

Department of Art



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The Department of Art offers quality baccalaureate programs with teaching strategies aimed at developing conceptual and technical capabilities of students in order to empower them to function as professionals in a rapidly changing world. The curriculum stresses learning and thinking skills leading to personal and educational growth with the belief that art and design are guided as much by the intellect as by the hand. By arrangement with Golden Library, the department offers opportunities for members of the university community to broaden their sense of cultural diversity through exposure to year-round, changing art exhibitions in Runnels Gallery.

Major programs in art leading to BA, BS and BFA degrees include: (1) **Emphasis in Graphic Design** which stresses advertising art, package design, publication design, computer graphics and animation, illustration and marketing; (2) **Emphasis in Interdisciplinary Art** which stresses knowledge in both two-dimensional and three-dimensional materials in pursuit of personal expression. The interdisciplinary art program is based on the belief that the fine artist must cross disciplines to understand many techniques and concepts to be successful in today's competitive art world.

Two-Year Foundation Program

The foundation program offers an interdisciplinary approach to the visual arts. This two-year long foundation experience is designed to introduce students to techniques, methods and concepts common to the creative disciplines. It aims to develop visual literacy as well as to encourage growth in artistic perception.

Through this introduction to a variety of ideas and techniques, with materials in design, drawing, computers and photography, students appreciate the complexity of the creative process and learn to articulate their personal aesthetic. They investigate the differences between wet and dry media, additive and subtractive processes, two- and three-dimensional forms and the relationship between ideas and materials. Formal concerns such as line, shape, color, value, texture, scale and composition are explored. All courses with the exception of Art History I and II, Drawing and Human Figure are team taught by two or more instructors.

Interdisciplinary Art Program

The Interdisciplinary Art program encourages the student to continue working in all two- and three-dimensional media in pursuit of personal expression. The student will explore interdisciplinary approaches to his/her art by incorporating many of the various media available within the program. Facilities are available for ceramics, computer art and animation, drawing, jewelry, painting, performance art, photography, sculpture and printmaking.

The object of this program is to expose art students to a variety of disciplines within the department to expand their visual ideas. This program also addresses various aspects to the profession of art outside the studio, such as: marketing strategies, grant writing, museum and gallery management, public art, ethical issues, portfolio development and career directions.

Graphic Design Program

The graphic designer's job is to make information useful by presenting it in an attractive, easy-to-read and understandable manner. In this way the designer has the ability to link a writer with the reader or a producer with the consumer. The results of the designer's efforts are seen in forms ranging from: catalogs delivered to the door, packaging on store shelves, trade show exhibits, television commercials and web sites designed with high-tech computer animation, graphics and moving graphics.

The graphic design program requires the study of drawing, design history, 3-D structure, typography and photography. This visual commitment provides the student with the experience to uniquely capture the consumer's attention, intrigue and make the consumer actively want to stop and read. This program includes professional practice courses on catalog design, magazine production, portfolio development and career options.

Bachelor of Fine Arts Degree

The Bachelor of Fine Arts degree is conceived by the Art Department of Eastern New Mexico University to be a highly professional undergraduate program that prepares students in a more specialized and directed way before entering the professional fields in art. Students seeking a BFA degree in the Department of Art enter by special application only. Application to this program may be made no sooner than the second semester of the student's sophomore year. Acceptance into this program is competitive and based on the quality of both visual and written material submitted. If denied admittance into the program the student may reapply in a subsequent semester. Acceptance into the BFA program must be granted no later than three semesters prior to expected graduation.

Requirements for admission into the Department of Art BFA program:

1. Successful completion of three semesters of course work (minimum 31 credit hours) with a 3.00 GPA in all art courses taken.
2. Successful completion of the following art courses: ART 145, 146, 165, 166, 199, 205, 245, 299 and 345.
3. Submission of a portfolio consisting of examples and letter of intent. A list of required work, deadlines and application form and available from the BFA coordinator. This portfolio will be reviewed by the entire faculty of the Department of Art.

All BFA candidates are required to have a senior show during their last semester. Each student is responsible for security, publicity and installation of their work. The exhibit must be in place for a minimum of five days.

All BFA majors must complete 131 hours: 46-50 hours General Education requirements and 84 hours Art requirements.

Other Guidelines

BS and BA majors are not required to present a senior show. BS and BA majors are required to complete a minimum of 128 hours, to include 46-50 hours General Education and 76 hours Art requirements, plus the hours required for a minor.

Lab fees are required in many Art courses. An inexpensive 35 mm camera with adjustable shutter speeds and F-stops is required throughout the freshman and sophomore years.

All students enrolled in art courses must furnish their own materials except certain equipment provided by the university. ENMU is not liable for damages from fire, water or theft to personal property or to any student work.

Descriptions of ART courses begin on Page 108.

Bachelor's Degrees

Majors

All art majors earning BA, BS or BFA degrees must complete the following art core requirements for a total of 44 hours:

Art Core Requirements (44 hours)

ART	145	Materials I (4)
ART	146	Materials II (4)
ART	165	Art History I (4) (satisfies General Education requirement)
ART	166	Art History II (4)
ART	199/299	Demonstration of Conceptual Development (4)
ART	205	Drawing (4)
ART	206	Human Figure (4)
ART	245	Visual Concepts and Principles I (4)
ART	246	Visual Concepts and Principles II (4)
ART	345	Advanced Materials I (4)
ART	346	Advanced Materials II (4)

Students earning a BA or BS degree must complete a minor of at least 15 hours.

