester 7

- |  |                         |
|--|-------------------------|
| • Advanced Drawing I                                 | 5 Semester Credit Hours |
| • Visual Language: On Critique, Theory, and Practice | 5 Semester Credit Hours |
| • Studio Elective 200/300 or 400 level               | 5 Semester Credit Hours |

### Semester 8

- |   |                         |
|---|-------------------------|
| • Portfolio: Life Drawing   | 5 Semester Credit Hours |
| • Advanced Drawing II   | 5 Semester Credit Hours |
| • <b>(One of five)</b> Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art | 3 Semester Credit Hours |
| • College Composition II  | 3 Semester Credit Hours |

**122 Total Credits Required for the BFA Degree in Life Drawing**



# Bachelor of Fine Arts in Painting - Specialization in Oil Painting

Students in Oil Painting train in the technical and aesthetic aspects of the medium. Course work and assignments direct students through the process of creating a unique, consistently styled portfolio of work.

As they develop a personal creative vision, Oil Painting students apply critical, historical and theoretical principles to their own work while developing the professional business practices of the fine art field.



Academy student painting from a live model

## CAREER OPPORTUNITIES

- Portrait Commissions
- Landscape Commissions
- Group Exhibitions
- One-Person Exhibitions
- Gallery Representation
- Specialty Showroom and Display Shops

## Oil Painting Outcomes

Upon completion, students will be able to:

### Technical

Demonstrate a thorough understanding of the technical aspects of oil painting.

This includes:

- Method/materials.
- Color.
- Lighting.
- Seeing/observation.
- Effectively render forms both in space and in relation to each other.
- Composition/design/editing.
- Drawing.

### Theoretical

- Use oil painting as a form of personal expression to create a unique, consistently styled portfolio of work.
- Demonstrate familiarity with the world of contemporary art.
- Present their work within the context of contemporary art.
- Understand and engage in contemporary art discourse.

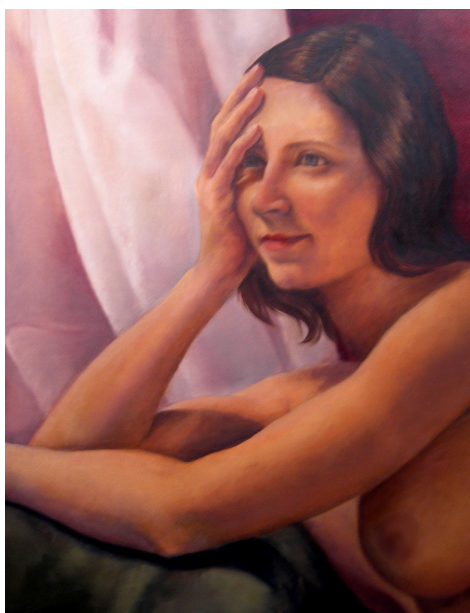
Emphasis on:

- Concept/content/originality.
- Applying critical, historical, and theoretical principles to the work.
- Research.
- Style/motif.
- Critique.

### Professional Practices

Apply professional practices to:

- Presentation, care, archiving, documentation.
- Work habits: time management, reliability, motivation.
- Career skills: promotion, job search, commissions, galleries, exhibitions, grants business writing, interviews, memberships, networking.
- Business skills: taxes, sales, bookkeeping, insurance, organization.



## Bachelor of Fine Arts in Painting Specialization in Oil Painting (Sample Program)

### Semester 1

- |                            |                         |
|----------------------------|-------------------------|
| • Fundamentals of Art I    | 5 Semester Credit Hours |
| • Beginning Life Drawing I | 5 Semester Credit Hours |
| • College Composition I    | 3 Semester Credit Hours |
| • College Success Seminar  | 1 Semester Credit Hour  |

### Semester 2

- |                             |                         |
|-----------------------------|-------------------------|
| • Fundamentals of Art II    | 5 Semester Credit Hours |
| • Beginning Life Drawing II | 5 Semester Credit Hours |
| • Anatomy                   | 3 Semester Credit Hours |

### Semester 3

- |                               |                         |
|-------------------------------|-------------------------|
| • Oil Painting I              | 5 Semester Credit Hours |
| • Intermediate Life Drawing I | 5 Semester Credit Hours |
| • Art History I               | 3 Semester Credit Hours |
| • Oral Communication          | 3 Semester Credit Hours |

### Semester 4

- |  |                         |
|--|-------------------------|
| • Oil Painting II  | 5 Semester Credit Hours |
| • Figurative Sculpture I   | 5 Semester Credit Hours |
| • Art History II   | 3 Semester Credit Hours |
| • <b>(One of two)</b> Film and Society or Introduction to Psychology | 3 Semester Credit Hours |

### Semester 5

- |   |                         |
|---|-------------------------|
| • Figure Painting   | 5 Semester Credit Hours |
| • Studio Elective 200/300 or 400 Level  | 5 Semester Credit Hours |
| • Quantitative Literacy   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Stress, Wellness and Longevity | 3 Semester Credit Hours |

### Semester 6

- |   |                         |
|---|-------------------------|
| • Still Life Painting   | 5 Semester Credit Hours |
| • Digital Graphic Foundations   | 5 Semester Credit Hours |
| • <b>(One of three)</b> Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Stress, Wellness and Longevity | 3 Semester Credit Hours |

### Semester 7

- |  |                         |
|--|-------------------------|
| • Advanced Painting I                                | 5 Semester Credit Hours |
| • Visual Language: On Critique, Theory, and Practice | 5 Semester Credit Hours |
| • Studio Elective 200/300 or 400 level               | 5 Semester Credit Hours |

### Semester 8

- |   |                         |
|---|-------------------------|
| • Portfolio: Fine Arts  | 5 Semester Credit Hours |
| • Advanced Painting II  | 5 Semester Credit Hours |
| • <b>(One of five)</b> Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art | 3 Semester Credit Hours |
| • College Composition II  | 3 Semester Credit Hours |

## 122 Total Credits Required for the BFA Degree in Painting Specialization in Oil Painting



# Bachelor of Fine Arts in Painting - Specialization in Watercolor

Students in Watercolor Painting are trained in the necessary tools and techniques to create works for exhibition, sale or reproduction.

Students learn to select the appropriate content, format and materials to meet the objectives of an audience or client. They apply concepts such as color theory and light and shadow to create works that convey a sense of atmosphere, mood or drama.

Students are expected to define an aesthetic philosophy that guides the development of their work as they assemble a professional portfolio.



Student working on a watercolor still life painting

## CAREER OPPORTUNITIES

- Portrait Commissions
- Landscape Commissions
- Group Exhibitions
- One-Person Exhibitions
- Gallery Representation
- Gallery Assistant
- Fabricator
- Art Instructor

## Watercolor Outcomes

Upon completion, students will be able to:

### Technical

Demonstrate a thorough understanding of the technical aspects of watercolor painting.

This includes:

- Method/materials.
- Color.
- Lighting.
- Seeing/observation.
- Effectively render forms both in space and in relation to each other.
- Composition/design/editing.
- Drawing/edges.

### Theoretical

- Use watercolor painting as a form of personal expression to create a unique, consistently styled portfolio of work.
- Demonstrate familiarity with the world of contemporary art.
- Present their work within the context of contemporary art.
- Understand and engage in contemporary art discourse.

Emphasis on:

- Concept/content/originality.
- Applying critical, historical, and theoretical principles to the work.
- Research.
- Style/motif.
- Critique.

### Professional Practices

Apply professional practices to:

- Presentation, care, archiving, documentation.
- Work habits: time management, reliability, motivation.
- Career skills: promotion, job search, commissions, galleries, exhibitions, grant business writing, interviews, memberships, networking.
- Business skills: taxes, sales, bookkeeping, insurance, organization.



## Bachelor of Fine Arts in Painting Specialization in Watercolor Painting (Sample Program)

### Semester 1

• Fundamentals of Art I	5 Semester Credit Hours
• Beginning Life Drawing I	5 Semester Credit Hours
• College Composition I	3 Semester Credit Hours
• College Success Seminar	1 Semester Credit Hour

### Semester 2

• Fundamentals of Art II	5 Semester Credit Hours
• Beginning Life Drawing II	5 Semester Credit Hours
• Anatomy	3 Semester Credit Hours

### Semester 3

• Watercolor Painting I	5 Semester Credit Hours
• Intermediate Life Drawing I	5 Semester Credit Hours
• Art History I	3 Semester Credit Hours
• Oral Communication	3 Semester Credit Hours

### Semester 4

• Watercolor Painting II	5 Semester Credit Hours
• Figurative Sculpture I	5 Semester Credit Hours
• Art History II	3 Semester Credit Hours
• <b>(One of two)</b> Film and Society or Introduction to Psychology	3 Semester Credit Hours

### Semester 5

• <b>(One of two)</b> Watercolor Painting III or Watercolor Landscape Painting	5 Semester Credit Hours
• Studio Elective 200/300 or 400 level	5 Semester Credit Hours
• Quantitative Literacy	3 Semester Credit Hours
• <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity	3 Semester Credit Hours

### Semester 6

• <b>(One of two)</b> Watercolor: Figure and Portrait or Watercolor Landscape Painting	5 Semester Credit Hours
• Digital Graphic Foundations	5 Semester Credit Hours
• <b>(One of three)</b> Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color	3 Semester Credit Hours
• <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity	3 Semester Credit Hours

### Semester 7

• Advanced Watercolor I	5 Semester Credit Hours
• Visual Language: On Critique, Theory, and Practice	5 Semester Credit Hours
• Studio Elective 200/300 or 400 level	5 Semester Credit Hours

### Semester 8

• Portfolio: Fine Arts	5 Semester Credit Hours
• Advanced Watercolor II	5 Semester Credit Hours
• <b>(One of five)</b> Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art	3 Semester Credit Hours
• College Composition II	3 Semester Credit Hours

## 122 Total Credits Required for the BFA Degree in Painting Specialization in Watercolor Painting



# Bachelor of Fine Arts in Photography

Photography is a powerful means of visual communication in both commercial art and fine art applications. The Academy's Bachelor of Fine Arts in Photography degree prepares graduates to work in the professional photography field with a diverse set of skills, knowledge and practices that will enable them to create meaningful images for today's society.

The curriculum offers students opportunities for exploration in the commercial and fine art aspects of the photographic industry with a combination of intensive photography studio experience and courses in drawing, design and web design that fosters artistic growth.

Student progress is demonstrated by the ability to apply elements of composition in the rendition of three-dimensional space and by the skillful use of appropriate photographic tools and techniques in the creation of persuasive photographic works.

Students learn to apply practices introduced in the foundation program, such as color theory, perspective rendering, and two-dimensional design to the study of photography. Students develop the ability to correctly expose and process photographic film with small, medium, and large-format cameras; to use a darkroom; to operate industry-standard flash and tungsten lighting equipment; to devise strategies that involve community engagement and cooperation beyond the classroom for documentary and architectural location projects; to work collaboratively on assignments that reflect workplace production values; to animate still photographs and to incorporate edited video and sound recordings in the production of video programs.

Throughout the process, students develop the confidence to operate a variety of digital cameras and employ computer hardware and software to archive, appraise and manipulate digital images.

The faculty brings experience as professionals to the classroom and creates challenging coursework modeled on industry practice. Students begin to assemble a portfolio of their work starting with their first photography studio and continue to refine their collection as they progress through the program.

Finally, students plan and implement a dedicated website design to display their collection of work.

## Photography Outcomes

**Upon completion, students will be able to:**

- Create a body of work that applies traditional and digital photographic techniques, processes and concepts.
- Utilize a range of imaging software, photographic hardware, lighting equipment and darkroom techniques for fine art or commercial photography.
- Prepare photographic files for a range of industry applications.
- Plan and execute all stages of a photo commission.
- Manage a digital photographic workflow to facilitate deadlines with multiple projects.
- Apply the ethical guidelines of the professional community.



