MY ADVISOR'S NAME IS:

# **BFA IN FINE ARTS: VISUAL ARTS** PRINTMAKING REQUIREMENTS

CORE CURRICULUM The Core Curriculum is designed to foster critical thinking skills and introduce students to basic domains of thinking that transcend disciplines. The Core applies to all majors. Information on specific classes in the Core can be found at marshall.edu/gened.

CORE 1: CRITICAL THINKING CODE COURSE NAME	HRS GRADE	CORE 2: CODE COURSE NAME	HRS GRADE
FYS 100 First Year Sem Crit Thinking	• 3	ENG 101 Beginning Composition	• 3
MTH 121 Critical Thinking	• 3	ENG 201 Advanced Composition	• 3
Critical Thinking	• 3	CMM 103 Fund Speech-Communication	• 3
		MTH 121 Concepts and Applications (CT)	• 3
Additional University Requirements		Core II Phys./Natural Science	• 4
Writing Intensive	3	Core II Humanities	• 3
Writing Intensive	3	Core II Social Science	• 3
Multicultural/International	3	Core II Fine Arts	• 3
Capstone	3		

#### MAJOR REOUIREMENTS

All Visual Art majors are required to take the following Art Foundation and Visual Art courses:

CODE	COURSE NAME		HRS	GRADE		CODE	COURSE NAME		HRS	GRADE
🜪 ART 101	Visual Cultural and Research	•	3		-	ART 201	History of Art	•	3	
🜪 ART 214	Foundations: Grid/Chroma	•	3			ART 202	History of Art	•	3	
🐢 ART 215	Foundations: Form/Space	•	3			ART 389	20th Century (or ART 464)	•	3	
🗬 ART 217	Foundations: Record/Layer	•	3				Art History Elective	•	3	
ART 218	Foundations: Site/Matrix	•	3		-	ART 390	Professional Practice	•	3	
ART 219	Foundations: Frame/Time	•	3			ART 497	Capstone Studio	•	3	
ART 298	Foundations Review: BFA	•	1			ART 498	Senior Capstone BFA	٠	3	
	IPHASIS-SPECIFIC vish to major in Printmaking must t	take the foll	owing	courses:						
CODE			LIDC	GRADE		CODE			Прс	GRADE

	CODE	COURSE NAME		HRS	GRADE	CODE	COURSE NAME	ŀ	HRS	GRADE
1	ART 301	Beginning Printmaking	۲	3			Art Studio Elective		3	
	ART 320	Silk Screen Printmaking	۲	3			Art Studio Elective		3	
	ART 302	Relief Printmaking	۲	3			Art Studio Elective		3	
	ART 444	Papermaking/Bookbinding	۲	3			Art Studio Elective		3	
		ART 300/400 Level Emphasis Area	٠	3			Elective Outside of Major		3	
		ART 300/400 Level Emphasis Area	٠	3			Elective Outside of Major		3	
		ART 300/400 Level Emphasis Area	٠	3			Elective Outside of Major		3	
							Elective Outside of Major		3	

•	After completing the required six foundation courses (ART 101 and ART 214,
	215, 217, 218, 219), students pursuing the Bachelor of Fine Arts are required
	to present a portfolio of work for review by the Art and Design faculty.
	To do so, B.F.A. students must register for ART 298 before completing 21
	credit hours in studio art courses (includes ART 214, 215, 217, 218, and 219).
	Successful completion of ART 298, Foundations Review: BFA, is required and
	is a prerequisite for program advancement. Students who do not receive
	a passing grade of C in the Foundations Review and are within the studio
	art credit hour range listed above may apply for reconsideration. Students
	who have transferred within Marshall University will have two semesters to
	complete the courses listed above and participate in this review. However,
	transfers from art or art education departments at other universities are
	required to complete the review during the first semester they enroll in the
	MU School of Art and Design.

- 14, Students enrolled in the Bachelor of Fine Arts degree program must complete all work in the major with a minimum grade of C. A student who receives a D or F in an art course counted toward graduation must repeat it and earn at least a C before graduation or before using that course as a prerequisite for another required course.
  - Forty (40) credit hours must be earned in courses numbered 300-499.
  - No course in the major requirements for graduation may be taken Credit/ Non-Credit unless the course is so specified.
  - A successful exhibition of creative work must be presented by all students during the senior year as a requirement for graduation. To do so, B.F.A. students must register for ART 498, Senior Capstone Project – BFA.

