

ARTS 1316	Drawing I
ARTS 1312	Design II
Choose 1	Science (Core)
Choose 1	Government/Political
Choose 1	Learning Option (Core)
Choose 1	Integrative/Experiential
Choose 1	American History (Core)
Choose 1	Communication (Core)
UNIV 1301	Learning Framework
ARTS 2363	Typography
ARTS 1311	Design I
Choose 1	Mathematics (Core)
Choose 1	American History (Core)
Choose 1	Communication (Core)

ARTS 1303	Life and Physical Sciences
Choose 1	Life and Physical Sciences
ARTS 2333	Printmaking I
ARTS 2316	Painting I
Choose 1	Language, Philosophy &
Choose 1	Life and Physical Sciences
ARTS 1303	Art History I or Art History II
ARTS 1304	or 1304
ARTS XXXX	Lower Division Studio Art Elective
ARTS XXXX	Advanced Studio Art Elective

ARTS 3330	Image and Illustration
ARTS 3334	Photography as an Art
ARTS 3354	History of Graphic Design
ARTSXXX	Advanced Studio Art
Choose 1	Integrative/Experiential
Choose 1	Learning Option (Core)
Choose 1	Social and Behavioral Sciences (Core)
ARTS 3333	Design and Production
ARTS 3333	Design and Production
ARTS 4334	Advanced Graphic Design
ARTS 4337	Digital Photography

ARTS 335X-	Advanced Art History
435X	Elective
ARTS 33XX-	Advanced Elective
43XX	
ARTS 4330	Animation
ARTS 3323	Research in Color
ARTS 4338	Interactive Design
ARTS 3396	Contemporary Art
ARTS 4336	Multimedia Production
or ARTS	and Design or Special
4388	Topics
ARTS 4339	Portfolio for Graphic
Design	
ARTS 4396	BFA Senior Graphic

**FIRST YEAR      SECOND YEAR      THIRD YEAR      FOURTH YEAR**

**Additional Info**

Students must take their foundation art courses in the first year.  
 First semester: Arts 1316- Drawing I; Arts1311- Design I; Arts 1303- Art History I;  
 Second Semester: ARTS 2313 Design Communication; Arts1312- Design II; Arts 1304 Art History II

Art students take Art History I (Arts 1303) or II (ARTS 1304) in lieu of Art Appreciation (ARTS 1301) Graphic Design majors take only 1 advanced art history elective. (3) hours Students should strive for a 3.0 grade point average, but 2.5 is required for graduation.

Students should take or Arts 4339 Portfolio for Graphic Designers, in the Fall or Spring before their final semester.

In the final semester all students are required to have a final exhibit. Graphic Design majors take Arts 4396 BFA Exhibit.

Graduation requirements  
 Native GPA of at least 2.0 and a grade of 'C' or better in ARTS 4396