*Photography Chair Robert Drea reviewing student work*

## CAREER OPPORTUNITIES

- Commercial Photography
- Editorial Photography
- Fine Art Photography
- Videographer
- Picture, Video and Sound Editing
- Photojournalist
- Portrait Photographer
- Sport Photographer



## Bachelor of Fine Arts in Photography (Sample Program)

### Semester 1

- |                            |                         |
|----------------------------|-------------------------|
| • Fundamentals of Art I    | 5 Semester Credit Hours |
| • Beginning Life Drawing I | 5 Semester Credit Hours |
| • College Composition I    | 3 Semester Credit Hours |
| • College Success Seminar  | 1 Semester Credit Hour  |

### Semester 2

- |  |                         |
|--|-------------------------|
| • Introduction to Photographic Imaging | 5 Semester Credit Hours |
| • Digital Graphic Foundations          | 5 Semester Credit Hours |
| • Anatomy                              | 3 Semester Credit Hours |

### Semester 3

- |                                 |                         |
|---------------------------------|-------------------------|
| • Advanced Photographic Imaging | 5 Semester Credit Hours |
| • Electronic Imaging            | 5 Semester Credit Hours |
| • Art History I                 | 3 Semester Credit Hours |
| • Oral Communication            | 3 Semester Credit Hours |

### Semester 4

- |  |                         |
|--|-------------------------|
| • Advanced Electronic Imaging  | 5 Semester Credit Hours |
| • Studio Lighting and Techniques                                     | 5 Semester Credit Hours |
| • Art History II   | 3 Semester Credit Hours |
| • <b>(One of two)</b> Film and Society or Introduction to Psychology | 3 Semester Credit Hours |

### Semester 5

- |   |                         |
|---|-------------------------|
| • Web Design I  | 5 Semester Credit Hours |
| • <b>(One of three)</b> Location Photography; Fine Art Photography; Advanced Studio Lighting and Techniques                                     | 5 Semester Credit Hours |
| • Quantitative Literacy   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Stress, Wellness and Longevity | 3 Semester Credit Hours |

### Semester 6

- |   |                         |
|---|-------------------------|
| • <b>(One of three)</b> Location Photography; Fine Art Photography; Advanced Studio Lighting and Techniques                                     | 5 Semester Credit Hours |
| • <b>(One of three)</b> Typography I; Web Design II; Visual Language: On Critique, Theory, and Practice   | 5 Semester Credit Hours |
| • <b>(One of three)</b> Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Stress, Wellness and Longevity | 3 Semester Credit Hours |

### Semester 7

- |   |                         |
|---|-------------------------|
| • <b>(One of four)</b> Typography I; Typography II; Web Design II; Visual Language: On Critique, Theory, and Practice | 5 Semester Credit Hours |
| • Advanced Photography Projects I   | 5 Semester Credit Hours |
| • Studio Elective 200/300 or 400  | 5 Semester Credit Hours |

### Semester 8

- |   |                         |
|---|-------------------------|
| • Portfolio: Photography  | 5 Semester Credit Hours |
| • Advanced Photography Projects II  | 5 Semester Credit Hours |
| • <b>(One of five)</b> Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art | 3 Semester Credit Hours |
| • College Composition II  | 3 Semester Credit Hours |

## 122 Total Credits Required for the BFA Degree in Photography



# Bachelor of Fine Arts in Art Direction

The Bachelor of Fine Arts in Art Direction degree program prepares students with a strong foundation in drawing skills, design and typography along with creative problem solving.

The curriculum offers students opportunities for exploration of typography, advertising art, environmental design, storyboarding, corporate branding design and photography.

During art direction classes, students develop leadership and collaboration skills as teams work to conceptualize visual solutions. Students develop a breadth of knowledge and a context for their work through the Humanities and Sciences course requirements.

The faculty bring experience as professionals to the classroom and create challenging coursework modeled on industry practice.

Students complete the program with the development of a professional art direction portfolio which represents their individual vision and creative problem-solving skills through a variety of campaigns using typography, infographics, storyboards, illustrations and photography.

## Art Direction Outcomes

The program objectives of the Academy's Bachelor of Fine Arts degree in Art Direction are to provide a rigorous learning experience that offers technical instruction, fosters artistic growth and prepares students for a career in art direction.

### Upon completion, students will be able to:

- Design and produce advertising campaigns using print, web and other media.
- Collaborate as a team with copywriters, photographers, illustrators, multimedia artists, and graphic and web designers.
- Conceptualize visual solutions (e.g. illustration, photography and typography) to communicate brand and identity.
- Present a portfolio/website of art direction that shows a variety of campaigns that includes typography/graphics, storyboards, illustrations or photography.
- Create copy written such as advertising headlines, body copy or scripts for storyboards.



Classroom critique with Illustration Chair Richard Kryczka

## CAREER OPPORTUNITIES

- Art Director
- Junior Art Director
- Creative Director
- Associate Creative Director
- Design Director
- Creative Group Head
- Creative Lead



## Bachelor of Fine Arts in Art Direction (Sample Program)

### Semester 1

- |                            |                         |
|----------------------------|-------------------------|
| • Fundamentals of Art I    | 5 Semester Credit Hours |
| • Beginning Life Drawing I | 5 Semester Credit Hours |
| • College Composition I    | 3 Semester Credit Hours |
| • College Success Seminar  | 1 Semester Credit Hour  |

### Semester 2

- |                             |                         |
|-----------------------------|-------------------------|
| • Fundamentals of Art II    | 5 Semester Credit Hours |
| • Beginning Life Drawing II | 5 Semester Credit Hours |
| • Anatomy                   | 3 Semester Credit Hours |

### Semester 3

- |                      |                         |
|----------------------|-------------------------|
| • Illustration I     | 5 Semester Credit Hours |
| • Typography I       | 5 Semester Credit Hours |
| • Art History I      | 3 Semester Credit Hours |
| • Oral Communication | 3 Semester Credit Hours |

### Semester 4

- |  |                         |
|--|-------------------------|
| • Illustration II  | 5 Semester Credit Hours |
| • Typography II  | 5 Semester Credit Hours |
| • Art History II   | 3 Semester Credit Hours |
| • <b>(One of two)</b> Film and Society or Introduction to Psychology | 3 Semester Credit Hours |

### Semester 5

- |   |                         |
|---|-------------------------|
| • Art Direction I   | 5 Semester Credit Hours |
| • <b>(One of two)</b> Introduction to Photographic Imaging or Advertising   | 5 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity | 3 Semester Credit Hours |
| • Quantitative Literacy   | 3 Semester Credit Hours |

### Semester 6

- |   |                         |
|---|-------------------------|
| • Art Direction II  | 5 Semester Credit Hours |
| • <b>(One of two)</b> Introduction to Photographic Imaging or Advertising   | 5 Semester Credit Hours |
| • <b>(One of three)</b> Advanced Anatomy; Introduction to Science Labs; Vision, Light and Color   | 3 Semester Credit Hours |
| • <b>(One of four)</b> Film and Society; Film and Society: World Cultures; Psychology; Adulthood: Relationships, Wellness, Stress and Longevity | 3 Semester Credit Hours |

### Semester 7

- |   |   |
|---|---|
| • <b>(Two of nine)</b> Illustration: Advertising Art; Storyboarding; Corporate Branding Design; Editorial/Book Design; Digital Pre-press Production; Packaging Design; Environmental Design; Web Design I; Studio Lighting and Techniques | 2 Classes for a total of 10 Semester Credit Hours |
| • Advanced Illustration   | 5 Semester Credit Hours                           |

### Semester 8

- |   |                         |
|---|-------------------------|
| • Portfolio: Illustration   | 5 Semester Credit Hours |
| • <b>(One of nine)</b> Illustration: Advertising Art; Storyboarding; Corporate Design Branding; Editorial/Book Design; Digital Pre-press Production; Packaging Design; Environmental Design; Web Design I; Studio Lighting and Techniques | 5 Semester Credit Hours |
| • <b>(One of five)</b> Survey of American Illustration; History of Graphic Design; 20th Century and Contemporary Art History; Art History: Renaissance and Baroque; World Art   | 3 Semester Credit Hours |
| • College Composition II  | 3 Semester Credit Hours |

## 122 Total Credits Required for the BFA Degree in Art Direction



# Humanities and Sciences

The Humanities and Sciences Department offers a wide range of courses that complement students' artistic training and enrich their personal and professional development. Using a multidisciplinary approach, the Humanities and Sciences Department strives to impart crucial decision-making, critical analysis and communication skills to students.

In order for students to succeed in their career and in their art, it is essential to have an understanding of the diverse world in which they live. The Humanities and Sciences curriculum introduces students to a broader context of ideas and perspectives and provides the necessary tools to analyze information from a variety of sources.

Students must evaluate their own thinking and expand their range of ideas to create work that will communicate to an increasingly global audience. Understanding the historical and cultural context of a society is a key not only to interpreting works of art, but also to placing a student's own work within a historical framework.

Our courses emphasize professional skills that students will apply throughout their careers, such as effective methods of acquiring and exchanging information and responding to conclusions based on numbers and statistics in both abstract and concrete contexts.

Students also examine the organization of social structures and the science of human behavior. Class assignments focus on the practical application of concepts. Each course requires academic research and writing to strengthen communication skills. Students complete individual and collaborative projects that demonstrate analytical skills, information and technology literacy and ethical values and social reasoning.

At the time of degree completion, our students are equipped with artistic skills and a richer understanding of their world, enabling them to produce significant work addressing the society in which they live.



*Student artwork*

The Humanities and Sciences Department develops the student's capacity for independent thought and instills an appetite for lifelong learning.

## Humanities and Sciences Outcomes

Upon completion, students will be able to:

- Communicate – Students will clearly communicate ideas, opinions, feelings and information to an audience through an appropriate channel.
- Critical Thinking - Analyze a question, situation or problem and reflect on various outcomes.
- Information Literacy - Locate and evaluate the accuracy, authority, and validity of sources.
- Ethics – Students will articulate and adhere to individual, professional and community standards and values.
- Problem Solving – Use logic and reason to define processes, organize solutions, and/or explain a position.



***“The artist is nothing without the gift, but the gift is nothing without work.”***

–Emile Zola



# Course Descriptions

## Foundation Courses

### FND101. Fundamentals of Art I

This course is an introduction to the principles of drawing, design, composition, perspective and color. Students explore theory, linear and aerial perspective, form structure, organization of light and shadow and texture. Students learn to gather visual references, do thumbnail sketches and develop rough ideas to a final finished product while gaining proficiency in the use of several black-and-white media.

**5 semester credit hours**

### LFD101. Beginning Life Drawing I

Students are introduced to basic drawing concepts and traditional methods for achieving representational images of the human figure and other forms. Directed assignments and exercises, in black and white, encourage the understanding of form while increasing powers of observation and control of materials.

**5 semester credit hours**

### FND102. Fundamentals of Art II\*

Prerequisite: Completion of FND101

This course is an introduction to color theory. Also, students apply various media and rendering approaches to design problems along with aerial and three-point perspective and color theory. Students develop their working process(es) in research, thumbnails, presentation and critique.

**5 semester credit hours**

### LFD102. Beginning Life Drawing II\*

Prerequisite: Completion of LFD101

This course is a continuation of LFD101, with the introduction of anatomical and compositional thinking. Students apply principles of perspective to depict form and the figure within spatial environments. Color theory and its application to figurative drawing are introduced.

**5 semester credit hours**

\*Required for 3-D Modeling and Animation, Art Direction, Fine Art (Painting and Life Drawing), Illustration, Digital Illustration and Multimedia Design majors.

## Studio Courses

### 3DA301. Introduction to 3-D Modeling/Animation

Prerequisite: Completion of the Foundation Courses

In this introductory class, students learn how to become proficient 3-D model builders and animators using current industry software. Students will be introduced to the capabilities of the software as it relates to the motion picture field, commercials, broadcast titling, special effects, multimedia, and webpage content.

**5 semester credit hours**

### 3DA303. Materials and Lighting for 3-D Artists

Prerequisite: Completion of 3DA301

In this intermediate class, students will focus specifically on materials, textures and lighting strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real world surfaces and textures, lighting solutions, and their variations. Students will also learn rendering and compositing techniques using multiple rendering solutions.

**5 semester credit hours**

### DA304. Character Animation for 3-D Artists

Prerequisite: Completion of 3DA307

In this intermediate class, students will focus specifically on 3-D

animation techniques through the 12 principles of animation. Students will learn how to apply real life observations and reference to character performance with the process to setup characters for animation.

**5 semester credit hours**

### 3DA305. Introduction to Environmental Modeling

Prerequisite: Completion of 3DA307

In this intermediate class, students will focus specifically on 3-D modeling techniques for environmental creation. Students will learn the process of creating interior and exterior environments, through research, reference, and design. Students will be exposed to texturing and lighting techniques using multiple rendering solutions as it pertains to environmental modeling.

**5 semester credit hours**

### 3DA307. Character and Hard Surface Modeling

Prerequisite: Completion of 3DA303

In this intermediate class, students will focus specifically on 3-D modeling techniques for character and product design. Students will learn to model from real life reference as well as original concepts and the proper methods and techniques as it relates to film and game development. Students will also learn texturing and lighting techniques using multiple rendering solutions as it pertains to character and product modeling.