Emphasis Areas

The department offers a variety of emphases within the art major. Students majoring in art must select one of the following emphases. Note some of the emphases apply to particular degrees.

- Interdisciplinary Arts (BFA only)
- Interdisciplinary Arts (BA or BS)
- Graphic Design (BFA only)
- Graphic Design (BA or BS)

Bachelor of Fine Arts (BFA) degree

Students may major in art while pursuing a Bachelor of Fine Arts degree. Students must select from one of the following emphasis areas.

Emphasis: Interdisciplinary Arts

Interdisciplinary Art Requirements (40 hours)

ART	365	History of Design I (4)
ART	366	History of Design II (4)
ART	395	Interdisciplinary Arts I (4)
ART	396	Interdisciplinary Arts II (4)
ART	495	Interdisciplinary Arts III (4)
ART	496	Interdisciplinary Arts IV (4)
ART	399/499	Demonstration of Conceptual Development (4)
Professional Practice (8) (with consent of advisor.)		
ART electives (4)		

Emphasis: Graphic Design

Graphic Design Art Requirements (40 hours)

ART	365	History of Design I (4)
ART	366	History of Design II (4)
ART	375	Introduction to Graphic Design (4)
ART	376	Graphic Design Techniques (4)
ART	475	Publication Design (4)
ART	476	Graphic Design Portfolio (4)
ART	399/499	Demonstration of Conceptual Development (4)
Professional Practice (8) (with consent of advisor)		
Art Electives (4)		

Bachelor of Arts (BA) or

Bachelor of Science (BS) Degree

Students may major in art while pursuing a Bachelor of Science or a Bachelor of Arts degree. Students must select from one of the following emphasis areas and must complete a minor of 15 hours.

Emphasis: Interdisciplinary Arts

Interdisciplinary Art Requirements (32 hours)

ART	365	History of Design I (4)
ART	366	History of Design II (4)
ART	395	Interdisciplinary Arts I (4)
ART	396	Interdisciplinary Arts II (4)
ART	495	Interdisciplinary Arts III (4)
ART	496	Interdisciplinary Arts IV (4)
ART	399/499	Demonstration of Conceptual Development (4)
Professional Practice (4) (with consent of advisor.)		

Emphasis: Graphic Design

Graphic Design Art Requirements (32 hours)

ART	365	History of Design I (4)
ART	366	History of Design II (4)
ART	375	Introduction to Graphic Design (4)
ART	376	Graphic Design Techniques (4)
ART	475	Publication Design (4)
ART	476	Graphic Design Portfolio (4)
ART	399/499	Demonstration of Conceptual Development (4)
Professional Practice (4) (with consent of advisor)		

Associate of Arts (AA) Degree

Major: Art (Art requirements total 36 hours)

Art Course Requirements (36 hours)

ART	145	Materials I (4)
ART	146	Materials II (4)
ART	165	Art History I (4) (satisfies General Education requirement.)
ART	166	Art History II (4)
ART	205	Drawing (4)
ART	206	Human Figure (4)
ART	245	Visual Concepts and Principles I (4)
ART	246	Visual Concepts and Principles II (4)
ART	199/299	Demonstration of Conceptual Development (4)

Subject Matter Endorsement (24 hours)**Area/Minor: Visual Arts****Licensure: Elementary Only****Art Core Requirements (24 hours)**

ART	145	Materials I (4)
ART	146	Materials II (4)
ART	165	Art History I (4)
ART	166	Art History II (4)

Select 8 additional hours from the following:

ART	245	Visual Concepts and Principles I (4)
ART	246	Visual Concepts and Principles II (4)
ART	345	Advanced Materials I (4)
ART	346	Advanced Materials II (4)
ART	365	History of Design I (4)
ART	366	History of Design II (4)

**Minor: Communication/Computer
Graphics/Animation
(for art majors only)**

**Communication/Computer Graphics Course
Requirements (28 hours)**

COMM	103	Introduction to Mass Communication (3)
COMM	110/L	Beginning Television Production (3)
COMM	220/L	Intermediate Television Production (3)
ART	459	Computer Graphics/Animation (4) (Repeat for 12 hours)

4 hours from the following:

COMM	344	Mass Communication Workshop (2) (Repeat for 4 hours)
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3 hours from the following:

COMM	420	Documentary Writing and Production (3)
COMM	422/L	Directing for Television (3)

**Minor: Art/Computer Graphics/
Animation
(for telecommunication majors only)**

Art Course Requirements (28 hours)

ART	145	Materials I (4)
ART	146	Materials II (4)
ART	245	Visual Concepts and Principles I (4)
ART	345	Advanced Materials I (4)
ART	459	Computer Graphics/Animation (12) (Repeated for credit)

**Minor: Art
(for non-majors)**

Art Course Requirements (24 hours)

ART	145	Materials I (4)
ART	146	Materials II (4)
ART	165	Art History I (4)
ART	166	Art History II (4)
ART	205	Drawing (4)
ART	245	Visual Concepts and Principles I (4)

**Minor: Fine Arts
(for non-majors, non-teaching minor only)**

Fine Arts Course Requirements (27 hours)

MUS	6 hours
ART	4 hours
THTR	3 hours
DNC	3 hours
Fine Arts electives	11 hours