Department of Art and Design

College of Fine Arts & Communication
University of Wisconsin - Stevens Point
FACULTY AND STAFF

Larry Ball
Art History: Western, International Programs
lball@uwsp.edu
715-346-2839

Mark Brueggeman
Foundations 2D/Drawing, Painting
mbruegge@uwsp.edu
715-346-4917

Keven Brunett
Foundations 2D/3D, Sculpture
kbrunett@uwsp.edu
715-346-2450

Diane Bywaters
Drawing, Painting
dbywater@uwsp.edu
715-346-4776

Cortney Chaffin
Art History: Asian
cchaffin@uwsp.edu
715-346-3881

Jon Chapman
Sculpture, Glass
jchapman@uwsp.edu
715-346-4070

Bob Erickson
Printmaking, Drawing
rerickso@uwsp.edu
715-346-2701

Anne-Bridget Gary
Ceramics, History of Crafts
agary@uwsp.edu
715-346-4064

Matt Groshek
Graphic Design
mgroshek@uwsp.edu
715-346-2608

Lise Hawkos
Visual Resources Curator, Art Appreciation
lhawkos@uwsp.edu
715-346-4059

Diana Hoover
Graphic Design, Design Center
dhoover@uwsp.edu
715-346-4556

JinMan Jo
Foundation, 3D
jjo@uwsp.edu
715-346-2271

Mimi Johnson
Academic Department Associate
mjohnson@uwsp.edu
715-346-2669

Bill McKee
Woodshop Supervisor, Foundations 3D, Sculpture
bmckee@uwsp.edu
715-346-3339

Jeff Morin
Graphic Design, Drawing, Book Arts
jmorin@uwsp.edu
715-346-4920

Stuart Morris
Graphic Design
stmorris@uwsp.edu
715-346-4483

Susan Morrison
Foundations
smorriso@uwsp.edu
715-346-4067

Jillian Noble
Graphic Design
jnoble@uwsp.edu
715-342-5171

Guillermo Peñafiel
Photography
gpenafie@uwsp.edu
715-346-4057

Mark Pohlkamp
Graphic Design, Coordinator, Design Internships
mpohlkam@uwsp.edu
715-346-2654

Rob Stolzer
Drawing, Illustration, Painting
rstolzer@uwsp.edu
715-346-4065

Kristin Thielking
Sculpture, Glass
kthielki@uwsp.edu
715-346-2450

Jon Chapman
Sculpture, Glass
jchapman@uwsp.edu
715-346-4070

not pictured:

Mary Rosek
Art Education
mrosek@uwsp.edu
715-346-4917

Sheila Sullivan
Foundations 2D, Drawing, Painting
ssullivan@uwsp.edu
715-346-4917
A BIT ABOUT WHO WE ARE

The Department of Art and Design has more than 300 students and 21 faculty and staff members. The department has been accredited by the National Association of Schools of Art and Design (NASAD) since 1986, one of three such accredited programs in the UW System.

Together with the Division of Communication, the Department of Music, the Department of Theatre and Dance, and the Aber Suzuki Center, we comprise the College of Fine Arts and Communication (COFAC).

Our college is one of only a handful of regional institutions with all of its fine arts programs nationally accredited.

OUR MISSION STATEMENT

To inspire in our students a passion for the visual arts and to establish an environment for creative research, the department fosters:

- skills in critical thinking and creative problem-solving
- preparation as self-sufficient visual arts professionals
- engagement in intellectual, cultural and community activities
- development of global and humane sensitivities
Creative professionals are valued members in every organization. We prepare you for careers specifically in, or related to, the visual arts. With a degree in art and design you can be employed in commercial or private firms, government, industry and education fields. Some of our graduates choose to be self-employed as professional artists and pursue graduate degrees.

Find a Career in the Arts
Some careers in art and design-related fields include: graphic or advertising designer, art director, museum curator, gallery director, art program director, crafts instructor, creative director, studio artist, studio assistant, illustrator, concept artist, art or design educator, art historian or art administrator.

Go Further
Wherever you want to go after graduating, we can help you get there. Graduate school is an option you may choose—especially for certain career paths—and is essential for advanced placement in academic fields.

Our alumni have gone on to graduate programs at the University of Wisconsin-Madison, University of Illinois-Chicago, University of Kansas, California Institute of the Arts, Rhode Island School of Design, Milwaukee Institute of Art and Design, Minneapolis College of Art and Design, University of Wisconsin-Milwaukee, De Paul University, Rochester Institute of Technology, University of Ohio, California College of Art and Design as well as many other highly rated colleges and universities.
STUDIOS AND FACILITIES
The department has 40,000 square feet of well-equipped studio spaces and lecture classrooms, all of which are either new or have been recently remodeled. In addition to spacious drawing, graphic design, painting, photography and printmaking studios, we have amazing sculpture, ceramics, and wood shop areas. Our department is one of the very few undergraduate programs in the state with a hot glass shop. The Edna Carlsten Gallery, our main gallery, is a remarkable space, offering diverse exhibitions year-round. These facilities provide students with exceptional work and learning spaces.
Brooklyn, New York glass artist and designer Michiko Sakano with students in the UW-Stevens Point hot glass studio.
GALLERY MISSION

The Edna Carlsten Art Gallery functions primarily as an educational exhibition space serving the university, local and regional communities in the Midwest.