**5 semester credit hours**

### 3DA402. Advanced Character Animation

Prerequisite: Completion of 3DA304

In this advanced class, students further refine techniques in 3-D animation. Students will focus more on the creation of short films in a group team based environment while also working on individual projects. Advanced setup techniques for character animation will be covered.

**5 semester credit hours**

### 3DA410. Advanced Projects in 3-D Modeling/Animation

Prerequisite: Completion of 3DA304

In this advanced class, students further refine techniques in modeling and animation. Students will also explore advanced topics in special effects in 3-D production and compositing. Students will also apply previous study towards the development of a demo reel.

**5 semester credit hours**

### 3DA411. Advanced Character and Hard Surface Modeling

Prerequisite: Completion of 3DA307

In this advanced class, students will continue their focus on character and product design as well as the integration of creature design. Students will focus on the integration of real life reference into the creation of original concepts and the execution of advanced modeling techniques. Students will also learn advanced modeling, texturing and lighting techniques using multiple software and rendering solutions as it pertains to character and product modeling.

**5 semester credit hours**

### 3DA412. Advanced Environmental Modeling

Prerequisite: Completion of 3DA305

In this advanced class, students will continue their focus on environmental modeling. Students will focus on numerous environmental variations and their technical and artistic challenges as well as advanced texturing and lighting techniques as it pertains to environmental modeling.

**5 semester credit hours**

**DES200. Design Methodology**

Prerequisites: Completion of LFD101 & FND101

Students focus on theory and practice of design through the exploration of symbols and graphic systems, typographic imagery, syntactic structure, graphic form and communication. Students will explore the visual problem-solving process from concept to execution and develop research and presentation skills.

**5 semester credit hours**

**DES300. Digital and Pre-press Production**

Prerequisite: Completion of GD202

An introduction to digital and pre-press printing concepts. Topics addressed: history of printing; ink and color models; manual and digital print production; technical aspects of printing and printing processes; service bureaus and printers; error reduction; estimating budgets; papers and other printing materials; printing equipment; working on-press and the proofing process.

**5 semester credit hours**

**DES305. Packaging Design**

Prerequisites: Completion of EDS201, GD202

An examination of design and production processes as they relate to forms for packaging. Students produce a variety of packaging solutions dealing with shape, volume and surface as applied to an integrated design approach. This course stresses good design from initial concept through the final mock-up and finally to point-of-purchase display in the marketplace. Appropriate thinking derived from research and understanding of the project allows students to produce finished pieces innovative in packaging development and accurate in terms of client goals.

**5 semester credit hours**

**DGF201. Digital Graphic Foundations**

Prerequisite: Completion of the Foundation Courses

Hands-on training in Macintosh-based production methods and reinforcement of developing graphic communication skills with the software programs in the Adobe Creative Suite. Typography and graphic design are explored as essential components in the effective use of these computer applications.

**5 semester credit hours**

**EDS201. Electronic Imaging**

Prerequisite: Completion of the Foundation Courses

or consent of the Department Chair

Development of illustrative and design skills utilizing digital imaging software. Electronic imaging is explored through techniques and concepts such as digital photography, collage, painting/drawing simulation, filter and imaging processing and special effects. Current industry trends and developments in animation, digital video, web pages and the Internet are included.

**5 semester credit hours**

**EDS301. Advanced Electronic Imaging**

Prerequisite: Completion of EDS201 or consent of the Department Chair

Application of 2-D imaging software to create, manipulate and modify 2-D objects and images. Scanned images, digital photographs and stock photo CDs are combined and manipulated to form compositions for both commercial and fine art applications. Students are exposed to realistic, representational imagery as well as abstract and experimental images, various printing options and special effects software. Projects cover a variety of illustrative and pseudo-photographic techniques.

**5 semester credit hours**

**GD201. Typography I**

Prerequisite: Completion of the Foundation Courses

Students are introduced to the history, technical specifications, theory and terminologies of typography as it relates to communication design. Students will explore the expressive and aesthetic possibilities of typographic forms through projects that emphasize composition, hierarchy, form, contrast, variation and meaning.

**5 semester credit hours**

**GD202. Typography II**

Prerequisites: Completion of GD201, DES200

Students further explore typography as a tool to create emotional, aesthetic, social and intellectual meaning. Students will be introduced to information theory and complex organizational systems and are encouraged to explore experimental typography in the development of a variety of print pieces.

**5 semester credit hours**

**ILL201. Illustration I**

Prerequisite: Completion of the Foundation Courses

Students concentrate on developing technical competence through instruction in several different media, beginning with pen and ink and marker rendering and progressing to watercolor, acrylics, oils and other media. Students begin to present their creative ideas in a professional manner from reference gathering to finished presentation. The importance of meeting deadlines is stressed throughout all assignments. Group critiques are held on a regular basis to encourage students to articulate their work with confidence.

**5 semester credit hours**

**ILL205. Drawing for Illustrators**

Prerequisite: Completion of the Foundation Courses

A study of the illustration process with a focus on figurative representation in modern illustration. Project assignments expose students to human diversity as it relates to interaction, activity, expression and dress.

**5 semester credit hours**

**ILL301. Illustration: Advertising Art**

Prerequisites: Completion of DGF201 and ILL205 or consent of the Department Chair

This course focuses on illustrative solutions based on art-directed layouts for advertisements done in a variety of sizes. Students work as freelance illustrators developing illustrations for merchandise packaging and posters while performing all steps from contracts to layouts to deadlines to billing. Throughout, the student is encouraged to develop and work in an individual style and/or medium.

**5 semester credit hours**

**ILL302. Illustration: Editorial and Publishing Art**

Prerequisite: Completion of ILL205 or consent of the Department Chair

Students work as freelance artists, creating visual solutions in response to verbal discussions, written manuscripts, lyrics and stories. Beginning with sketches and developing the idea through to the final artwork, students render illustrations for magazine articles and covers, spot illustrations and book jackets for a variety of editorial and publishing venues.

**5 semester credit hours**



# Course Descriptions

## **ILL304. Storyboarding**

Prerequisite: Completion of ILL205 or consent of the Department Chair

Storyboards used as a visual script for movies and television commercials are an integral part of filmmaking. This course introduces and refines students' skills of conceptualizing, sequential storytelling, drawing and rendering required for effective storyboarding. This course also explores various techniques such as penciling, markers, animatics, computer composition and enhancement. Upon completion, students will have skills and portfolio samples that are utilized in the field.

**5 semester credit hours**

## **ILL305. Digital Illustration I**

Prerequisites: Completion of ILL205, DGF201 or EDS201 or consent of the Department Chair

In this introductory class students produce digital images in various approaches ranging from advertising to editorial publishing using Adobe Illustrator and Adobe Photoshop. Students develop illustrations using traditional thumbnail processes and complete the final artwork with a digital medium. Students begin to formulate their digital illustration style.

**5 semester credit hours**

## **ILL306. Digital Illustration II**

Prerequisite: Completion of ILL305

A continuation of Digital Illustration I with emphasis on using sophisticated digital tools to create an individual style.

**5 semester credit hours**

## **ILL307. Art Direction I**

Prerequisites: Completion of ILL205, DGF201

A simulation of an advertising agency as students create advertisements targeted to a particular audience and medium, including print, billboards and television. Students work both individually and in teams to research a product, formulate advertising ideas and "sketch out" layouts that incorporate both images and written copy with headlines and taglines.

**5 semester credit hours**

## **ILL308. Concept Art**

Prerequisite: Completion of ILL205 or consent of the Department Chair

Using digital techniques and traditional drawing processes, students develop a range of concept art for applications such as video games, television, film and product design.

**5 semester credit hours**

## **ILL402. Advanced Illustration**

Prerequisites: Completion of two of the following: ILL205, ILL301, ILL302, ILL304, ILL305, ILL307

Students concentrate on completing a personalized portfolio, which encompasses their unique approach with media, style and technique. Students function as freelance illustrators or staff artists and produce "real-world" print illustrations from concept to completion. Critiques are held at each stage of production—thumbnails, roughs, color comps, finished pencils, final art, computer design and typography.

**5 semester credit hours**

## **ILL403 Art Direction II**

Prerequisite: Completion of ILL307

Students will explore experimental and guerilla marketing/advertising approaches. Students focus on creative problem solving applied to a range of advertising mediums. Working in teams,

students will develop sketches/layouts that include image, written copy that targets specific audiences and leads to marketing campaigns. The instructor will role-play as client or creative director reviewing presentations by student teams. These collaborated ideas will be presented for approval or revisions.

**5 semester credit hours**

## **INTILL. Internship in Illustration**

Prerequisite: Approval of Academic Dean

Each request for an internship must be approved by the Academic Dean to verify that the learning experience will complement the student's program of study. The quality and progress of the learning experience is monitored by an Academy instructor. The responsibility for locating an internship assignment rests with the student, and this can be coordinated with the Career Services Office.

**5 semester credit hours**

## **INTVCM. Internship in Visual Communications**

Prerequisite: Approval of Academic Dean

Each request for an internship must be reviewed by the Academic Dean to verify that the learning experience will complement the student's program of study. The quality and progress of the learning experience is monitored by an Academy instructor. The responsibility for locating an internship assignment rests with the student, and this can be coordinated with the Career Services Office.

**5 semester credit hours**

## **LFD201. Intermediate Life Drawing I**

Prerequisite: Completion of the Foundation Courses

Building on material presented in the foundation year, with a focus on structural and spatial thinking, students re-examine fundamental drawing principles related to anatomy, perspective, design and composition by working from a live model, anatomical references, sketches and memory.

**5 semester credit hours**

## **LFD202. Classical Realism: Bargue Drawing and Cast Drawing**

Prerequisite: Completion of LFD201 or consent of the Department Chair

Building upon traditional Renaissance and 19th century academic drawing approaches, students will develop a range of realistic drawing techniques. Students will use academic techniques including cast drawing, copying of Bargue plates and sight-sizing to represent the human figure. Throughout the sequence of exercises, students will develop the ability to independently analyze and self-correct their drawings. Upon completion of the course, students will be able to apply these techniques to a range of realistic drawing problems.

**5 semester credit hours**

## **LFD301. Advanced Figurative Drawing**

Prerequisite: Completion of LFD202

Students produce life-size and large-scale drawings utilizing traditional drawing methods and techniques to achieve higher levels of excellence in rendering ability. Both nude and clothed models are used to emphasize the human form and the relation to artistic anatomy.

**5 semester credit hours**

**LFD302. Advanced Figurative Drawing: Figure in Composition**

Prerequisite: Completion of LFD301

Students create figurative compositions that explore spatial concepts and various compositional modes as they work through the logistical problems of drawing multiple figures in interior and exterior settings. The "Golden Section" is studied for its historic and aesthetic significance, and other elements of design are analyzed for their impact on meaning. Both nude and clothed models are used.

**5 semester credit hours**

**LFD401. Advanced Drawing I**

Prerequisites: Completion of LFD301, LFD302

Students create figurative drawings that demonstrate individualized intent. With guidance from the instructor, students conceive and develop their own drawing projects, exploring more personal concepts. Students negotiate the various stages of visual problem-solving involved in the development of a work of art, gaining insight into the process of professional art-making.

**5 semester credit hours**

**LFD402. Advanced Drawing II**

Prerequisite: Completion of LFD401

A continuation of LFD401, with the same goal of guiding students to independent thinking and expression through works of specific intent that integrate learned skills with memory and imagination. Students conceive and develop a series of related works that explore a single theme or set of ideas in an effort to achieve a personal vision.

**5 semester credit hours**

**MDS300. Visual Language: On Critique, Theory, and Practice**

Prerequisites: WCP202, OLP202, PHO202, or permission of the instructor

In this course, students will examine contemporary discourse around art making, critical theory, and institutional critique to form an understanding of the ontological questions posed when presenting one's artwork. In the context of studio practice, the course will consist of weekly discussions on readings, lectures on the theory, history, and practice of display, research projects, and field trips to a range of exhibition venues including museums, galleries, artist studio spaces, and more. Students will be required to present their artwork in a formal critique setting. The aim is to help students articulate a critique of their own work as well as the work of other artists in a professional manner.

**5 semester credit hours**

**MMW204. 2-D Animation and Digital Video I**

Prerequisite: Completion of DGF201 or 3DA301 or consent of the Department Chair

In this intermediate class, students will learn the fundamentals of traditional, digital animation and digital filmmaking. Students will learn the principles of animation and the basics of video production. Students will also learn the concepts and techniques of pre-production as well as post-production.

