

Program Requirements

- | | |
|--|---|
| <p>A. Students must fulfill the Ethnic Studies and Global Perspective requirements according to UW-Stout's criteria.</p> <p>B. A mid-program portfolio review is a requirement for graduation.</p> | <p>C. A grade of C (2.0) or better in each Art and Design Department class (those with an ART, ARTH or DES prefix) is required for graduation.</p> <p>D. A grade point average (GPA) of 2.5 or better in Art and Design Department courses and a 2.0 overall GPA is required for graduation</p> |
|--|---|

Please Note: It takes an average of 16 credits per semester to complete this degree in four years.

Pre-requisites for Art Department Classes

*A full list of all ART/DES class pre-requisites is available in the Art Program Office, APPA-324

CLASS	Its Pre-requisite	CLASS	Its Pre-requisite
ART-103 3D Design Foundations	ART-101 2-Dimensional Design	DES-310 Graphic Design I	ART-101 2-Dimensional Design DES-210 Letterform Design –OR– DES-330 Industrial Design I
ART-200 Drawing II	ART-100 Drawing I	DES-325 Multimedia Web Design	CS-142 Computer Programming For Multimedia 1 ART-100 Drawing I ART-101 2-Dimensional Design DES-220 2-D Digital Imaging
ART-209 Painting I	ART-200 Drawing II	DES-360 Graphic Design II	DES-310 Graphic Design I DES-220 2-D Digital Imaging
ART-211 Sculpture I	ART-103 3-Dimensional Design	DES-370 Interface Design	CS-143 Computer Programming for Multimedia I DES-325 Multimedia Web Design DES-360 Graphic Design II
ART-217 Printmaking I	ART-101 2-Dimensional Design ART-200 Drawing I	DES-372 3-D Modeling & Animation	CS-143 Computer Programming for Multimedia I DES-325 Multimedia Web Design
ART-409 Painting II	ART-209 Painting I	DES-373 Digital Characters	DES-372 3D Modeling & Animation ART-301 Life Drawing I
ART-411 Sculpture II	ART-211 Sculpture I	DES-374 Digital Environments	DES-372 3-D Modeling & Animation
ART-413 Ceramics II	ART-213 Ceramics I	DES-376 Digital Narrative I: Animation & Video for Multimedia	DES-220 2-D Digital Imaging DES-310 Graphic Design I MEDIA-430 Digital Audio & Video Production Fundamentals
ART-415 Art Metal II	ART-215 Art Metal I	DES-377 Interactive Digital Content Design	DES-370 Interface Design
ART-417 Printmaking II	ART-217 Printmaking I	DES-385 Interactive Digital Design	DES-370 Interface Design
DES-200 Design Theory & Methods	ART-101 2-Dimensional Design ART-103 3-Dimensional Design	DES-490 Senior Project – Multimedia Design	DES-370 Interface Design MEDIA-430 Digital Audio & Video Production Fundamentals DES-384 Advertising Design –OR– DES-385 Interactive Digital Design
DES-205 Presentation Techniques	ART-101 2-Dimensional Design	ARTH-319 Evolution of Design	ARTH-224 Renaissance – 20 th Century ENGL-101 Freshman English – Composition
DES-220 2-D Digital Imaging	ART-100 Drawing I		

STANDARD COURSE ROTATION

TYPICALLY TAUGHT FALL ONLY

DES-210 Letterform Design
 DES-320 Interior Furniture Design *
 DES-331 Human Interface and Interaction
 DES-373 Digital Characters
 DES-385 Interactive Digital Design
 DES-384 Advertising Design
 DES-410 Product and Package Design
 DES-431 System Environment and Context (ID)
 ARTH-222 Introduction to Art
 ARTH-223 Ancient through Medieval Survey
 ARTH-333 Period Furnishings
 ARTH-335 Modern Art
 ART-445 Senior Seminar

TYPICALLY TAUGHT SPRING ONLY

ART-102 Practice of Art
 ART-407 Aesthetics
 DES-332 Art and Science of Production (ID)
 DES-374 Digital Environments
 DES-376 Digital Narrative
 DES-377 Digital Content
 DES-388 Typographic Design
 DES-380 Signage and Exhibition Design
 DES-432 ID Theory, Society and Application
 ARTH-224 Renaissance-20th Century Survey
 ARTH-319 Evolution of Design
 ARTH-336 Art Since 50

EXCEPTIONS TO ROTATION SP2008

DES-210 Letterform Design
 DES-320 Interior Furniture Design
 DES-331 Human Interface and Interaction
 DES-373 Digital Characters