

BA in Design: Illustration (488043) MAP Sheet

Fine Arts and Communications, Design

For students entering the degree program during the 2017-2018 curricular year.

This is a limited enrollment program requiring departmental admissions approval. For application information please see page two of this MAP or contact the Design Department in E-509 HFAC (1-801-422-7321) or the College Advisement Center in D-444 HFAC (1-801-422-3777). Admission to the Department of Design does not guarantee admission to Brigham Young University.



University Core and Graduation Requirements				Suggested Sequence of Courses			
University Core Requirements:				FRESHMAN YEAR			
Requirements	#Classes	Hours	Classes	1st Semester		JUNIOR YEAR	
Religion Cornerstones				<u>1st Semester</u>		<u>5th Semester</u>	
Teachings and Doctrine of The Book of Mormon	1	2.0	REL A 275	First-year Writing or American Heritage	3.0	DESIL 350R	3.0
Jesus Christ and the Everlasting Gospel	1	2.0	REL A 250	Religion cornerstone course	2.0	DESIL 351	3.0
Foundations of the Restoration	1	2.0	REL C 225	DES 111	1.0	General Education courses, university requirements, and/or general electives	
The Eternal Family	1	2.0	REL C 200	DES 114	3.0	Total Hours	
The Individual and Society				DES 115	3.0	15.0	
American Heritage	1-2	3-6.0	from approved list	General Education courses, university requirements, and/or general electives		<u>6th Semester</u>	
Global and Cultural Awareness	1	3.0	from approved list	Total Hours		DESIL 394R	
Skills				<u>2nd Semester</u>		DES 355/356	
First Year Writing	1	3.0	from approved list	First-year Writing or American Heritage	3.0	DES 385	
Advanced Written and Oral Communications	1	3.0	ENGL 311 or 312 recommended	Religion Cornerstone course	2.0	Illustration elective	
Quantitative Reasoning	0-1	3-4.0	from approved list	DESIL 131	3.0	General Education courses, university requirements, and/or general electives	
Languages of Learning (Math or Language)	1	3-4.0	from approved list	General Education course, and/or general electives		Total Hours	
Arts, Letters, and Sciences				Total Hours		15.0	
Civilization 1	1	3.0	ARTHC 201*	SOPHOMORE YEAR			
Civilization 2	1	3.0	ARTHC 202*	<u>3rd Semester</u>			
Arts	1	3.0	ARTHC 202*	<u>3rd Semester</u>			
Letters	1	3.0	from approved list	ARTHC 201*	3.0	Illustration elective	
Biological Science	1	3-4.0	from approved list	DESGD 243	3.0	General Education courses, university requirements, and/or general electives	
Physical Science	1	3.0	from approved list	DESIL 251	3.0	Total Hours	
Social Science	1	3.0	from approved list	General Education courses, university requirements, and/or general electives		15.0	
Core Enrichment: Electives				<u>4th Semester</u>			
Religion Electives	3-4	6.0	from approved list	ARTHC 202*	3.0	<u>8th Semester</u>	
Open Electives	Variable	Variable	personal choice	DESIL 210	2.0	Illustration elective	
* These courses fill both University Core and program requirements. For University Core/program questions, contact the Advisement Center. For career questions, see the faculty advisor.				DESIL 250	3.0	General Education courses, university requirements, and/or general electives	
Graduation Requirements:				Total Hours			
Minimum residence hours required		30.0		General Education courses, university requirements, and/or general electives		15.0	
Minimum hours needed to graduate		120.0		Note: This degree program requires a minimum of 120 hours for graduation. Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.			

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2017-2018 Program Requirements (49 Credit Hours)