**5 semester credit hours**

**MMW304. 2-D Computer Animation and Digital Video II**

Prerequisite: Completion of MMW204 or consent of the Department Chair

Students expand upon the techniques learned in MMW204, with added emphasis on longer form, experimental video and video for web pages. Students develop a "reel" or video portfolio.

**5 semester credit hours**

**MMW308. Web Design I**

Prerequisite: Completion of DGF201 or DES200

In this course, students plan and create web sites. Issues specific to the Internet and interactive design are explored, including historic development, legal issues and social implications.

**5 semester credit hours**

**MMW309. Multimedia I: Interactive Graphics**

Prerequisites: Completion of DGF201, EDS201

Students develop multimedia content including the use and control of typography, images, digital video and animated graphics. The course emphasizes and develops the student's ability and versatility with web-oriented content and focuses on current development tools for such content.

**5 semester credit hours**

**MMW408. Web Design II**

Prerequisite: Completion of MMW308

Students integrate animated content and dynamic content into their web sites, applying current programming languages and methodologies.

**5 semester credit hours**

**MMW409. Multimedia Scripting: Advanced Interactive Programming**

Prerequisite: Completion of MMW309

A focus on advanced features and interactive animation techniques for programming ActionScript in Flash. Students develop complex content, including multimedia players, custom interfaces, games and object-oriented programming.

**5 semester credit hours**

**MMW410. Advanced Multimedia and Web Design Projects**

Prerequisite: Completion of MMW408 or MMW409 or consent of the Department Chair

Students produce web-based projects addressing current leading-edge theories, technologies and approaches to Internet-based media. Course work covers independent and team-oriented projects, seminar discussions that include the underlying ethical and social issues at the forefront of this medium and a final culminating project.

**5 semester credit hours**

**MMW411. Interactive Design**

Prerequisite: Completion of MMW408

The course focuses on developing specific aspects of contemporary web design. It concentrates on creating portfolio pieces to prepare designers to enter the industry. Projects include online ads, banners, rich media including video, audio and streaming technologies, mobile applications and animation (video ads, visual storytelling).

**5 semester credit hours**

**MMW415. Multimedia Web Video: Interactive Media and Video Integration**

Prerequisites: Completion of MMW204, MMW308, MMW309 or consent of the Department Chair

Students integrate various content and media for presentation on the web. Media, including digital video and digital audio, are developed utilizing web publishing software presented online. Students develop multimedia projects while addressing issues of content, organization, navigation and presentation. Course work includes team projects, lecture and a final culminating project.

**5 semester credit hours**



# Course Descriptions

## **OLP201. Oil Painting I**

Prerequisite: Completion of the Foundation Courses

An introduction to oil painting. Students learn to skillfully employ basic oil painting materials and techniques and apply principles of tone, color and composition to create works based on the human figure.

**5 semester credit hours**

## **OLP202. Oil Painting II**

Prerequisite: Completion of OLP201

A continuation of Oil Painting I that focuses on technique and color in depicting life and nature. Students use various approaches to create well-crafted compositions that focus on using light and color.

**5 semester credit hours**

## **OLP301. Still Life Painting**

Prerequisite: Completion of OLP202

This course establishes an understanding of the historical, technical and conceptual issues that surround still life painting. Students are asked to consider aesthetic issues pertaining to the selection of subject matter and to consider their personal style and philosophy in their approach to painting.

**5 semester credit hours**

## **OLP302. Figure Painting**

Prerequisite: Completion of OLP202

This class continues the study of rendering the human figure in oil painting. To improve their figurative painting skills, students will be exposed to new techniques and encouraged to address issues of style and content in their paintings.

**5 semester credit hours**

## **OLP305. Old Masters' Techniques**

Prerequisite: Completion of OLP202

Students develop a deeper understanding of oil painting by examining works of the old masters to learn from their technical and theoretical contributions and are challenged to re-create the masters' expressive effects.

**5 semester credit hours**

## **OLP403. Advanced Painting I**

Prerequisites: Completion of OLP301, OLP302

Students begin to create a cohesive body of original work that exhibits both a personal vision and a high level of technical competence. The emphasis on concept and creativity is achieved through concentrated studio work with complex subjects and the development of an individual aesthetic.

**5 semester credit hours**

## **OLP404. Advanced Painting II**

Prerequisite: Completion of OLP403

In preparation for entering the professional art field, students continue to build a body of personal work that reflects confidence with the medium and in-depth development of an artistic vision based on critical thinking and aesthetic problem solving.

**5 semester credit hours**

## **PFA400. Portfolio: Fine Arts (All Painting and Life Drawing majors)**

Prerequisite: Must be taken in final semester of BFA program

With the guidance of an Academy instructor, students create a professional portfolio of work, from which selected pieces are exhibited in the required Bachelor of Fine Arts Exhibition.

**5 semester credit hours**

## **PHO201. Introduction to Photographic Imaging**

Prerequisites: Completion of LFD101 & FND101

An introductory class designed to provide an understanding of photography through the practice of traditional techniques and basic digital imaging. Students focus on mechanics of SLR and DSLR cameras, exposure metering and calculation, film processing, darkroom techniques, as well as digital image management. Students apply studio lighting techniques to photograph a variety of subjects. A 35-mm film camera, a DSLR camera, inkjet and traditional darkroom paper will be provided.

**5 semester credit hours**

## **PHO202. Studio Lighting and Techniques**

Prerequisite: Completion of PHO201 or consent of the Department Chair

Students are introduced to concepts of video capture and sound recording. Students learn through hands-on use of advanced video equipment and software. In-class demonstrations focus on the implementation of Final Cut Pro and Soundtrack Pro video and sound editing software. Students learn tungsten lighting strategies and techniques that develop storytelling concepts.

**5 semester credit hours**

## **PHO205. Advanced Photographic Imaging**

Prerequisite: Completion of PHO201

The class is designed to refine film exposure techniques through the application of the Zone System and to refine digital exposure through advanced image software applications. Students learn to use large format view cameras to control image perspective and depth of field. Emphasis is placed on visualization, narrative content and color theory.

**5 semester credit hours**

## **PHO302. Location Photography**

Prerequisite: Completion of PHO205

Documentary image making is introduced with emphasis on commercial assignment photography. Students review and evaluate architectural and on-location portrait photography in editorial, advertising and annual report applications. Effective utilization of available and controlled lighting is studied for film, digital or video image-making.

**5 semester credit hours**

## **PHO305. Fine Art Photography**

Prerequisite: Completion of PHO205

Students further develop their creative abilities and personal artistic style. Students concentrate on a camera format (film, digital or video) and an image-making approach that incorporate advance planning from pre- to post-production. Student self-assigned projects are designed to recognize and produce photographic works that are appropriate for exhibition in traditional and non-traditional settings and that consider the place of the photographic medium in American culture.

**5 semester credit hours**

## **PHO402. Advanced Studio Lighting and Techniques**

Prerequisite: Completion of one PHO300 Course

This class further defines lighting techniques using various controlled lighting applications for advertising assignments, photo illustrations, products and portraits. To discern and to employ lighting effectively students consider the properties of light that best portray subject matter. Students have hands-on training with the large-format digital camera.

**5 semester credit hours**

**PHO405. Advanced Location Photography**

Prerequisite: Completion of one PHO300 Course  
Students employ film and digital large format cameras to photograph architectural exteriors and interior spaces. Students develop a point of view regarding architectural style and architectural history that informs their image-making. Demonstrations and field-practice concentrate on perspective control and management of image resolution and clarity that are properties of large-format camera photographs.

**5 semester credit hours**

**PHO410. Advanced Projects**

Prerequisite: Completion of one PHO300 Course  
The student is challenged to define, develop, and direct a project that is representative of his/her creative abilities and personal artistic style. The project portfolio formatted for gallery display, book monograph, or video considers photographic composition and narrative content as an expression of a personal understanding of the medium.

**5 semester credit hours**

**PIL400. Portfolio: Illustration (All Illustration majors)**

Prerequisite: Must be taken in final semester of BFA program  
Students create their professional illustration portfolio, from which selected pieces are exhibited in the required Bachelor of Fine Arts Exhibition. Students work under the guidance of a faculty member, who custom-designs the course objectives and appropriate projects.

**5 semester credit hours**

**PPH400. Portfolio: Photography (All Photography majors)**

Prerequisite: Must be taken in final semester of BFA program  
A final portfolio of work is created, from which selected pieces will be exhibited in the Bachelor of Fine Arts Exhibition. Students work under the guidance of a faculty member, who custom-designs the course objectives and appropriate projects.

**5 semester credit hours**

**PVC400. Portfolio: Visual Communications (All Graphic Design, Multimedia Design, and 3-D Modeling/Animation majors)**

Prerequisite: Must be taken in final semester of BFA program  
This course is for students who will be graduating in Graphic Design, Multimedia Design or 3-D Modeling/Animation. With the guidance of an Academy instructor, students create a professional portfolio of work, from which selected pieces are exhibited in the required Bachelor of Fine Arts Exhibition.

**5 semester credit hours**

**SCP201. Figurative Sculpture I**

Prerequisite: Completion of the Foundation Courses  
An introduction to the tools and techniques used in figure modeling, with a focus on anatomy and observation to render the human form in three dimensions.

**5 semester credit hours**

**SCP301. Figurative Sculpture II**

Prerequisite: Completion of SCP201  
Students use a variety of materials for their sculptures and learn techniques for preparing metal casting.

**5 semester credit hours**

**SCP305. Figurative Sculpture III**

Prerequisite: Completion of SCP301  
Students use a variety of materials for their sculptures and learn advanced techniques and processes.

**5 semester credit hours**

**VCM301. Advertising**

Prerequisite: Completion of GD202  
Projects for this course focus on the development of concepts, art direction, layout skills, strategy and marketing research and branding.

**5 semester credit hours**

**VCM305. Corporate Branding Design**

Prerequisite: Completion of GD202  
Students develop corporate brand identity systems through research, design and implementation. Students address branding and identity development from basic logo design to complex branding systems, including brand concepts and briefs, identity standards and integrated advertising materials. Throughout the course students explore how effective branding positively impacts an organization by establishing a definitive public image.

**5 semester credit hours**

**VCM401. Environmental Design**

Prerequisite: Completion of GD202  
An introduction to environmental design concerns. Topics include the development of 2-D and 3-D concepts that incorporate model-building. Projects focus on environmental graphics such as trade show design, external environmental design, banners and signage, display kiosks, point-of-purchase displays and billboards.

**5 semester credit hours**

**VCM405. Editorial/Book Design**

Prerequisite: Completion of GD202  
Students analyze print publication design in the form of magazines, books and other multi-page documents. Students utilize complex grid systems to organize editorial content and work with advanced typography, photographic imagery and illustrations to activate the page space. Both codex and non-codex forms of the book are introduced, and students have the opportunity to design, print and bind a novel.

**5 semester credit hours**

**WCP201. Watercolor Painting I**

Prerequisite: Completion of the Foundation Courses  
An introduction to watercolor tools and techniques for achieving professional results with emphasis on lighting, texture, composition, edges and the understanding of color and its possibilities. Students learn basic wet-in-wet techniques, dry brush, tinting, glazing, matting, presentation and preservation of watercolor art. As always, students are encouraged to develop a personal style that allows them to express themselves successfully using this challenging medium.

**5 semester credit hours**

**WCP202. Watercolor Painting II**

Prerequisite: Completion of WCP201  
This course continues from WCP201 in developing observational skills, creativity and technical refinement while focusing on lighting, color and texture. Students advance into extended experiences that enable personal statements to emerge.

**5 semester credit hours**



# Course Descriptions

## **WCP305. Watercolor Landscape Painting**

Prerequisite: Completion of WCP202

Students build on their knowledge of watercolor by focusing on urban and rural scenery. Finished paintings completed in the classroom are based on reference material gathered either with sketching, color studies on location or photography.

**5 semester credit hours**

## **WCP301. Watercolor Painting III**

Prerequisite: Completion of WCP202

Using techniques learned in previous classes, students create works based on specialty subject matter. With emphasis on observation, rendering form, lighting, color and texture, students create well-designed compositions that demonstrate their approach to issues of content and personal expression.

**5 semester credit hours**

## **WCP303. Watercolor: Figure and Portrait**

Prerequisite: Completion of WCP202

Students use water-based media to produce works that feature the human figure. Additionally, students study the history of watercolor portraiture.