## FOUR YEAR PLAN COLLEGE OF ARTS AND MEDIA 2019-2020 **BFA IN FINE ARTS: VISUAL ARTS** PRINTMAKING

Printmaking offers a wide range of traditional and innovative experiences. Students are exposed to contemporary approaches utilizing printmaking techniques for the development of ideas and art on and off paper in a healthy environment. Beginning and advanced classes concentrate on the investigation of form and content as it relates to printmaking processes in intaglio, lithography, relief, serigraphy, letterpress, and papermaking. An extensive range of rare letter type is available to support book arts.

			FALL SEMESTER						SPRING SEMESTER			
		CODE	COURSE NAME		HRS	GRADE		CODE	COURSE NAME		HRS	GRA
	<b>•</b>	ART 101	Visual Cultural and Research	٠	3		-	ART 215	Foundations: Form/Space	٠	3	
	<b>•</b>	ART 214	Foundations: Grid/Chroma	•	3			ART 218	Foundations: Site/Matrix	•	3	
E	<b>•</b>	ART 217	Foundations: Record/Layer	٠	3			ART 219	Foundations: Frame/Time	٠	3	
ONE		ENG 101	Beginning Composition	•	3		-	CMM 103	Fund Speech Communication	•	3	
		FYS 100	First Year Sem Crit Thinking	٠	3			MTH 121	Concepts and Applications (CT)	•	3	
YEAR		UNI 100	Freshman First Class		1							
		TOTAL HO	DURS		16			TOTAL HO	DURS		15	
	Sumn	ner Term (op	otional):									
			FALL SEMESTER						SPRING SEMESTER			
		CODE	COURSE NAME		HRS	GRADE		CODE	COURSE NAME		HRS	GRA
	<b>•</b>	ART 201	History of Art	٠	3		-	ART 202	History of Art	٠	3	
	<b>•</b>	ART 301	Beginning Printmaking	٠	3			ART 320	Silk Screen Printmaking	٠	3	
0		ENG 201	Advanced Composition	•	3				Art Studio Elective	٠	3	
TWO			Art Studio Elective	٠	3				Core II Social Science (MC/I)	•	3	
			Elective Outside of Major	٠	3				Elective Outside of Major	•	3	
YEAR		ART 298	Foundations Review: BFA	•	1							
		TOTAL HO	DURS		16			TOTAL HO	DURS		15	
	Sumn	ner Term (op	otional):									
			FALL SEMESTER						SPRING SEMESTER			
		CODE	COURSE NAME		HRS	GRADE		CODE	COURSE NAME		HRS	GRA
			ART 300/400 Level Emphasis Area	٠	3				ART 300/400 Level Emphasis Area	٠	3	
臼		ART 302	Relief Printmaking	•	3			ART 444	Papermaking/Bookbinding	•	3	
Ξ			ART Studio Elective	٠	3			ART 389	20th Century (or ART 464)	•	3	
THREE			Core II Physical/Natural Science	•	4			ART 390	Professional Practice	•	3	
AR T			Elective Outside of Major	•	3				Core II Fine Arts	•	3	
YE/												
		TOTAL HO	DURS		16			TOTAL HO	DURS		15	
1	Sumn	ner Term (op	otional):									
			FALL SEMESTER						SPRING SEMESTER			
		CODE	COURSENAME			GRADE		CODE	COURSE NAME			GRA
			ART Studio Elective	•	3			ART 498	Senior Capstone BFA	•	3	
~		ART 497	Capstone Studio	•	3				ART 400 Level Emphasis	•	3	
			Art History Elective	•	3				Core II Humanitites (WI)	•	3	
5			Elective Outside of Major	•	3				Core I Critical Thinking	•	3	
FOUR			Writing Intensive	•	3							
БO												
YEAR FOUI		TOTAL HO	DURS		15			TOTAL HO	DURS		12	

### INVOLVEMENT OPPORTUNITIES

- SGA
- Campus Activity Board
- JMELI
- Commuter Student Advisory Board
- Community Engagement Ambassadors
- Club Sports
- Religious Organizations
- Political Organizations
- Residence Hall Association
- Cultural Organizations
- National Society of Leadership and Success
- Greek Life

#### **RELATED MAJORS**

- History
- Education
- Creative Writing
- Graphic design
- Sequential media
- Book arts
- Mechanics Chemistry

#### **GRADUATION REOUIREMENTS**

- Have a minimum of 120 credit hours (some colleges or majors require more);
- Have an overall and Marshall Grade Point Average of 2.00 or higher;
- Have an overall Grade Point Average of 2.00 or higher in the major area of study;
- Have earned a grade of C or better in English 201 or 201 H;
- Have met all major(s) and college requirements;
- Have met the requirements of the Core Curriculum
- Have met the residence requirements of Marshall University, including 12 hours of 300/400 level coursework in the student's college (see section entitled "Residence Requirements" in the undergraduate catalogue);
- Be enrolled at Marshall at least one semester of the senior year;
- Have transferred no more than 72 credit hours from an accredited West Virginia twoyear institution of higher education.

