

# Graphic Design: Print

## CCV/Lyndon Articulation Agreement

### Advising Plan for up to Four Semesters at CCV

<b>1<sup>st</sup> semester</b> 15 credits/5 classes	<b>2<sup>nd</sup> semester</b> 15 credits/5 classes	<b>3<sup>rd</sup> semester</b> 16 credits/5 classes	<b>4<sup>th</sup> semester</b> 15 credits/5 classes
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CCV	Lyndon	CCV	Lyndon	CCV	Lyndon	CCV	Lyndon
These courses...	transfer as...	These courses...	transfer as...	These courses...	transfer as...	These courses...	transfer as...
ENG 1061	ENG 1052	ART 1060 m (2-D Design)	ART 1140 (Design)	CIS 1151 (Website Development)	IDM 1015 (Intro to Digital Media)	CIS 2410 <i>or</i> ART 1310	elective
ART 1011 (Drawing I)	ART 1011	ANT 1010 GEO 1010, 1050 HIS 1111/1112 HIS 1220/2230 HIS 2250/2270 HIS 2410/2730	GEU (Choice: SS)  GEU (Choice: HUM)	BIO 1210 BIO 1140 BIO 2320 ENV 2050	GEU (Science Choice)	ART 2226 (Gr. Design Project Management)	elective
First year seminar	elective	ART 2020 (Color Theory)	ART 2020	CIS 1510 (Intro to Flash Animation)	IDM 2010	BUS 1230 (Advertising)	elective
ART 1111 (Graphic Design I)	GEU (Arts Choice)	ART 1112 (Graphic Design II)	GEU (Arts Choice)	ENG XXXX (R&W Intensive)	GEU (Choice: HUM)	HUM 2010 (Seminar in Ed Inquiry)	elective
MAT 1030 MAT 1221 MAT1230/2021	Math Skills course	ENG 1070 COM 1020 COM 1030	5 <sup>th</sup> Choice	ARH 2011	ARH 2011 (Survey of Western Art I)	ART 2301 (Photo I elective)	ART 2301 (Photography I)

# Visual Arts Courses at Lyndon

## Art

- ART 1010 - Experiencing the Arts
- ART 1011 - Drawing I
- ART 1140 - Design
- ART 1310 - Digital Photography
- ART 2012 - Drawing II
- ART 2020 - Color Theory
- ART 2060 - Applied Art
- ART 2070 - Introduction to Animation
- ART 2121 - Calligraphy I
- ART 2241 - Painting I
- ART 2251 - Sculpture I
- ART 2301 - Photography I
- ART 2302 - Photography II
- ART 2710 - Special Topics in Art
- ART 2910 - Independent Study in Art
- ART 3020 - Digital Techniques
- ART 3031 - Life Drawing
- ART 3050 - Painting II
- ART 3210 - Little Theatre Arts-Puppets and Masks
- ART 4410 - Collaborative Creativity in the Arts
- ART 4611 - Senior Thesis I
- ART 4612 - Senior Thesis II
- ART 4710 - Special Topics in Art
- ART 4910 - Independent Study

## Graphic Design

- DGC 1025 - Typography for Design
- DGC 2015 - Illustration Software for Design
- DGC 2025 - Photographic Manipulation Software for Design
- DGC 2035 - Page Layout Software for Design
- DGC 2050 - Illustration
- DGC 2055 - Onsite Illustration
- DGC 2060 - Design for Screen Printing
- DGC 3035 - Advanced Typography/Layout
- DGC 3050 - Advanced Illustration
- DGC 3111 - Design for Print
- DGC 3120 - Book Design and Publishing
- DGC 3150 - Package Design
- DGC 4010 - Designing a Portfolio
- DGC 4020 - Branding and Corporate Identity
- DGC 4025 - Advanced Design Software
- DGC 4050 - Visual Narrative
- DGC 4710 - Special Topics in Graphic Design
- DGC 4720 - Senior Seminar
- DGC 4811 - Graphic Design Internship
- DGC 4812 - Graphic Design Studio
- DGC 4920 - Independent Study in Graphic Design

# About Graphic Design/Print at Lyndon

## Faculty

Jeffery Case, Assistant Professor  
Kelly Glentz Brush, Associate Professor  
Harry Mueller, Assistant Professor  
Philip Parisi, Assistant Professor  
Barclay Tucker, Associate Professor

### **B.F.A. Animation/Illustration**

#### **B.A Digital Media**

#### **B.A. Graphic Design**

Illustration

Print

#### **A.S Digital Media**

#### **A.S. Graphic Design**

#### **A.S. Visual Arts**

**Minors:** Digital Media, Graphic Design, Visual Arts

## Mission Statement

In a spirited and engaging environment, the Visual Arts program is a venue for dynamic self-expression. Students are challenged to become adept problem-solvers and expand the breadth of their artistic technique and personal aesthetic. Awareness of art history and contemporary visual culture provides context for innovative practice. Visual literacy is fostered through hands-on coursework that demands original thought, stimulates critical thinking, and instills passion for the visual arts.

## Common Program Goals

Upon completion of the BA and BFA programs students will have:

- An entry-level portfolio specific to the major or emphasis
- An ability to use basic design principles to communicate effectively
- Expertise and professionalism in the design and or web development process
- Competency and creative skills in using animation, graphic design, illustration, or web design software
- An ability to work collaboratively and independently in solving specific design problems

## Acceptance into the Visual Arts Bachelors Degree Programs

Prior to completion of the sophomore year, students majoring in Animation/Illustration, Graphic Design and Digital Media must request for formal acceptance into the major. Requirements for being accepted into the majors are completion of the first year and a half of required major courses, submission of a portfolio of design work completed over the first year and a half of Graphic Design and/or Digital Media related courses and the recommendation of the full time faculty in the department based on the review of the portfolio.

## Program Assessment

There are four primary ways in which the Visual Arts Department assesses its BA and BFA program goals: Design studio client evaluations; Internship supervisor evaluations; Sophomore portfolio reviews; Senior portfolio presentations; Gallery exhibition and presentations (BFA only).