**5 semester credit hours**

## **WCP403. Advanced Watercolor I**

Prerequisites: Completion of WCP301 and WCP303 or consent of the Department Chair

Students are challenged to display a high level of skill and craftsmanship while producing work that is aesthetically sophisticated and intellectually challenging.

**5 semester credit hours**

## **WCP404. Advanced Watercolor II**

Prerequisite: Completion of WCP403

Students expand on the discoveries made in Advanced Watercolor I and concentrate on producing a professional-level body of work.

**5 semester credit hours**

## **Humanities and Sciences**

### **Freshman Seminar**

#### **GEN101. College Success Seminar**

In this seminar course, students establish habits necessary for college success, including time management, health and wellness, personal finance, study skills and strategies, effective note taking and developing a professional network. This course also familiarizes students with some of the key policies, people and resources at the Academy. The course includes an introduction to the integrated skills portfolio that students maintain to present their learning throughout their college career.

**1 semester credit hour**

### **Behavioral and Social Sciences**

#### **PSY101. Introduction to Psychology**

Prerequisite: Completion of COM101

This course surveys the study of human and animal behavior with an emphasis on the scientific nature of contemporary psychological investigation. Topics may include the biology of behavior, sensation and perception, learning, memory, cognition, motivation, emotion, life-span development of behavior, personality, abnormal behavior and its therapies, social behavior and individual differences.

**3 semester credit hours**

#### **PSY301. Adulthood: Relationships, Wellness, Stress and Longevity**

Prerequisites: Completion of PSY101, COM101

Evaluation of the developmental changes that occur from early adulthood through late adulthood that include primary and secondary aging, wellness, stress management, career choice, intelligence, personality, lifestyles, relationships, marriage, friendship, and bereavement, with an emphasis on longevity. Developmental theories from Introduction to Psychology will be applied.

**3 semester credit hours**

#### **SOC205. Film and Society**

Prerequisites: Completion of COM101, COM102

Film is examined as a reflection and influence on society. Students concentrate on the content of the film (script, period style or historical reference) as opposed to the form (cinematography, design, etc.). Students apply a series of critical approaches and theories to the analysis of fine art, pop culture, mass media and contemporary society. The course covers concepts such as authority, subjectivity, race, class and gender as they are applied to producing and interpreting a message.

**3 semester credit hours**

#### **SOC207. Film and Society: World Cultures**

Prerequisites: Completion of COM101, COM102, SOC205

Films from Europe, Asia, Africa and South America are explored to develop a holistic, cross-cultural perspective. Students gain an appreciation of cultural similarities and differences and enhance their intercultural sensitivity.

**3 semester credit hours**

### **Communications**

#### **COM101. College Composition I**

This introductory writing course (1) develops awareness of the writing process; (2) provides inventional, organizational and editorial strategies; (3) stresses the variety of uses for writing; and (4) emphasizes critical skills in reading, thinking and writing. The course includes production of documented, multi-source writing in one or more papers for a combined total of at least 2500 words in final version. This course emphasizes correct grammar, usage and mechanics. Students will read, interpret and evaluate information from a variety of sources, including scholarly journals and publications.

**3 semester credit hours**

#### **COM102. Oral Communication**

Prerequisite: Completion of COM101

This course combines communication theory with the practice of oral communication skills. Students learn to present, analyze and critique oral communication.

**3 semester credit hours**

#### **COM103. College Composition II**

Prerequisite: Completion of COM101

Students further develop the writing, organization and critical reading skills introduced in COM 101. The course focuses on close reading and critical analysis of texts, including literary texts. Students are introduced to literary terms and the conventions of literary criticism. Analysis is supported by the use of both primary and secondary sources. This course emphasizes development of persuasive rhetoric through documented, multi-source writing in one or more papers for a combined total of at least 2500 words in the final version.

**3 semester credit hours**

## Fine Art/Humanities

### ART101. Art History Survey I

Prerequisite: Completion of COM101

Beginning with prehistoric cave paintings and progressing through Egyptian, Greek and Medieval European art, students are acquainted with the major movements, artists and artworks of the western world.

**3 semester credit hours**

### ART102. Art History Survey II

Prerequisites: Completion of COM101, ART101

Students study the masterworks of some of the greatest figures in western art—the Renaissance, Baroque, Rococo and Neo-Classical, Romantic and Impressionist periods.

**3 semester credit hours**

### ART104. World Art

Prerequisites: Completion of ART101, ART102

A focus on the role of art in world societies as it relates to painting, sculpture and architecture, textiles and mask and body decoration. Emphasis is placed on art from India, Southeast Asia, Africa and the cultures of the South Pacific Islands. The development of the visual arts and their contextualization within their social, economic and historical milieu and cross-cultural commonalities are examined.

**3 semester credit hours**

### ART301. Survey of American Illustration

Prerequisites: Completion of ART101, ART102

In this overview of the history of American illustration from the 19th century to the present, students will learn key illustrators and stylistic shifts within the discipline. Students will critically analyze images, considering the broader context in which they were created, and through the application of appropriate semiotic terminology and concepts. This class prepares students to create and discuss their own original illustrations within established historical and methodological frameworks.

**3 semester credit hours**

### ART302. History of Graphic Design

Prerequisites: Completion of ART101, ART102

A survey of historical and contemporary design trends in industry, including comparison of global design histories and trends. Students are introduced to the theories and methods that drive historical and current design as well as to the work of leading designers.

**3 semester credit hours**

### ART303. 20th Century and Contemporary Art History

Prerequisites: Completion of ART101, ART102

An introduction to the major movements and artists of the twentieth century with reference to the transition of modernism from European roots to America and into the pluralism and internationalism of the present. Emphasis is placed on the dynamism and variety of the historical process with attention to the idea of the artists' individuality in relationship to their milieu.

**3 semester credit hours**

### ART304. Art History: Renaissance and Baroque

Prerequisites: Completion of ART101, ART102

An introduction to the influential periods of art: Italian Renaissance, Northern Renaissance, Venetian art, Mannerism and Baroque.

**3 semester credit hours**



*2015 Distinguished Alumnus Jason Seiler in the Bill L. Parks Gallery*

## Mathematics and Physical and Life Sciences

### LIF101. Anatomy

This course provides an understanding of the skeletal system as an architectural framework of the human body and of the muscular system as production of motion for the human body. Students study the biological and evolutionary aspects of the human body.

**3 semester credit hours**

### LIF301. Advanced Anatomy

Prerequisite: Completion of LIF101

An exploration of the variations in human anatomy based on age, gender, race and body type. Students study the history of artists' use of anatomical knowledge in rendering the human form.

**3 semester credit hours**

### MTH101. Quantitative Literacy

Students develop a conceptual understanding of problem-solving, decision-making and analytic skills dealing with quantities and their magnitudes and interrelationships. Through lectures and assignments, students develop an appreciation for mathematics as both a science and an art.

**3 semester credit hours**

### SCI101. Vision, Light and Color

Examination of basic physics and light chemistry in the framework of geometrical and physical optics. Topics covered include refraction and diffraction, structural color, the nature of light and its interactions with matter, photochemistry, pigments and dyes and the principles underlying fluorescence and phosphorescence, lasers and holography.

**3 semester credit hours**

### SCI205. Introduction to Science Labs

Students study and conduct experiments and hands-on applications for a variety of scientific principles and phenomena qualified by lab reports that document the collection and analysis of data. Laboratory sessions span fields such as biology, chemistry, astronomy and physical science.

**3 semester credit hours**



# Admissions Procedures and Requirements

## Admissions Procedures and Requirements

Students applying for entry into the American Academy of Art must submit the completed application form with a \$25.00 non-refundable application fee. All applicants are required to have an interview with a representative of the school when they apply. Former students who are applying for re-entry into the same degree program from which they withdrew must coordinate with the Registrar rather than through the admissions office.

Only high school graduates or recipients of the G.E.D or a degree from an institution of higher learning may apply for and attend degree classes. An official transcript of grades must be sent directly from a high school and any postsecondary school attended to the American Academy of Art, Office of the Registrar, 332 S. Michigan Ave, Chicago, IL 60604.

Students attending other postsecondary schools must have a 2.0 cumulative grade point average and be maintaining satisfactory academic progress to be accepted. All prospective transfer students will need to schedule an appointment with the Academic Dean for a transcript and portfolio review. Transfer students who do not meet this requirement may be admitted on provisional status, however, decisions regarding acceptance will be made on a case by case basis.

## Transfer of Credit Policies and Procedures

The American Academy of Art will consider the transfer of credits for completed course work from other institutions, provided they are submitted for evaluation prior to the student's entry to the program.

The Academy is interested in saving the student both time and tuition expenses if he/she has already taken similar courses, but it must also ensure that students be placed in the proper level of the program. Therefore, it is likely

that transfer students will receive more humanities and science course credits than credit in the Academy's studio course work.

To be eligible for transfer of credit to the Academy, completed course work must have achieved a minimum grade of "C" or "2.0," and the completed credit must be considered comparable in content, purpose and standards to the level of course work at the American Academy of Art. Only credits from nationally accredited or regionally accredited institutions will be considered, and no more than fifty percent of the course work may be completed at other institutions.

Unofficial student transcript copies may be used for preliminary analysis of possible credit, but final awarding of credit can only be based on transcripts that are official and original. Although the awarding of transfer credits can result in a student taking a reduced load, the student should consult the enrollment agreement for questions about the effect of transfer credit on tuition charges.

Accepted credits earned at other institutions will be recorded on a student's permanent academic record, but grades received at other institutions will not be recorded or included in the student's grade point average.

The procedures to be followed to receive consideration of transfer credits are:

1. An official transcript must be sent directly to the Office of the Registrar by the institution(s) attended.
2. For studio art credit, the student must submit a portfolio of representative pieces from the course for which credit is sought. The Academic Dean will conduct an evaluation of the studio art pieces and will determine the student's placement within the American Academy of Art's curriculum based upon the comparability of course learning

outcomes and the skill level demonstrated.

3. For humanities and sciences course requirements (also called general education courses at some schools), the student may receive credit for a course with a different content as long as it is from the same learning cluster. The American Academy of Art has defined four learning clusters: Behavioral and Social Sciences, Communication, Fine Art and Humanities, and Mathematics and Physical and Life Sciences. Students must receive nine credits in each cluster in order to graduate. In the Fine Art and Humanities cluster, at least two of the classes must be in art history. As long as the course to be substituted falls within the same cluster, the course need not have covered the exact topic offered by the Academy. In other words, a course in psychology could be substituted for a course in sociology since both are considered to be Behavioral and Social Sciences. The Academic Dean, in conjunction with the Registrar, will make the determination of credit accepted.
4. Advance Placement Credit (AP) Credit will be awarded from the College Board Advance Placement Program for students receiving a 3 or higher proficiency level on the Score Report for Colleges and Universities.
5. Dual Credit (DC) The Academy reviews dual credit upon receipt of a transcript from an accredited college. The Academic Dean in conjunction with the Registrar will make the determination of accepted credit.
6. The Academy will not accept more than 50% of transfer credit into the Bachelor of Fine Arts program.
7. All students must complete 30 of the last 60 credit hours at the American Academy of Art.
8. Homeschool Transcripts -Acceptable homeschool transcripts must be notarized.

## Special Transfer Policies for International Students

In lieu of the requirement that the institution from which you seek to transfer credits be regionally or nationally accredited, the school must either be:

- Officially recognized by the Ministry of Education, or
- Considered university level by an outside evaluator.

Transcripts and course descriptions must be translated into English.

Transfer students with non-U.S. institution credentials may choose to pursue an "external" evaluation on their own through a professional evaluation company, such as World Education Services, [wes.org](http://wes.org), or by the American Association of College Registrars and Admissions Officers (AACRAO) [aacrao.org](http://aacrao.org). In either case, the student will receive an official copy of the evaluation and will need to request a copy of the evaluation to be sent to the Registrar's Office at the Academy. Upon request, the Registrar will review the student's credentials to ascertain if outside evaluation will be necessary.

## To Transfer Credit From the American Academy of Art

Program course work and specific graduation requirements of institutions vary considerably. The Registrar will provide academic information to any institution upon the written request of the student. The receiving institution will evaluate the credits earned at the American Academy of Art and determine the transferability of those credits. Please recognize that the Academy has no control over the policies of other institutions.

## Veterans

The American Academy of Art is approved for veterans' benefits by the Illinois State Approving Agency. Veterans who plan to use these benefits to help finance their education should contact the nearest regional office of the Veterans Administration to determine eligibility, application procedures and other requirements. Veterans are required to submit to the Academy a Certificate of

Eligibility from the V.A. along with their application materials. Veterans must be accepted into a degree program to receive benefits and must submit official transcripts of all previous college work. Veterans should be aware that failure to maintain satisfactory progress will result in the termination of benefits.

