

ART MAJOR (M)

Addressing the whole student - body, mind and spirit, the purposes of the Art Program are 1) to nourish the senses (particularly the visual and tactile) in order to make the student more perceptive and visually responsive to life experiences and visual phenomena; 2) to cultivate the mind to design and solve problems through manipulating media in search of elegant, aesthetic and technically proficient solutions; and 3) to encourage and support Christian faith and practice by exploring the intersection of the visual arts and Christianity and leading the student through digital processes that translate intangible substance (concepts and emotions) into tangible material. It is a purpose of the Concordia University Program in Art to produce graduates who, as people of faith, are diligent, reflective, compassionate, highly skilled, visually articulate, and successful in their lives and in their vocations.

The Art major consists of 40 credit hours of course work including a wide variety of studio courses, and courses in art history, aesthetics, and portfolio preparation. Art majors experiment with a variety of materials and techniques to encourage artistic and cognitive growth while mastering media as means of personal expression. In addition to the 45-credit Liberal Arts core requirements and required courses listed below, all Art majors are encouraged to complete requirements for a minor. An Animation minor is strongly recommended to help students develop the skills they will need to channel their talents into a successful career. Program requirements include purchase of a Mac laptop (available at reduced prices via my.cuw.edu (<http://my.cuw.edu/>)).

Program Learning Outcomes

Students will:

- Describe relationships that exist between the visual arts and the Christian faith;
- Formulate and creatively solve visual problems.
- Communicate effectively in a range of media.
- Apply appropriate historical knowledge in the creation, description and analysis of works of visual art. Art and design are viewed as technical, spiritual/philosophical, and social endeavors.
- Demonstrate technical proficiency and aesthetic sensibility relative to observational drawing, composition, and the manipulation of visual arts media, including appropriate computer/digital applications.
- Evaluate personal art work and the art work of others.
- Selflessly share gifts and skills with others through teaching, community activities, and volunteerism.
- Prepare documents/artifacts and practice strategies to seek employment or to advance in a chosen field.

Curriculum

Code	Title	Hours
Core Requirements (https://catalog.cuw.edu/undergraduate/university/acad-prog/trad/core/)		45
Major Requirements		40
Electives		35
Minor: Required - A minor in Business or Marketing is strongly recommended.		
Total Hours		120

Major Requirements

Code	Title	Hours
Required Courses		
GD 111 or GD 110	Graphic Design II Graphic Design I	3
ART 111	2-D Composition	3
ART 145	Drawing for Art Majors	3
ART 210	3-D Design	3
ART 246	Color & Media Dynamics	3
ART 285	Art History I	3
ART 286	Art History II	3
ART 381	Aesthetics	3
ART 450	Senior Portfolio/Exhibition	1
Select from both lists 2D or 3D a total of 5 courses ¹		15
<i>2D Course List</i>		
ART 130 or ART 131	Digital Photography I Darkroom Photography I	
ART 230	Printmaking Studio I	
ART 231	Photography II	
ART 245	Drawing II: Assorted Media	
ART 265	Painting I	
ART 289	Art in Italy	
ART 29X	Applied Design	
ART 310	History of Design ²	
ART 345	Drawing III	
ART 365	Painting II: Watercolor	
ART 383	History of Photography ²	
ART XXX	Special Topics in Art	
<i>3D Course List</i>		
ART 170	Ceramics I	
ART 270	Advanced Ceramics	
ART 275	Sculpture I	
ART 276	Sculpture II	
ART 29X	Applied Design	
ART 312	3-D Modelling	
ART XXX	Special Topics in Art	
Any other 200-300 level studio courses		
Total Hours		40

¹ Only 1 non-studio course may be included.

² Non-studio course.