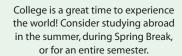
Colleges and specific programs may have unique requirements that are more stringent than those noted above. Students are responsible for staying informed about and ensuring that they meet the requirements for graduation.

This academic map is to be used as a guide in planning your coursework toward a degree. Due to the complexities of degree programs, it is unfortunate but inevitable that an error may occur in the creation of this document. The official source of degree requirements at Marshall University is DegreeWorks available in your myMU portal. Always consult

regularly with your advisor.

#### Stay on the Herd Path and come Have questions? Need to talk? You to class! Class attendance is more already have a Friend-At-Marshall important to your success than ready to help you succeed. Find your your high school GPA, your class FAM Peer Mentor here: standing, or your ACT/SAT scores. www.marshall.edu/fam





Attend art and lecture events at Carroll Gallery, Birke Gallery and Huntington Museum of Art

**YEAR TWO** 

**YEAR ONE** 



Are you completing enough credits to graduate on time? Dropping or failing a class can put you behind. Use summer terms to quickly get back on track.

Have you considered adding a minor?

Think about personal areas of interest

you'd like to explore or how you might

enhance your major with a related skill

set.

Apply to the Student Juried

Exhibition, Art and Design

scholarships, and summer art

workshops/residencies.



College is a great time to experience the world! Consider studying abroad in the summer, during Spring Break, or for an entire semester.



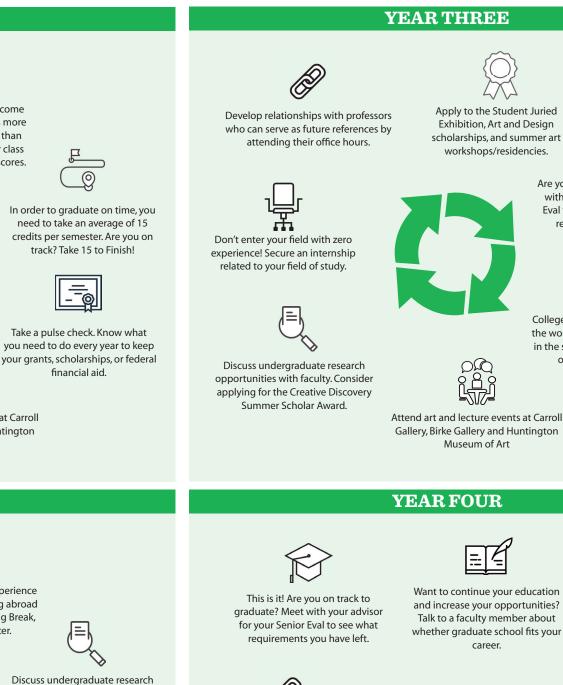
Join or create a club or organization on campus about a particular issue you care about. Marshall has more than 200 student organizations.

opportunities with faculty. Consider

applying for the Creative Discovery

Summer Scholar Award.

Attend art and lecture events at Carroll Gallery, Birke Gallery and Huntington Museum of Art



VISUAL ART-PRINTMAKING – 2019-2020

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Want to continue your education and increase your opportunities? Talk to a faculty member about whether graduate school fits your career.



Develop relationships with professors who can serve as future references by attending their office hours.



Consider applying for a year-long service opportunity after graduation like AmeriCorps, Peace Corps, Teach for America, City Year, or Literacy Lab.





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Be at the top of your professional game! Prepare a final resume and practice your interview skills with a career coach in Career Education.





Attend art and lecture events at Carroll Gallery, Birke Gallery and Huntington



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Are you on track to graduate? Meet with your advisor for your Junior Eval to make sure you know what requirements you have left.



College is a great time to experience the world! Consider studying abroad in the summer, during Spring Break, or for an entire semester.

### TRANSFERABLE SKILLS ASSOCIATED WITH THIS MAJOR

- Creativity
- Attention to Detail
- Design Sense
- Imagination
- Open-Mindedness
- Curiosity
- Artistic Sense

### ASSOCIATED CAREERS

- Type Designer
- Magazine Designer
- Newspaper Designer
- Book Designer
- Publication Designer
- Cover/Label Designer
- Advertising Layout Designer
- Photo Editor
- Illustrator
- · Promotional Display Designer
- Packaging Designer
- Website Designer
- Account Manager
- Researcher
- Salesperson
- Public Relations Specialist
- Educator
- Commercial Printing
- Entrepreneurship
- Graphic Design



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Networking is key! Attend a Career Expo to seek employment opportunities and network with employers in your field.



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