Beginning August 1, 2019, and despite any policy to the contrary, the American Academy of Art College will not take any of the four following actions toward any student using U.S. Department of Veterans Affairs (VA) Post 9/11 G.I. Bill® (Ch. 33) or Vocational Rehabilitation and Employment (Ch. 31) benefits, while their payment from the United States Department of Veterans Affairs is pending to the educational institution:

- Prevent their enrollment;
- Assess a late penalty fee to;
- Require they secure alternative or additional funding;
- Deny their access to any resources (access to classes, libraries, or other institutional facilities) available to other students who have satisfied their tuition and fee bills to the institution.

However, to qualify for this provision, such students may be required to:

- Produce the VA's Certificate of Eligibility by the first day of class;
- Provide written request to be certified;
- Provide additional information needed to properly certify the enrollment as described in other institutional policies (see our VA School Certifying Official for all requirements).

GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). More information about education benefits offered by VA is available at the official U.S. government Web site at <https://www.benefits.va.gov/gibill>.

## International Students

The American Academy of Art welcomes qualified international students who can demonstrate adequate English skills. Applicants whose native language

is not English can submit the results of the Test of English as a Foreign Language (TOEFL) with their applications and should indicate the Academy's institution code number of 1013 when taking the test. The minimum acceptable TOEFL scores are 500 paper-based total, 173 computer-based total and 61 Internet-based total. To be granted a Certificate of Eligibility for Non-immigrant Status (I-20), an international student must have:

- Been accepted as a full-time student in a degree program;
- Submitted a signed Enrollment Agreement; and
- Submitted an affidavit verifying sufficient financial resources to cover expenses for a full school year.

International applicants are not eligible for financial aid from the U.S. government. International applicants must submit certified transcripts of all secondary and college-level studies, translated if necessary and accompanied by an explanation of the grading systems.

## Americans with Disabilities Act Accommodation

The American Academy of Art does not deny admission to the school on the basis of disability, age, national origin, religion, race, gender or sexual orientation. The school reasonably accommodates applicants and students with disabilities to the extent required by applicable law. The facilities at the school are accessible to the physically challenged. Students with disabilities who may need accommodations in any class must notify the instructor no later than the second class in the semester so that reasonable accommodations may be made. Documentation of the student's disability and how it impacts his/her participation must also be submitted to the Academic Dean.



# Student Information

## Orientation

New students are required to attend an orientation program prior to their start date. Information is provided at orientation by the school's Academic Dean, the Registrar, the Financial Services Office and faculty members.

## Student Advising

Academic advising is provided throughout the school year by the Registrar, the Academic Dean, Faculty Advisors and the Department Chairs. In addition, career advising is available through the Career Services Office. Advising sessions and discussions with Academy administrative staff are confidential.

## Registration

Each semester, the Registrar notifies students of the registration procedures and the individual student's progress towards graduation. The Catalog Requirements Analysis (CRA) clearly delineates all program requirements, the grades earned for those courses already completed and the remaining obligations of the student. Courses offered during the next semester that can be used to satisfy needed credits are also listed. The Registrar welcomes questions about a student's individual circumstances and is available for meetings.

## Tuition and Fees

The tuition and fee schedule can be found on the Academy's website at [www.aaart.edu/admissions/tuition-and-fees](http://www.aaart.edu/admissions/tuition-and-fees).

## Entrance Dates

Entrance dates are in the Fall (August/September) and Spring (January). Please see the calendar in the Insert for exact dates.

## Reservations and Advance Tuition Payment

Reservations are required in advance to ensure a place in classes. To make a reservation, an administrative fee of \$125.00 is charged. This fee will be applied to the semester's tuition when

the student is admitted to the school. The fee is nonrefundable except as provided in the Cancellation and Refund Policy.

## Enrollment Agreement

Enrollment agreements to study with the Academy are made for a specific period of time. Tuition and fees are refunded according to the Cancellation and Refund Policy. Tuition payments must be made on time, according to the schedule agreed upon.

## Semester Abroad Option

Students may apply to study at the Florence Academy of Art. Contact the Registrar for more information.

## Student Retention and Graduation

For more information regarding retention and graduation rates, please see <https://nces.ed.gov/collegenavigator/?q=american+academy+of+art&s=all&id=142887>.



*Career Services is available to all graduates*

# Academy Policies

## Student Handbook

The Student Handbook contains valuable information on the Academy's administrative procedures and policies and is considered to be an addendum to this catalog. The Student Handbook is the source for information on a wide range of areas.

## General Conduct

The American Academy of Art is proud of its creative and diverse community of faculty, students and staff. Our Code of Conduct is primarily a positive guide to the creation of a community that encourages the personal and intellectual development of each person and secondly, a list of behaviors that would interfere with the important work of our community. All students entering the American Academy of Art are accepted with the understanding that they are sincere in their desire to become able and successful artists or designers and are willing to comply with all regulations and policies of the school. The following behaviors are violations of our code of conduct and can lead to probation or termination from the Academy: excessive absences or tardiness; forging or altering Academy documents and records; furnishing false information to or withholding requested information from the Academy with intent to deceive; stealing any material object; violations of the Academic Integrity Policy; vandalism; immoral conduct; harassment; abusive behavior; use, sale or possession of illegal drugs, drug paraphernalia or intoxicating beverages on the Academy's premises; possession of any weapon on the premises; and other behaviors mentioned elsewhere in the catalog and the student handbook.

## Academic Integrity

The American Academy of Art is committed to promoting a culture of academic honesty. As a community, the faculty, staff and student body work to produce graduates with the professional skills and vision necessary to succeed in the contemporary art world. Values like self-reliance, accountability and professionalism can only exist in a culture

where academic and professional honesty are celebrated and fostered. Students are expected to respect and maintain a standard of personal honesty in all their academic pursuits. See the Student Handbook for more information.

## Email Communication

An American Academy of Art assigned email account shall be the Academy's official means of communication with all students. Students are responsible for all information sent to them via their Academy-assigned email account. Forwarding an email to another account could result in lost information including attachments. Email accounts will be discontinued when a student leaves the Academy.

## Reproduction Rights

The American Academy of Art reserves the right to reproduce student work in its written materials and advertising. The creator of the original work will be identified in a credit line whenever feasible. The Academy also reserves the right to use photographs of its students engaged in school activities and assures the integrity of their use.

## Notice

The American Academy of Art reserves the right to make changes in faculty or fees or to withdraw any course listed if circumstances warrant. Tuition and fee increases will be announced one semester prior to the effective date of the increase, which would take effect in that year's fall semester.

## Release of Student Records

The Family Educational Rights and Privacy Act of 1974 (FERPA), as amended, restricts the release of information from educational records without the prior written consent of the student or guardian. Items considered by the Academy to be directory information can be released without consent. The following are considered directory information: student's name, periods of attendance and graduation status, including date and degree awarded. If a student does not want this information

released, a Disclosure Refusal Form must be completed and returned to the Registrar's Office no later than 12 calendar days after the start date of the semester. Please see the Student Handbook for the Academy's full FERPA policy.

## Graduation Requirements

All credit and tuition requirements must be met in order to receive a Bachelor of Fine Arts degree. Students must have a minimum cumulative grade point average of 2.00 based on a scale of 4.00 and complete the following exit requirements: meet with the Registrar; meet with the Financial Services department; meet with the Career Services department.



# Academic Information

## Credit Hour Policy

The American Academy of Art conforms to commonly accepted practices in undergraduate higher education in the assignment of semester credit hours. A credit hour is not less than one hour of direct faculty instruction and a minimum of two hours of out-of-class student work each week for 16 weeks for one semester hour of credit. For each credit hour an equivalent amount of work is expected in all courses including studio, general education, internships and independent study. The credit hour graduation requirement for the Bachelor of Fine Arts degree programs total 122 semester credit hours. Students may not take more than 18 semester credit hours in a semester.

## Grading Standard Policy of the American Academy of Art

Grades are defined with values in determining the student's grade point average (GPA).

The Academy grades are defined with the following numeric values in:

### Grade Grade Points

A	4.0
A-	3.6
B+	3.4
B	3.0
B-	2.6
C+	2.4
C	2.0
C-	1.6
D+	1.4
D	1.0
D-	0.6
F	0.0

### Codes:

E	Evaluated credit earned
T	Official transfer credit awarded
I	Incomplete
R	Re-take
NG	No credit given
P	Pass*
W	Withdrawal

\*Students who earn a passing grade will receive the credit for the course. This grade will not affect the Cumulative Grade Point Average (CGPA) but will be counted in the quantitative evaluation of Satisfactory Progress.

## Retaking a Class

A student who has failed or withdrawn from a class may retake the class. When a class is retaken, the new grade will replace the "F" or "no credit" grade in the student's Cumulative Grade Point Average (CGPA). If a student retakes a course that has a grade higher than an "F" grade, the grade from the last course taken is used in the student's CGPA.

## Grade Point Average (GPA)

The GPA is the average for courses taken or completed each semester. The GPA is used to evaluate actual performance in an ongoing course of study.

## Grade Point Computation

The GPA and CGPA are obtained by dividing the total number of grade points earned by the number of credit hours earned for which the grades were awarded. Credit is not awarded for courses whose grade includes an NG (no credit given) or for courses from which the student formally withdrew (W). Any grade which has an outstanding incomplete (I) will not be used for the GPA until the I is removed from that grade. Only those courses for which grades were earned are used to compute a student's GPA.

## Make-up Policy

Arrangements for missed work are made with each individual instructor. In cases of medical or other serious extenuating circumstances that have been documented and approved by the Registrar, students are allowed to make up missed work without penalty.

## Grade Appeals

Grades reflect a student's performance in a given class. A grade can also reflect a student's attendance in class (see "Attendance Policy"). A student may appeal a grade based upon extenuating circumstances or a disagreement with the teacher's grading criteria. An appeal must be typed and submitted to the Registrar's Office. When filing an appeal, it is important to include as much documentation as possible. When appealing the grade assigned

by an instructor, the student should be prepared to show the work completed for the class. When appealing an attendance based grade, students should be prepared to provide such items as doctor's notes, obituaries, etc. Students should be aware that it is the policy of the American Academy of Art that all course work must be completed in order to receive credit for a class, appeal status notwithstanding. The Academic Dean decides the granting of academic appeals in conjunction with input from the instructor. Ultimately, the instructor is responsible for the grade, but the Academic Dean and the Registrar may consult with the instructor to clarify any issues.

## Notification

The Academy issues a midterm grade at the end of the first eight weeks of a semester. The midterm grade report is an informational grade indicating the status of the student at the midpoint of the term. At the end of the sixteen week term, the student receives a copy of the final grade(s) for the semester. This grade report also shows the student his/her semester and cumulative grade point averages. Midterm and final grades will be uploaded to their personal web portals and may be viewed online. Paper copies of the final grade reports are contained in the student file. The final grade is reflected on the student's transcript.

## Standards of Satisfactory Academic Progress

Satisfactory Academic Progress is the standard by which a student must meet certain benchmarks in order to successfully complete a degree. These benchmarks are measured by the following components:

- The cumulative grade point average.
- The pace of progression.
- The maximum time frame.

The grade point average and the pace of progression are measured at the end of each academic year (two semesters).

## Cumulative Grade Point Average (CGPA)

Students must achieve a Cumulative Grade Point Average (CGPA) of 2.00 or greater based on a 4.00 scale in order to graduate. A student must maintain the following minimum CGPA for each academic year: At the end of the first academic year: 1.00 CGPA; At the end of the second academic year: 1.50 CGPA; At the end of the third academic year: 1.75 CGPA; At the end of fourth and later academic years: 2.00 CGPA.

## Pace of Progression

At the end of each academic year, students must successfully complete 66.6% rounded to 67% of all attempted semester credit hours. Attempted semester credit hours include failed and retaken credits, withdrawn credits, pass/fail credits and transfer-in credits.

## Maximum Time Frame for Degree Completion

All Bachelor of Fine Arts degrees must be completed within 150% of the published length of the program. Therefore 150% of 122 credits = 183 total credits may be attempted. A student enrolling for a semester after attempting 183 credits is no longer considered to be making satisfactory progress toward the degree.

The Academy's policy applies to all students equally; however, veterans, rehabilitation students, international students and all others receiving institutional, federal or state support or assistance need to be particularly aware of their academic status since the school must report when these students fail to meet satisfactory progress requirements and this notification may lead to the loss of financial assistance or termination of studies.