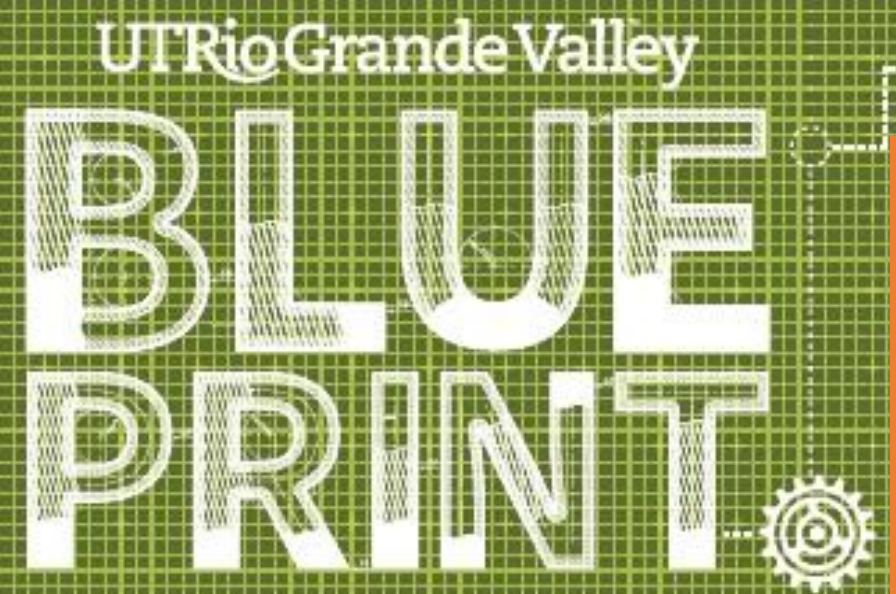
**Contact Info**

**Dr. Michael Weaver**  
 Interim School Director  
[Michael.Weaver@utrgv.edu](mailto:Michael.Weaver@utrgv.edu)

**Dr. Carlos Roberto de Souza**  
 Associate Director  
[Carlos.desouza@utrgv.edu](mailto:Carlos.desouza@utrgv.edu)

**Professor Maria Elena Macias**  
 Associate Dean  
[Elena.Macias@utrgv.edu](mailto:Elena.Macias@utrgv.edu)

**2412 South Business 281**  
**956 665 3480**  
**Veronica.Chavarria@utrgv.edu**



**ART (BFA)**  
**\*Graphic Design**  
**Catalog: 2017-18**  
**COLLEGE OF FINE ARTS**

**Degree Info**

A Bachelor of Fine Arts with Graphic Design Concentration at UTRGV prepares students for serious professional work in the field. The curriculum emphasizes concept development and application, work with clients and professional development, including the establishment of a working portfolio.

Students who graduate from the program are equipped for a broad range of practices in the design field. Our alumni have worked in a number of design-related areas such as interactive design, art direction, publication design, including print and advertising, multimedia and web design, motion graphics, photography and social service design in a variety of settings, including small boutique design studios, multi-national advertising agencies, and start-up consultancies. UTRGV Graphic Design alumni follow a wide range of individual paths, including running their own design studios, working for large corporations or specializing in web and interactive media. Some students also choose to earn a master's degree in the field or pursue other professional degrees, opening many possible horizons.

# BLUEPRINT EXPERIENCES

## FIRST YEAR

## SECOND YEAR

## THIRD YEAR

## FOURTH YEAR AND BEYOND

## CAREERS

### MILESTONES

- UTRGV has a Writing Center and a Learning Center. Make it a point to visit them!
- Complete your core English classes (section 010) during your first year.
- Complete 30 credit hours every year in order to graduate in 4 years.
- Shoot for a GPA of 3.5.
- Take required mathematics course in your first year.

- Shoot for a GPA of 3.5.
- Complete major foundation classes, such as  
**First semester:** Arts 1316- Drawing I; Arts1311- Design I; Arts 1303- Art History I;  
**Second Semester:** ARTS 2313 Design Communication; Arts1312- Design II; Arts 1304 Art History II
- Complete 30 credit hours.
- Apply to the Art Graphic Design program BFA in your second semester. Complete a change of major form available in the Art office or from your academic advisor. The deadline is December 1.

- Shoot for a GPA of 3.5.
- Complete 30 credit hours.
- Have you landed an internship or acquired research experience? This is the year to make it happen.

- Shoot for a GPA of 3.5.
- "I have a plan for after graduation." If this describes you, great! If not, visit your Faculty Advisor or Career Center!
- Register for your Capstone/senior/portfolio project: Arts 4396 BFA Exhibit
- Complete at least 30 credit hours to graduate.
- Submit your application(s) for graduate school, an apprenticeship, or for fulltime employment.

### ADVICE & SUPPORT

- Meet with your academic advisor and bring your orientation folder with you to every session!
- Choose a major with confidence- Visit my.UTRGV.edu and check out the Kuder Journey.
- Visit a faculty member during their office hours and ask a question about class.
- Classes fill up fast. When registration opens, be sure to register on the first day for your group.
- Cold or flu getting you down? We have Student Health Services on campus with free office visits.

- Want to explore different careers? Check out Kuder Journey!
- Come ready with course suggestions and questions when you visit your academic advisor.
- Visit the Communication Hauser Lab for help with your speeches.
- Trouble making your tuition payment? The Financial Aid Office can help. Payment plans and emergency loans are also available

- Seek out research opportunities within your major and join a professional organization such as College Art Association, or ADDY.
- Check DegreeWorks to make sure you are on track for graduation next year.
- Apply for internship and/or job shadowing opportunities. Discuss this with your advisor, faculty mentor, or Career Center.

