

STUDIO ART MAJOR

Program Director: Brandon Morse

The Department of Art provides its students with the technical and conceptual tools needed to make innovative contributions to a visual culture in which traditional boundaries between the visual arts, design, film, video, and architecture have become increasingly blurred. The accomplished faculty members bring their professional experiences to the studio, providing a contemporary context for the development of skills and ideas. The department's creative environment encourages creative problem solving, interdisciplinary experimentation, and the production of images, objects, and experiences that reflect a sophisticated visual literacy. From a shared foundation emphasizing traditional fundamentals of art and design, students move into media concentrations that encourage interdisciplinary interaction, particularly in developing digital technologies. This flexible interaction between traditional and new media is central to the department's vision and the success of its mission.

In a society that increasingly defines itself in visual terms, artists and designers are critical in shaping its future. The creative atmosphere of the Department of Art's studios is a fertile ground for the development of the complex skills and ideas needed to navigate and contribute to an evolving visual culture. Our location, just outside Washington, DC, and less than an hour away from Baltimore provides access to numerous museums, galleries, embassies and international institutions, which brings important real-world experience to students in our program.

Admission to the Major

The Department of Art offers three tracks to the B.A. degree. Track 1 is an open major, which requires no portfolio review, and requires 48 total credits for completion. All majors enter the department in Track 1.

Tracks 2 and 3 are specialized tracks with portfolio reviews for admission in the junior and senior years, and require 60 total credits for completion. Track 2 is for a B.A. with an Advanced Specialization in Digital Media, Painting, Printmaking, Sculpture, or Intermedia. Track 3 is for a B.A. with a concentration in Graphic Design.

See the department website for more information: <http://art.umd.edu>.

Placement in Courses

With appropriate AP or IB credit and scores, students may receive credit for ARTT100, ARTT110, or both. Contact department advisors for more information.

Program Learning Outcomes

1. Students will be able to demonstrate an ability to manipulate form and content to produce artwork with visual integrity that expresses concepts coherently.
2. Students will be able to demonstrate inventiveness and creativity.
3. Students will be able to produce work that reflects concerns in contemporary visual art, including social, political and historical issues centered around diversity, equity and inclusion towards a broader understanding of the discipline in society.
4. Students will be able to produce artworks that display excellent quality in presentation.

REQUIREMENTS

The Department of Art offers three tracks to a Bachelor of Arts degree (B.A.). All majors enter the Department in Track 1, the open B.A., and take a required group of six Foundation courses (18 credits). After completion of the Foundation courses, students may continue in Track 1 without portfolio review, or choose to submit a portfolio of work completed in Track 1 courses for admission into Track 2 or Track 3. Portfolio reviews for both specializations will take place during the spring semester, usually during late March.

- **Track 1: B.A. in Studio Art.** This is an open program with no portfolio admission requirement. This track provides ample space for outside electives, encourages interdisciplinary interaction, and provides double major or double degree possibilities. The Art Education Curriculum works with Track 1. Credit requirements: 36 credits in Studio Art, and 12 credits in supporting courses in Art History and/or Art Theory, for a total of 48 credits.
- **Track 2: B.A. in Studio Art with Advanced Specialization.** This track is restricted to students admitted by competitive portfolio review, and is aimed at students who envision graduate study or professional careers in art. Students accepted into this track will complete, in addition to the requirements for Track 1, a 12 credit advanced specialization in specific media areas, including ARTT481 Advanced Specialization Seminar. Areas of specialization include: Digital Media, Painting, Printmaking, Sculpture, and Intermedia. Credit requirements: 48 credits listed in Track 1 plus 12 credits in Advanced Specializations, for a total of 60 credits.
- **Track 3: B.A. in Studio Art with a concentration in Graphic Design.** This track is restricted to students admitted into the Graphic Design concentration through a competitive portfolio review. This program provides a pre-professional orientation emphasizing interactive design, graphic design theory, and interdisciplinary research. Students accepted into the Graphic Design program must complete a specific sequence of courses at both the 3xx- and 4xx-level. Graphic Design courses are only available to students who have been admitted to the Graphic Design concentration. Credit requirements: 21 credits in Foundation and studio art electives, and 12 credits in supporting courses in Art History and/or Theory (ARTT361 Design Literacy: Decoding Our Visual Culture, a Graphic Design Concentration requirement, satisfies 3 credits of the supporting area for Graphic Design students) for a total of 60 credits.

Students interested in Track 2 may apply after the completion of at least two 3xx-level courses, plus completion or enrollment in at least one 400-level ARTT course. Students may re-apply one time.

