SUGGESTED CURRICULUM – STUDENTS ENTERING FALL 2016

Consult undergraduate catalog for academic regulations, requirements and degree programs.

Semester I (Fall)	Hours	Semester II (Spring)	Hours
Art 1000: Drawing I	3	Art 1001: Drawing II	3
Art 1110: 2D Foundations	3	Art 1111: 3D Foundations	3
Art 2500: Health/Safety in the Arts	1	Art 2250: Ceramics I	3
Art 2012G, 2601G, 2602G[5]	3	Art 2012G, 2601G, 2602G[5]	3
General Education Req.: ENG 1001G	3	Art 2749: Professional Practices	1
General Education Req.: CMN 1310G	3	General Education Req.: ENG 1002G	3
	16		16

Semester III (Fall)	Hours	Semester IV (Spring)	Hours
Art 2100: Sculpture I	3	Art 2700: Jewelry & Metalsmithing I	3
Art 2050: Painting I	3	3D Studio Art Elective[3]	3
Gen. Ed. Req.: Cultural Div. Req.[2]	3	General Education Req.: Science	3
General Education Req.	3	General Education Req.: Mathematics	3
Foreign Language[1]	4	Foreign Language[1]	4
	16		16

Students wishing to pursue the BFA with option in Studio Art may apply for admission after earning a total of 45 semester hours of credit, complete the foundations program (Art 1000, 1001, 1110, 1111) six semester hours of (Art 2012, 2601, or 2602) and six semester hours of 2000 level studio courses (Art 2000, 2050, 2100, 2250, 2560, or 2700), have a minimum cumulative GPA of 2.25 for all coursework, and a minimum Studio Art GPA of 2.75, submit an electronic portfolio of artwork completed in foundations studio courses and 2000 level studio courses, and a one-page statement of intent. The portfolio of artwork will be reviewed and ranked by the Studio Area faculty. Admission in the program is based on a comparative scoring system of performance in the above requirements (cumulative GPA, Studio Art GPA, completion of required coursework, portfolio of artwork, statement of intent).

Semester V (Fall)	Hours	Semester VI (Spring)	Hours
3D Studio Art Elective[3]	3	3D Studio Art Elective[3]	3
3D Studio Art Elective[3]	3	3D Studio Art Elective[3]	3
Art History or 2D Elective[3]	3	Art History 3680 or 3681	3
General Education Req.	3	Art History or 2D Elective[3]	3
General Education Req.	3	General Education Req.: Science (w/lab)	4
	15		16

Semester VII (Fall)	Hours	Semester VIII (Spring)	Hours
3D Studio Art Elective[3]	3	3D Studio Art Elective[3]	3
3D Studio Art Elective[3]	3	3D Studio Art Elective[3]	3
3D Studio Art Elective[3]	3	3D Studio Art Elective[3]	3
Art History 3610 or above	3	Art History or 2D Elective	3
Senior Seminar	3	Art 4749: Senior Portfolio[4]	0
	15		12

FOOTNOTES AND LAPTOP COMPUTER REQUIREMENTS EXPLAINED ON BACK OF PAGE

LAPTOP COMPUTER REQUIREMENTS
STUDENTS ENTERING FALL 2016

A personal computer is and will continue to be an important part of the educational experience. A student will need to have access to personal computer technologies as he or she moves through his or her educational experience at Eastern Illinois University. In some cases the personal computer may not be used in class but will be required to complete class assignments; in other instances the personal computer will be an integral part of the classroom experience.

All entering art majors are required to have an Apple laptop computer. The hardware requirements are subject to change each year as Apple develops and markets new laptop models. To provide you with a sense of the requirements the following were the Fall 2015 hardware requirements:

For all Art majors the recommended minimum configured laptop is the MacBook Pro 15-inch with 2.5GHz quad-core Intel Core i7, 16 GB memory, 512GB PCIe-based Flash Storage, Intel Iris Pro Graphics, NVIDIA GeForce GT 750M with 2GB GDDR5 memory.

The above is the recommended minimum laptop requirement; if you are able to purchase an Apple laptop with greater processor speed, memory and screen size and/or quality, then consider selecting that laptop. The department also recommends that all students purchase: (1) a 4GB or larger flash drive for backup and easy transport of files; (2) carrying case or laptop backpack; (3) the extended warranty; and (4) either an external hard drive for backup or a remote backup service.

Software requirements are:
Microsoft Office (student edition) and the Adobe Creative Cloud Design Standard (education version) (www.adobe.com). Adobe Creative Cloud Design Standard Collection is strongly recommended for students interested in the Graphic Design option. Students accepted into the Graphic Design program beginning their junior year would be expected to subscribe to the Adobe Creative Cloud (education version) at that time.

Before you purchase your computer and software for your college career, you should check the pricing available for computer and software bundles through the EIU Bookstore. Very reasonable pricing for software is often available. The EIU Bookstore is located in the MLK Student Union and can be reached at 217-581-5821 or 800-242-0757 or on the web at www.eiubookstore.com.

department of art
EASTERN ILLINOIS UNIVERSITY

FOOTNOTES:

[1]GRADUATION REQUIREMENT FOR FOREIGN LANGUAGE (0-8 HOURS) The graduation requirement is successful completion of two courses in a single foreign language. Exemption: Students entering university FALL 93 and after must have completed two (2) years in a single Foreign Language in High School with a grade of "C" or better to have satisfied this requirement. Students exempt from Foreign Language would have 6 semester hours of free electives to complete for degree requirements.

[2]Students are required to complete a course with a focus on cultural diversity. Students can take one of several designated general education courses: see Gen. Ed. courses Listed by Segment in the Gen. Ed. section of the Undergraduate Catalog.

[3]30 semester hours of courses numbered 3000 or above must be taken from these courses to complete graduation requirement of at least 40 semester hours in upper division courses (3000-4000 numbered courses).

[4]Art 4749 is an audit only class with no credit earned; taken concurrently with upper level 3D Art Studio Elective during senior year.

[5]Credits count for both Art Studio option and General Education Fine Arts requirements.

Update: 7/15/15