## Academic Suspension and Reinstatement

Students not maintaining satisfactory progress at the end of their academic year are placed on Academic Suspension and are not eligible to continue enrollment or receive federal

financial aid unless there is a successful appeal. The Registrar's Office will notify students by letter of their Academic Suspension. Students must complete the Satisfactory Progress Appeal Request Form and write a formal appeal letter addressed to the Registrar that describes the circumstance(s) which prevented meeting satisfactory progress requirements and the action(s) that are going to be taken to bring satisfactory progress back into compliance.

Students who successfully appeal will be placed on probationary status for one semester and may receive financial aid funds for the semester. Students whose appeal has been denied may appeal the decision by requesting Enrollment Reinstatement (see Enrollment Reinstatement). At the end of the probationary period, successful students regain aid eligibility and are no longer on probation. For a student who has not met the cumulative requirements for SAP on the initial probationary period, but who achieved the requisite GPA and Pace of Progression standards for the probationary period (but not cumulatively), may submit a Satisfactory Progress Appeal Request Form together with a letter requesting a second probationary period. The appeal must address the reasons for not meeting the CGPA and the 67% of cumulative attempted credits.

Students whose appeal is granted may continue for an additional semester with financial aid eligibility. Students whose appeal is denied may not be eligible to continue.

At the conclusion of the second probationary period, successful students regain their academic and financial aid eligibility. Students who failed to attain the CGPA and the acceptable progression of completing 67% of the cumulative semester attempted credit may not be eligible to continue enrollment.

## Enrollment Reinstatement

Students may appeal to the Academic Dean for enrollment reinstatement by

completing the Enrollment Reinstatement form and attaching an explanation letter. Acceptable reasons for appeal include: administrative error, circumstances beyond the control of the student or situations in which a student has experienced undue hardship as a result of a mitigating circumstance.

If the appeal is granted, a student may continue in enrollment despite not making satisfactory progress, but is not eligible for financial aid until the student's required grade point standard and ratio of attempted to completed credits is achieved. There is not a limit to the number of times a student may request an appeal, but the academic record must verify that the student will be able to complete the degree program within 150% (183 credits) of the published length of the degree.

If a reinstatement appeal is not accepted for the contiguous semester, the student's enrollment will be terminated.

## Regaining Eligibility for Financial Aid

Financial aid may only be restored by taking actions that bring the student into compliance with satisfactory progress standards. The passing of time does not



Graduate Kathryn Lavin



# Academic Information

restore eligibility.

## Independent Study

Independent study is a course taken one-on-one with an instructor in prearranged meetings. Students must acquire the knowledge and skills equivalent to students enrolled in a traditional class. Independent study may not account for more than 10% of a student's program. Independent studies are only granted under mitigating circumstances. The Academic Dean approves independent study classes.

Independent study is established according to the following criteria:

- The instructor outlines the educational objectives to be acquired by the student.
- These objectives follow the established curriculum for that program.
- The instructor writes a week-by-week course outline.
- The course outline describes how the student's achieved competency is measured through reading, research, written assignments, reports and portfolios.
- An equivalent amount of work is required as for a regularly scheduled course.
- The Academic Dean approves the program of independent study.
- In case of withdrawal, a withdrawal form must be completed with the Registrar. The date the student signs the withdrawal form will be used as the last date of attendance.

## Attendance Policy

Students are expected to use time management skills in the same manner as they would be required to do in the workplace. The Academy's attendance policy is comparable to plans that are used in business today. Final grades will reflect attendance in class. Students may not miss more than:

- 8 classes per 16-week semester in a class that meets 4 times per week.
- 4 classes per 16-week semester in a class that meets 2 times per week.
- Students who miss more than 2 classes in the College Success Seminar will fail the course.

However, in cases of medical or other extenuating circumstances that have been documented and approved by the Registrar's Office, students are allowed to make up missed work without penalty. Tardiness or early exits are considered 1/3 of a day of absence for any class. Three occurrences of tardiness or early exit will be counted as one day of absence. A tardy and early exit on the same day will be counted as one full day of absence. Attendance may affect the assignment of grades. Violations of the attendance policy as described will result in the final grade being lowered one full grade. Students have the responsibility of monitoring their attendance by accessing their attendance records on their individual portals.

## Leave of Absence

Students may apply to the Registrar for a Leave of Absence (LOA), which is considered a temporary break in attendance. LOA's are granted for medical reasons, family emergencies, or circumstances beyond the student's control.

There are many rules to consider before applying for a LOA:

- LOA's are granted for up to 180 days in a 12-month period. At the discretion of the Registrar, multiple LOA's may be granted as long as the total number of days for all leaves does not exceed 180 days within a 12-month period. The 12-month period begins on the first day of the initial LOA.
- Coursework taken before the LOA must be available upon return of a LOA or the LOA cannot be granted.
- A student returning from a LOA must complete the term to be eligible to receive additional Federal Financial Aid.
- Students not granted LOA will need to be withdrawn from the Academy.
- All grades for the term will be reflected as a Withdrawal (W).
- A withdrawal from the Academy will place any Federal Direct Loans

received into the 6-month grace period. A student has 6 months from their last day of attendance before repayment of all federal student loans begins.

- For a student not returning from an approved LOA, or who does not follow the proper approval procedures, the withdrawal date is the last recorded date of class attendance. Thus, a student not returning from a LOA may receive a shorter grace period for their Federal Direct Loans and be in repayment sooner than expected. For example, the LOA was granted for 60 days and the student does not return. The grace period would be shortened by 60 days.

# Financial Aid

It is the goal of the Academy to help every eligible student obtain financial assistance. The Academy participates in both the federal and the State of Illinois student financial aid programs. The level of financial assistance depends on demonstrated need as well as funds available, so it is wise to begin the process early. In fact, the Academy encourages the student to meet with the Financial Services staff even before enrollment is confirmed in order to assist the student in working out a plan to meet the cost of education. Financial aid awards are based on a detailed analysis of need, taking into account many factors in addition to annual income. Also considered are total assets, debts, family size, marital status, other family members in college and recent changes in the family's financial status. In order to determine a student's eligibility, the student must complete the Free Application for Federal Student Aid (FAFSA) and the Academy's Financial Aid Application and submit these to the Financial Services Office. Financial Services personnel are available to assist students and parents in the completion of the forms and to answer questions about the application process.

Eligibility requirements for financial aid are:

1. The student must be a U.S. citizen or eligible non-citizen.
2. The student must demonstrate financial need (for most programs).
3. The student must be enrolled at least half-time in a degree program to be eligible for the Direct Loan Program.
4. The student must maintain satisfactory progress as defined by the Academy.

Applicants for financial aid must submit the following information to the Financial Aid Office:

1. The American Academy of Art Financial Aid Application.
2. A signed FAFSA.
3. Tax filers (both students and parents of dependent students) must use the IRS Data Retrieval through the FAFSA or must request an IRS Tax Return

Transcript for their Federal Income Tax Return from two years ago.

4. Non-tax filers (both students and parents of dependent students) will need to fill out the American Academy of Art Non-Tax Filer Form.
5. An IRS Confirmation of Nonfiling Letter is required for parents who did not file taxes and for independent students who did not file taxes.
6. A copy of the student's Social Security card.
7. A copy of the student's driver's license or state identification card.

The school will use the current Verification Guide issued by the Department of Education as the governing document for substantiation of information on students' applications. Any required supporting documentation needs to be submitted to the Financial Services Office as soon as possible. Information regarding student aid programs, including information on specific loan types and repayment conditions, are available in the Financial Services Office.

## Grant Programs

### *Federal Pell Grant*

The Federal Pell Grant Program is a need-based federal student aid program administered by the U.S. Department of Education for students who meet eligibility requirements. Awards do not have to be repaid.

### *Federal SEOG*

The Federal Supplemental Educational Opportunity Grant (FSEOG) is a limited fund program based on financial need and administered by the Financial Services Office at the American Academy of Art. Awards do not have to be repaid.

### *State of Illinois Grant Program*

The Monetary Award Program (MAP) provides grant assistance to eligible Illinois residents demonstrating financial need. MAP grants are applied toward tuition and mandatory fees for undergraduate students. Applicants must complete the Free Application for Federal Student Aid (FAFSA).

## Loan Programs

### *Federal Direct Subsidized Loan*

The Federal Direct Subsidized Loan provides federally guaranteed, low-interest loans of \$3,500 for first-year, \$4,500 for second-year and \$5,500 for third-year and fourth-year students. These loans are for undergraduate students who meet the eligibility requirements. Repayment is deferred until six months after the student's last day of attendance. Interest is paid by the U.S. Department of Education while the student is in school at least half-time and during the six month grace period.

### *Federal Direct Unsubsidized Loan*

The Federal Direct Unsubsidized Loan provides \$2,000 for dependent students as a supplement to the subsidized loan program. For independent students and dependent students whose parents do not qualify for the Federal Parent PLUS Loan, the Federal Direct Unsubsidized Loan provides as much as \$6,000 for the first- and second-year and \$7,000 for third- and fourth-year academic grade levels. Repayment of the principal is deferred until 6 months after graduation or withdrawal. However, interest is charged from the time the loan is first disbursed but may be deferred while the student is in school. There may be exceptions to the criteria for the listed financial aid programs, and students may need to provide additional information to be considered as an eligible student.

### *Federal Direct PLUS Loan*

The Federal Direct Parent Loan for Undergraduate Students (PLUS) provides loans up to the cost of education for an academic year, less other financial aid, to qualifying parents of undergraduate students. Repayment usually begins 60 days after the loan is fully disbursed. PLUS loans offer an alternative for students who may not qualify for other forms of aid or provide supplemental funding for those who need additional assistance.



# Financial Aid

## Scholarships

The American Academy of Art can accept scholarships from most organizations. The student applicant is responsible for assessing criteria.

## High School Senior Scholarship Competition

The Academy's high school senior scholarship art competition is offered in the fall. Applicants may request information regarding rules and entry forms online at [www.aaart.edu](http://www.aaart.edu). Information can also be requested by calling the Academy admission department at 312-461-0600.

## Withdrawal Procedure

Students who wish to withdraw from school after attending classes must have an exit interview with the Registrar to complete a Notification of Withdrawal form. Withdrawal is complete when all forms have been processed and all financial obligations have been met. Transcripts of credits earned are issued only after withdrawal conditions are satisfied. If a student withdraws from the Academy in good standing, the student will not be required to repeat the interview process upon returning to the Academy. However, if the degree requirements change during the student's absence, all new requirements, as listed in the current catalog, must be met. Insofar as refunds apply, termination will be as of the last date of attendance. All refunds are based on the student's time in attendance, tuition costs for the semester and the Academy's Cancellation and Refund Policy.

Any monies due to the student as indicated by the Tuition Payment Contract will be paid within 14 days of notification. Rules and Regulations determining the return of Title IV Federal Student Aid are available in the Financial Services Office.

## Cancellation and Refund Policy for Students

### A) Rejection:

An applicant rejected by the school shall be entitled to a refund of all monies paid.

### B) Three-day Cancellation:

All monies paid by an applicant will be

refunded, minus the \$25 application fee, if notice is received in the school office within three days after signing an enrollment agreement and making an initial payment.

### C) Post-visit Cancellation:

Applicants who have not visited the school prior to enrollment are entitled to a refund of the reservation fee if notice is received in the school office within 3 days after the scheduled orientation or following a tour of the school facilities and inspection of equipment, whichever comes first.

### D) Cancelled Reservation:

Applicants requesting cancellation more than 3 days after signing an enrollment agreement and making an initial payment, but who do not report for class, may request a refund of monies paid to the school. All tuition and related fees except the \$25.00 application fee and \$125.00 administrative fee will be refunded.

For a student who begins classes, the following refund policy will apply. Since the American Academy of Art charges tuition and fees on a per semester basis, in all cases, the reference to tuition refers to the charges for the semester.

### A) First Week Withdrawal:

For a student withdrawing after entering school and attending class but within the first week of the semester, the school shall retain 10% of the tuition and activity fee, the \$25.00 application fee and a \$125.00 administrative fee.

### B) After First Week Withdrawal:

For a student withdrawing after one week, but within the first four weeks of the semester, the school shall retain 45% of the tuition and activity fee. The application fee and the administrative fees are also retained.

### C) After the Fourth Week through the Eighth Week of the Semester:

The school shall retain 70% of the tuition and activity fee. The application fee and the administrative fees are also retained.

### D) For a Student Withdrawing after the Eighth Week of the Semester:

The school shall retain 100% of the tuition and activity fee. The application fee and the administrative fees are also retained.