Students interested in Track 3 must have completed or be enrolled in the required Foundation courses to apply to the specialization. The strict course requirements in Graphic Design make early application to Track 3 optimal. Students may re-apply one time.

Transfer students who have completed courses equivalent to the Foundation and intermediate courses at UMCP may apply immediately to Tracks 2 or 3 if they choose.

These are competitive programs with a limit of approximately 20 new students per year in the combined Art areas, and approximately 20 students per year in Graphic Design. For information about the Portfolio review process for Tracks 2 and 3 please see the Department of Art website.

No course grade below the grade of C- may count toward the major. An overall GPA of 2.0 in the major is required for graduation.

Track 1: B.A. in Studio Art

Course	Title	Credits
College Requirements (https://academiccatalog.umd.edu/undergraduate/colleges-schools/arts-humanities/#collegerequirementstext)		
Foundation Courses		
ARTT100	Two-Dimensional Design Fundamentals	3
ARTT110	Elements of Drawing I	3
ARTT150	Introduction to Art Theory	3
ARTT200	Three-Dimensional Art Fundamentals	3
ARTT210	Elements of Drawing II	3
ARTT255	Introduction to Digital Art and Design Processes	3
Intermediate Courses		
Choose three courses total from at least two areas of the following: 9		
Painting:		
ARTT320	Elements of Painting	
Sculpture:		
ARTT330	Elements of Sculpture: Metal Casting	
ARTT331	Elements of Sculpture: Steel	
ARTT333	Elements of Sculpture: Wood and Mixed Media	
Printmaking:		
ARTT340		
ARTT341	Elements of Printmaking: Woodcut and Relief	
ARTT343	Elements of Printmaking: Screen Printing	
Digital Media:		
ARTT370	Elements of Digital Media	
Advanced Courses		
Select one 3xx-level ARTT elective		3
Select one 4xx-level ARTT elective		3
Select one 4xx-level ARTT or Art Theory elective		3
Supporting Area		
200 level or above ARTH which satisfies a GenEd Diversity Requirement		3
200 level or above ARTH which satisfies a GenEd Diversity Requirement		3
Select two 3xx-/4xx-level ARTH or Art Theory electives ¹		6
Select an Advanced Specialization: ¹		12
Digital Media		
Painting		
Printmaking		
Sculpture		
Intermedia		
Total Credits		60

¹ Department recommends ARTH351: Twentieth Century 1945 to present

Track 2: B.A. in Studio Art with an Advanced Specialization

Course	Title	Credits
College Requirements (https://academiccatalog.umd.edu/undergraduate/colleges-schools/arts-humanities/#collegerequirementstext)		
Foundation Courses		
ARTT100	Two-Dimensional Design Fundamentals	3
ARTT110	Elements of Drawing I	3
ARTT150	Introduction to Art Theory	3
ARTT200	Three-Dimensional Art Fundamentals	3

ARTT210	Elements of Drawing II	3
ARTT255	Introduction to Digital Art and Design Processes	3
Intermediate Courses		
Choose three courses total from at least two areas of the following: 9		
Painting:		
ARTT320	Elements of Painting	
Sculpture:		
ARTT330	Elements of Sculpture: Metal Casting	
ARTT331	Elements of Sculpture: Steel	
ARTT333	Elements of Sculpture: Wood and Mixed Media	
Printmaking:		
ARTT340		
ARTT341	Elements of Printmaking: Woodcut and Relief	
ARTT343	Elements of Printmaking: Screen Printing	
Digital Media:		
ARTT370	Elements of Digital Media	
Advanced Courses		
Select one 3xx-level ARTT elective		3
Select one 4xx-level ARTT elective		3
Select one 4xx-level ARTT or Art Theory elective		3
Supporting Area		
200 level or above ARTH which satisfies a GenEd Diversity Requirement		3
200 level or above ARTH which satisfies a GenEd Diversity Requirement		3
Select two 3xx-/4xx-level ARTH or Art Theory electives ¹		6
Select an Advanced Specialization: ¹		12
Digital Media		
Painting		
Printmaking		
Sculpture		
Intermedia		
Total Credits		60

¹ Advanced media courses ending in 8 or 9 are repeatable up to 12 credits.