- Engage in an independent study project or an academic internship to complement your major, such as Museum Studies Internship, Creative Arts for Health and Wellness (arts therapy) or Graphic Design Internship.
- Discuss future plans with your faculty mentor or advisor that includes employment, finances, and other life goals.
- Apply for graduation one semester prior to your anticipated date. Visit the Academic Advising Center to ensure you are on track.

### APPLY WHAT YOU LEARN

- Look for a service-learning course! For guidance, visit Engaged Scholarship & Learning Office.
- Participate in a campus-sponsored community service project.
- Ask a student in class to study with you.

- To find undergraduate research opportunities, visit the Engaged Scholarship & Learning Office.
- Consider attending the LeaderShape Institute or attend the Engaged Scholar Symposium.

- Go show off your research, service-learning or creative works at the Engaged Scholar Symposium!
- Sharpen your writing skills! Visit the Writing Center or become the secretary for your organization.

- Continue to present research or creative works at the Engaged Scholar Symposium or at College Art Association, Texas Association of Schools of Art.
- Set up an informational interview with an individual (especially an alumnus) currently in the field you aspire to work in.

### GLOBAL, CAMPUS & COMMUNITY ENGAGEMENT

- Set up your profile on the Engagement Zone through My.UTRGV.edu.
- Attend a diversity based campus or community event (e.g. MLK Day of Service).
- Attend a departmental program such as BFA critiques twice each semester or Art Openings at University Gallery and Clark Gallery each month.
- Join a student organization! Consider looking into Graphic Design Club or Artists Unanimous or visit VLink (utrgv.edu/vlink) for options.

- Look at study abroad opportunities! Consider going to Italy, China or Peru.
- Check out a cultural campus or community event such as HESTEC or FESTIBA.
- Join another student organization. Perhaps ADDY Student Organization or visit VLink for options.
- Check out a campus event that offers free lunch- bring a friend!

- Consider serving on a campus life/community committee or become a student leader and make a difference. Visit VLink or speak with your Student Government Association for more information!
- Travel the world! Look into study abroad opportunities at Office for International Programs & Partnerships.

- Identify employers of interest and seek them out at job fairs, online, at on-campus information sessions, staffing agencies, etc. The Career Center can help.
- Before a job interview, schedule a mock interview with the Career Center or speech coaching with the Communication Hauser Lab.

### LIFE AFTER GRADUATION

- Create a résumé and set up your profile on the Career Connection icon: (My.UTRGV.edu).
- Got summer plans? Visit Career Center and ask about places to do some job shadowing.
- Research shows that students who work on campus perform better than those who work off campus. Look for a job on the Career Center portal!
- Check your UTRGV email for the daily Messenger- locate and attend one student workshop.

- Update your resume in Career Connection and have it reviewed.
- Visit the Career Center site to find a job fair to attend. At the event, approach a recruiter and discuss internships.
- Will a minor expand your career options? We recommend Marketing or Business.
- Explain to someone how your academic program aligns with your strengths and interests.

- Check out the Art department website for postings on career/graduate school.
- Think about three people you can ask for letters of recommendation (professors, mentors, advisors, supervisors, etc.). Give them at least two weeks' advance notice!
- When is the deadline for your graduate school application? Visiting the program admissions webpage. Most do not accept late applicants!

- Have you received your acceptance for graduate school or an employment offer? If not, network: talk to faculty, the Career Center, and get on LinkedIn.
- Formulate and implement a strategy for life after graduation: attend career fairs, graduate fairs, apply to fellowships, etc.
- Update your information with Alumni Relations. Enjoy alumni mixers, events and continued access to Career Center services!
- Remember to do your exit loan counseling on studentloans.gov.

- Type design
- Magazine design
- Newspaper design
- Book publishing
- Publication design
- Brochure/Newsletter design
- Educational design
- Cover design:
  - Book, CD, video
- Label design
- Publicity pieces
- Advertising layout
- Photo editing/ Photoshop art
- Illustration
- Identity design:
  - Logo design
- Branding
- Digital
- Multimedia
- Film title
- Television graphics
- Video games
- Computer graphics
- Motion graphics
- Animation
- Website design
- Interactive media
- Educational design

For additional info, visit the Career Center website and check out "What Can I Do With This Major?" [www.utrgv.edu/careercenter](http://www.utrgv.edu/careercenter)