<p>REQUIREMENT 1 Complete 4 courses</p> <p>FOUNDATION REQUIREMENTS:</p> <p>DES 111 - Design Seminar: Theory, Criticism, and Visual Culture 1.0</p> <p>DES 114 - Drawing 3.0</p> <p>DES 115 - Composition 3.0</p> <p>DESIL 131 - Figure Drawing for Illustrators 3.0</p> <p>Obtain acceptance into the BA program: Illustration emphasis.</p> <p>REQUIREMENT 2 Complete 7 courses</p> <p>DESGD 243 - Typography 1 3.0</p> <p>DESIL 210 - Introduction to Digital Illustration 2.0</p> <p>DESIL 250 - Intermediate Life Drawing 3.0</p> <p>DESIL 251 - Illustration 1 3.0</p> <p>DESIL 350R - Advanced Life Drawing 3.0</p> <p>DESIL 351 - Illustration 2 3.0</p> <p>DESIL 394R - Special Topics 3.0</p> <p>REQUIREMENT 3 Complete 3 courses</p> <p>HISTORY REQUIREMENTS:</p> <p>*ARTHC 201 - World Civilization to 1500 3.0</p> <p>*ARTHC 202 - World Civilization Since 1500 3.0</p> <p>DES 385 - Issues in Contemporary Design 3.0</p> <p>REQUIREMENT 4 Complete 1 course</p> <p>DESIL 355 - History of American Illustration 1 (1860-1930) 3.0</p> <p>DESIL 356 - History of American Illustration 2 (1930-Present) 3.0</p> <p>REQUIREMENT 5 Complete 7.0 hours from the following course(s)</p> <p>ART 328R - Figure Painting 3.0</p> <p>ART 330 - Bookbinding 3.0</p> <p>ART 333 - Painting-Mixed Media 3.0</p> <p>DES 394R - Special Topics 3.0</p> <p>DES 496R - Academic Internship: Professional Internship 6.0v</p> <p>DESAN 250R - Gesture Drawing for Animators 3.0</p> <p>DESGD 245 - Design 1 3.0</p> <p>DESIL 310 - Intermediate Digital Illustration 3.0</p> <p>DESIL 350R - Advanced Life Drawing 3.0</p> <p>DESIL 352 - Illustration 3 3.0</p> <p>DESIL 357 - Sketchbook 3.0</p> <p>DESIL 358 - Character Design for Illustrators 3.0</p> <p>DESIL 394R - Special Topics 3.0</p> <p>DESIL 410 - Advanced Digital Illustration 3.0</p> <p>DESIL 450R - Painting the Human Head 3.0</p> <p>DESIL 457 - Concept Design 3.0</p> <p>DESIL 488 - Professional Practices for Illustrators 2.0</p>	<p>DESPH 116 - Introduction to Photography and Digital Workflow 3.0</p> <p>THE DISCIPLINE:</p> <p>The Illustration Program prepares visual communicators to work in diverse publishing markets and genres including children’s books, young adult fiction, genre fiction, graphic novels, ebooks, editorial, advertising, design, and corporate & institutional publications. Many illustrators work as concept designers, creating characters, environments, vehicles, and other digital artwork for entertainment productions. Other opportunities include licensed products, toys and collectibles, art galleries, festivals, conventions, online exhibitions, and private commissions. Illustrators often work inhouse for production companies, in design studios, or on a freelance or project basis.</p> <p>NEW STUDENT APPLICATIONS:</p> <p>Students wishing to be admitted to the Illustration program for Fall semester should:</p> <ol style="list-style-type: none"> 1. Declare themselves as a pre-illustration major with the College Advisement Center in D-444 HFAC. 2. Enroll in the freshman core and complete the following prerequisite courses: DES 111, 114, 115, and DESIL 131. 3. Apply to the major by the April 1st or August 1st application deadline. <p>TRANSFER STUDENTS:</p> <p>Transfer students applying for admittance to the Department of Design are asked to submit an application and a portfolio on https://designdept.slideroom.com. Transfer applications for the Department of Design are reviewed year round by the program areas. Upon acceptance into the department and the discretion of the area faculty, students are placed at the appropriate level of study. Transfer applications are contingent upon acceptance through a separate application process at https://admissions.byu.edu/?targeted=transfer-student. Admission to the department does not guarantee admission to Brigham Young University. BYU Deadlines for incoming students are: Feb 1st (Spring, Summer, Fall enrollment) and Oct 1st (Winter enrollment). Transfer students are also encouraged to apply for the department Talent</p>	<p>Awards (see below).</p> <p>NOTE:</p> <p>Students may apply to the illustration program no more than twice. Admission to the department does not guarantee admission to Brigham Young University.</p> <p>TALENT AWARDS:</p> <p>All students are encouraged to apply for department Talent Awards by the January 15th deadline. Talent Award applications will open on November 15th. Apply at https://designdept.slideroom.com.</p> <p>BA WITH LICENSURE OPTION:</p> <p>Illustration majors may also become licensed as K-12 art and design educators through the Art Education licensure program in the Department of Art. There are many opportunities for teachers with an illustration background. The licensure program prepares students for these opportunities through a series of courses which include student teaching. Please review the Art Education major requirement or contact the college advisement center. Note: This is NOT a second major.</p> <p>DEGREE PROGRAM ADVISEMENT:</p> <p>Students should contact the college advisement center located in D-444 HFAC, or call 801-422-3777 for information concerning undergraduate programs in the Department of Design. Program coordinators are also appointed to counsel students about program objectives, course content and sequence, career goals, and other matters pertaining to their major field of study.</p> <p>The advisor for this major is:</p> <p>Robert Barrett F-543 HFAC Brigham Young University</p>
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2017-2018

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MAP DISCLAIMER

While every reasonable effort is made to ensure accuracy, there are some student populations that could have exceptions to listed requirements. Please refer to the university catalog and your college advisement center/department for complete guidelines.

DEPARTMENT INFORMATION

Department of Design
E-509 HFAC
Brigham Young University
Provo, UT 84602-6414
Telephone: 801-422-7321
Email: e509frontdesk@byu.edu
Website: designdept.byu.edu

ADVISEMENT CENTER INFORMATION

College of Fine Arts & Communications Advisement Center
D-444 Harris Fine Arts Center
Brigham Young University
Provo, UT 84602
Telephone: 801-422-3777
Email: cfacadvise@byu.edu
Website: cfacadvise.byu.edu