Digital Media

Course	Title	Credits
ARTT479	Advanced Digital Media Studio (two repeatable)	6
Select one of the following: 3		
ARTT479	Advanced Digital Media Studio ¹	3
ARTT353	Elements of Photography	
ARTT449	Advanced Photography Studio	
ARTT34x	An ARTT34x course	
ARTT448	Advanced Printmaking Studio	
ARTT481	Advanced Specialization Seminar ²	3
Total Credits		12

¹ 3 cr. of ARTT498 may be substituted for ARTT479

² Track 2 students only. Students in Department Honors Program may substitute the Honors Seminar for this course.

Painting

Course	Title	Credits
ARTT428	Advanced Painting Studio (three repeatable)	9
ARTT481	Advanced Specialization Seminar ²	3
Total Credits		12

¹ 3 cr. of ARTT498 may be substituted for ARTT479 cr.

² Track 2 students only. Students in Department Honors Program may substitute the Honors Seminar for this course.

Printmaking

Course	Title	Credits
Select one of the following: 3		
ARTT34x	An ARTT34x course	
ARTT448	Advanced Printmaking Studio	
ARTT448	Advanced Printmaking Studio (two repeatable)	6
ARTT481	Advanced Specialization Seminar ²	3
Total Credits		12

¹ 3 cr. of ARTT498 may be substituted for ARTT448 credit.

² Track 2 students only. Students in Department Honors Program may substitute the Honors Seminar for this course.

Sculpture

Course	Title	Credits
Select one of the following: 3		
ARTT33x	An ARTT33x course	
ARTT418	Advanced Drawing Studio	
ARTT438	Advanced Sculpture Studio	
ARTT438	Advanced Sculpture Studio (two repeatable)	6
ARTT481	Advanced Specialization Seminar ²	3
Total Credits		12

¹ 3 cr. of ARTT498 may be substituted for 438 credit.

² Track 2 students only. Students in Department Honors Program may substitute the Honors Seminar for this course.

Intermedia

Course	Title	Credits
ARTT4xx	Advanced Studios (combination of inter-related courses) ¹	9
ARTT481	Advanced Specialization Seminar ²	3
Total Credits		12

¹ 3 cr. of ARTT498 may be used for 4xx credit.

² Track 2 students only. Students in Department Honors Program may substitute the Honors Seminar for this course.

Track 3: B.A. in Studio Art w/ Concentration in Graphic Design

Intermediate and Advanced Graphic Design courses are restricted to students who have been accepted into the Design Concentration by an

application process and competitive portfolio review. All Track 3 students must satisfy the following requirements:

Course	Title	Credits
College Requirements (https://academiccatalog.umd.edu/undergraduate/colleges-schools/arts-humanities/#collegerequirementstext)		
Requirements		
Foundation courses listed in Track 1 BA		18
Supporting Area courses listed in Track 1 BA ¹		9
Select six credits of the following:		6
ARTT386	Experiential Learning	
ARTT45x	Graphic Design Electives	
Select six credits ARTT3xx / 4xx Art Electives		6
Graphic Design Required Courses		
ARTT355	Intermediate Graphic Design Principles	3
ARTT356	Graphic Design Processes	3
ARTT357	Interactive Design	3
ARTT454	Advanced Graphic Design Principles: Design in Society	3
ARTT455	Three Dimensional Graphic Design	3
ARTT458	Graphic Design Portfolio	3
ARTT361	Design Literacy: Decoding Our Visual Culture ²	3
Total Credits		60

¹ One course of 3xx-/4xx-level ARTH or Art Theory electives is satisfied by ARTT361 under Graphic Design required courses.

² Satisfies 3cr. of the Art History or Theory supporting area.

Graphic Design Elective Courses

Not all courses are offered every semester. Some are offered during Summer and Winter terms.

Course	Title	Credits
ARTT386	Experiential Learning (Graphic Design Internship only)	3-6
ARTT456	Motion Design	3
ARTT457	Advanced Interactive Design	3
ARTT459	Advanced Graphic Design Studio	3
ARTT488	Advanced Special Topics in Graphic Design	1-3
ARTT499	Directed Studies in Graphic Design	1-3

Other Requirements for the Major

Please go to Department of Art Website for more information: www.art.umd.edu (<http://www.art.umd.edu>)

GRADUATION PLANS

Click here (<https://www.arhu.umd.edu/academics/advising/academic-plans/>) for roadmaps for graduation plans in the College of Arts and Humanities.

Additional information on developing a graduation plan can be found on the following pages:

- <http://4yearplans.umd.edu>
- the Student Academic Success-Degree Completion Policy (<https://academiccatalog.umd.edu/undergraduate/registration-academic-requirements-regulations/academic-advising/#success>) section of this catalog