*Please note: Lab fees are refunded at the same percentage and on the same schedule as tuition charges.*

## Refund Policy and Withdrawal

### Recalculation of Title IV Financial Aid Eligibility

If a student does not complete a semester, an adjustment in charges will be calculated according to the refund policy as stated in the catalog and on the enrollment agreement. A chart is available from the school to illustrate the application of this policy. If a refund is due from financial aid funds, it will be made to the financial aid programs in the following order:

1. Unsubsidized Federal Direct Loan.
2. Subsidized Federal Direct Loan.
3. Federal Direct PLUS Loan.
4. Federal PELL Grant.
5. FSEOG.
6. Other state, private or institutional aid.
7. The student or the student's parent.

### Withdrawal Recalculation of Title IV Aid Eligibility

If a student drops before 60 percent of the term has been completed, a portion of the federal aid received may need to be returned to the government. Thus, it may be the case that it was expected that financial aid would cover the full costs of education, but because of the student's drop status, a portion of the funds must be returned.

Moreover, because of the recalculation of the student's eligibility for aid, the student may owe the school additional amounts for tuition, fees, and books and supplies. The student may also owe funds back directly to the government, if he/she received funds for living costs.

For example, if a student withdraws after four weeks, the school would have earned 70% of his/her semester's tuition, but the government would only consider you as eligible for 26% of the aid you would have received had you completed the semester. This would mean that you would be responsible for paying the Academy the difference.

# Directions and Parking Information



## Public Transportation

Visit [www.transitchicago.com](http://www.transitchicago.com) or [www.metrarail.com](http://www.metrarail.com).

## Train Stations

Metra: Ogilvie Station  
Metra: Union Station  
Metra: Van Buren Street  
South Shore: Van Buren Street

## Parking

Park One Parking  
328 South Wabash  
312-939-9462

Grant Park South Underground Parking  
325 South Michigan Ave.

## Directions

**From the North (City):** Take Lake Shore Drive (US-41S) to Randolph St. (W) to Michigan Ave. (S) to the American Academy of Art located at Van Buren St. and Michigan Ave.

**From the North:** Take the Edens (I-94E), merging into the Kennedy (I-90-94E). Exit at Jackson Blvd. (E) to Michigan Ave. (S) to the American Academy of Art located at Van Buren St. and Michigan Ave.

**From the Northwest:** Take the Kennedy (I-90E) merging into (I-90-94E). Exit at Jackson Blvd. (E) to Michigan Ave. (S) to the American Academy of Art located at Van Buren St. and Michigan Ave.

**From the West:** Take the Eisenhower (I-290E). I-290E becomes Congress Pkwy. Take Congress Pkwy. (E), pass Michigan Ave., and follow the curve around Congress Plaza back to

Michigan Ave. (N) to the American Academy of Art located at Van Buren St. and Michigan Ave.

**From the South:** Take the Dan Ryan (I-94W), to the Stevenson (I-55N) to Lake Shore Drive (US-41N) to Balbo (W) to Michigan Ave. (N) to the American Academy of Art located at Van Buren St. and Michigan Ave.

**From the Southwest:** Take the Stevenson (I-55N) to Lake Shore Drive (US-41N) to Balbo (W) to Michigan Ave. (N) to the American Academy of Art located at Van Buren St. and Michigan Ave.

Visit [www.gettingaroundillinois.com](http://www.gettingaroundillinois.com) or [www.randmcnally.com](http://www.randmcnally.com) for more information.





American  
Academy of  
Art

332 S. Michigan Ave.  
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**312-461-0600**  
**[www.aaart.edu](http://www.aaart.edu)**

## **Catalog Volume 92 Addendum**

Fall 2023

### **Name Change**

*Effective January 2020, the institution is now known as the American Academy of Art College.*

### **Program Offerings**

*Effective Fall 2021, The Academy's degree program offerings will be:*

BFA in 3D Modeling and Animation  
BFA in Art Direction  
BFA in Graphic Design  
BFA in Illustration  
BFA in Painting with Specializations in Oil Painting  
BFA in Photography

The following programs will be phased out:

BFA in Painting with a Specialization in Watercolor  
BFA in Life Drawing  
BFA in Multimedia Design  
BFA in Digital Illustration program.

### **Curriculum**

*Effective Fall 2022, the following courses will be offered through the Humanities and Sciences Department:*

#### **GEN101** First Year Seminar

Prerequisite: None

This course provides the opportunity for students to explore their majors and develop the foundational skills that will serve them academically and as professional creatives. Students will participate in meaningful discussions, personal/professional reflection, and engaging activities within and outside of the classroom to learn more about themselves, their career goals, and the resources available at the Academy and within the City of Chicago.

1 Semester Credit Hour

#### **HUM101** Critical Thinking for the Artist

Prerequisite: Completion of COM101

This course explores issues about the nature and techniques of critical thought, viewed as a way to establish a reliable basis for our claims, beliefs, and attitudes about the world and complex issues. Views about observation and interpretation, reasoning and inference, valuing and judging and the production of knowledge in a societal and artistic context are considered. Emphasis will be placed on the role of critique, interpretation, and critical inquiry as it relates to art.

3 Semester Credit Hours

#### **HUM301** Humanities Special Topics.

Prerequisite: Completion of COM101

This seminar format course provides students with an in-depth examination of such areas as popular culture, art history and other humanities disciplines. Students will prepare a research paper, class presentations and written exams.

3 Semester Credit Hours

#### **PSY305** Social Psychology

Prerequisite COM101

An investigation of how the behavior or feelings of one individual are influenced by the behavior and/or characteristics of others. Topics include: perception of self and others, attribution processes, attitudes, attraction, social influence, conformity, power, aggression, and groups.

3 semester credit hours

#### **SOC208** Art and Business

Prerequisite: Completion of COM101

This course examines the business side of the creative practice. Emphasis is placed on various types of art related topics and the range of issues associated with each. The course is divided into two parts: general business information, including starting up,

intellectual property, and money; followed by topics specifically geared towards the working artist, including traditional and alternative strategies for exhibiting and self-promotion, freelancing, pricing, contracts and client relationships.  
3 Semester Credit Hours

*Effective Fall 2022, the following additional studio courses will be offered:*

**ANI101 Introduction to 2D Animation**

Prerequisite LFD101, FND101

In this introductory course, students will develop the fundamental terminology, concepts, and techniques of creating traditional and digital animation through the process of creating moving images of a visual storyteller. Through historical surveys and various projects students will be introduced to the basics of animation concepts as well as consider trends and genres of animation in a variety of media.

**ANI105 Introduction to Motion Graphics**

Prerequisite LFD101, FND101

Through historical survey and various projects, students will be introduced to the basics of timeline-based compositing for both creative and technical processes in motion graphics. Students will explore the combination of music, visuals, and typography following the basic theories of including its application in the area of film titles, broadcast and commercial design, and interactive media.

**ILL102- Fundamentals of Illustration**

Prerequisites LFD101, FND101

This course focuses on visual problem solving skills as a foundation for the advanced illustration courses. Students will develop their process from creating conceptual sketches and thumbnails, pursuing visual research, collecting reference materials through to creating final compositions, line art and color studies. Students will integrate this process into final finished art using traditional materials and techniques. Students will begin to develop their digital workflow using the Adobe Creative Cloud.

**OLP101 Fundamentals of Oil Painting**

Prerequisite LFD101, FND101

In this introductory course, students use oil painting tools and materials to develop a working knowledge of oil painting. Students will explore tonal harmony, color principles and composition. Through a series of rigorous exercises students will understand concepts and techniques including, palettes and color mixing, painting grounds, painting mediums, and approaches to alla prima painting.

**Accreditation and Authorization**

*The following replaces the Accreditation and Authorization on page 9:*

The American Academy of Art College is accredited by the Higher Learning Commission ( [www.hlcommission.org](http://www.hlcommission.org)), a regional accreditation agency recognized by the U.S. Department of Education.

The Academy is granted authority by the Illinois Board of Higher Education to award the Bachelor of Fine Arts degree.

The Academy is an eligible institution under government-insured student loan and grant programs. It is authorized under federal law to enroll nonimmigrant alien students and is approved by the Illinois State Approving Agency.

**Veterans**

*The following is an addition to page 45:*

Effective September 1, 2022, the American Academy of Art College is withdrawing from the G.I. Bill program.

*The following is a correction to page 45:*

Replace “Illinois State Approving Agency” with “Illinois Department of Veterans’ Affairs—State Approving Agency.”



### **Admissions Procedures and Requirements**

*The following replaces Admission Procedures Requirements on page 44:*

Students applying for entry into the American Academy of Art College must submit a completed application form. All applicants are required to have an interview with a representative of the school before starting classes. Former students who are applying for re-entry into the same degree program from which they withdrew must coordinate with the Registrar.

#### **High School Graduate Applicants:**

High school graduates with a 2.0 cumulative grade point average and recipients of the G.E.D. are eligible to apply for admissions. Students with less than a 2.0 cumulative grade point average may be considered for enrollment upon review and approval from the Academic Dean. An official transcript of grades must be sent directly to the American Academy of Art College, Office of the Registrar, 332 South Michigan Ste 300, Chicago IL 60604-4302.

#### **Transfer Applicants:**

Transfer prospective applicants with a 2.0 cumulative grade point average and maintaining satisfactory progress are eligible to apply for admissions. Applicants may be required to schedule an appointment with the Academic Dean for a transcript and portfolio review. Students with less than a 2.0 cumulative grade point average may be considered for enrollment upon review and approval from the Academic Dean. An official transcript of grades must be sent directly to the American Academy of Art College, Office of the Registrar, 332 South Michigan Ste 300, Chicago IL 60604-4302..

### **International Students**

*The following replaces International Students on page 45:*

The American Academy of Art College has voluntarily withdrawn from the Student and Exchange Visitor Program.

### **Notifications**

*The following replaces Notification on page 48:*

“The Academy issues a midterm grade at the end of the first eight weeks of a semester. The midterm grade report is an informational grade indicating the status of the student at the midpoint of the term. At the end of the sixteen week term, the student is issued a final grade(s) for the semester. This grade report also shows the student his/her semester and cumulative grade point averages. Midterm and final grades will be uploaded to their personal web portals and may be viewed online. Students may print a copy of their midterm and final grade reports from their campus portal. The final grade is reflected on the student’s transcript.”

### **Cancellation and Refund Policy for Students**

*The following replaces the Cancellation and Refund Policy for Students on page 52:*

**A) REFUNDS:** All monies shall be refunded to applicants that did not meet all admission requirements and/or their application was rejected by the Academy.

**B) THREE-DAY CANCELLATION:** All monies paid by an applicant will be refunded if notice is received in the school office within 3 days after signing an enrollment agreement and making an initial payment.

**C) CANCELED RESERVATION:** Applicants requesting cancellation more than 3 days after signing an enrollment agreement and making an initial payment, but who do not report for class, may request a refund of monies paid to the school. All tuition and related fees except the \$150.00 reservation fee will be refunded.

For a student who begins classes, the following policy will apply. As the American Academy of Art College charges tuition and fees on a per semester basis, in all cases, the reference to tuition refers to the charges for the semester.

**A) FIRST WEEK WITHDRAWAL:** For a student withdrawing after entering school and attending class but within the first week of the semester, the school shall retain 10% of the tuition, the activity fee, and the \$150.00 reservation fee.

**B) AFTER FIRST WEEK WITHDRAWAL:** For a student withdrawing after one week, but within the first four weeks of the semester, the school shall retain 45% of the tuition. The activity fee and the reservation fees are also retained.

**C) AFTER THE FOURTH AND THROUGH THE EIGHTH WEEK OF THE SEMESTER:** The school shall retain 70% of the tuition. The activity fee and the reservation fees are also retained.

**D) AFTER THE EIGHTH WEEK OF THE SEMESTER:** The school shall retain 100% of the tuition. The activity fee and the reservation fees are also retained.

*Please note: Technology fees are refunded at the same percentage and on the same schedule as tuition charges.*

**Withdrawal Procedure:**

*The following is an addition to page 52:*

Last Day of Attendance in an Online Class: The last day of attendance (LDA) for students in an online class is the date the withdrawal form is signed or without officially withdrawing the LDA is determined by the last time a student participated academically in the course – as recorded in the learning management system.

**High School Senior Scholarship Competition**

*The following replaces High School Senior Scholarship Competition on page 52:*

**Merit Scholarship**

The American Academy of Art College offers a Merit Scholarship to qualified applicants. Contact the Admissions Department at the Academy for further information.