The gallery regularly exhibits work by noted regional, national, and international artists and designers. Exhibitions are chosen to stimulate intellectual and artistic growth of students and generate dialogue within our communities. Gallery exhibitions are wide-ranging, including all media and many historical periods.

The gallery also serves as a venue for senior BFA exhibitions and student juried shows as well as faculty and sabbatical exhibitions.

PERMANENT COLLECTION

The permanent collection serves as a valuable visual and academic resource for the university and the public.

The collection includes the Janice and Jean-Pierre Golay Print Collection, the Dorothy and Jacque D. Vallier Early American Pressed-Glass Goblet Collection, the William C. Bunce Artists’ Book Archive, the Wisconsin Sesquicentennial Print Portfolio, and the Susan Murphy Piotrowski Memorial Ceramics Collection.

Vallier Collection

The world-class Dorothy and Jacque D. Vallier Early American Pressed-Glass Goblet Collection is housed in the Noel Fine Arts Center. The collection is also viewable via an online searchable database featuring photographs and history on each of the 1,200 pieces in this marvelous collection. View the collection online at www.valliercollection.com.

William C. Bunce Artists’ Book Archive

Initiated in 2006, this growing collection honors Bill Bunce, beloved director and curator of the Kohler Art Library. The archive is now housed in the library at UW-Stevens Point.
ESPECIALLY FOR STUDENTS

CGSAC Student Curated Exhibitions
Through the Carlsten Gallery Student Advisory Council (CGSAC) you can experience curating or co-curating an exhibition as a student.

Schneider Student Gallery
Made possible through the generosity of Richard and Myrna Schneider, this space is dedicated to student exhibitions. This gallery offers you an opportunity to design and realize a solo show of your own work or small group installations.

Chinese artist Xu Bing in the Carlsten Gallery speaking about his work.
COMMUNITY OUTREACH

Arts Bash
A scholarship fundraiser, this event draws a crowd of more than 800 annually to the Noel Fine Arts Center for a night of art, food and performances. Students are able to showcase what they’ve been working on to the community supporters attending the event.

Fox on Main
This historic theater in downtown Stevens Point has been a long-standing project. The board of directors partnered with UW-Stevens Point to help with marketing for the project, which includes signs, business cards, a website and new logo.

COFAC Creates
Held annually, COFAC Creates events focus on many aspects of a theme. These events bring together not only various campus departments but also include community organizations in the programming.

RiverPoint Paper
This paper began as a collaborative project with the art and design area and the paper science area on campus. After having success creating a fine quality paper to be used here on campus, the paper quickly caught on within the university system and led to a partnership with Strathmore Papers.
VISITING ARTISTS

Sculptor Patrick Dougherty working with students during his two-week residency to create “Garden of Curiosities.”

Monoprint brings notable artists from around the world to work with students biennially.

Glass artist and professor from the Rochester Institute of Technology, Robin Cass, working with students during her visit.
VISITING ARTISTS

Students studying in our college have the opportunity to work with and learn from many national and international leaders in their field of study, such as those listed below who are among the list of our past visitors. Visiting artists and speakers work with students in the classroom, in the studio and during master classes. Many of them also hold public lectures and performances, during which members of the community also benefit from our esteemed campus visitors.

Rebecca Arday
Michael Barnes
Gary Baseman
Kayla Bill
Xu Bing
Harold Boyd
Andrew Buck
Amanda Campbell
Robin Cass
Nick Cave
Jon Chapman
Catherine Chauvin
Melissa Chu
Ray Chung
Corning Museum of Glass Roadshow Artists
Tim Curtis
Eddie Dominguez
Patrick Dougherty
Rhea Edge
Michael Endo
Matt Eskuche
Johann Feilacher
Steve Feren
Richard Finch
Martha Glowacki
Guerrilla Girls
Walter Hamady
Adam Holtzinger
Brittany Kalscheur
Ina Kaur
Amos Kennedy, Jr.
Tim Lee
Francois LeLong
Robert Lowarre
Truman Lowe
Kelly Lutz
Joey Lynch
Eric Madsen
Andrew Martin
Jennifer Mavorson
Jill McKeown
Carrolyn Monastra
John Neely
Marcia Pastorius
Planet Propaganda
Thomas Radeloff
Robynne Raye of Modern Dog
Mark Ritchie
Steph Roberts
Michael Rogers
Eric Rohmann
Michiko Sakano
Fritz Schroder
Sylvia Schuster
Hu Hung Shu
Adam Smrka
Someoddpilot
Buzz Spector
Tanner Stofferahn
Studio Dunbar
Urs-P. Twellmann
Tom Uttech
Fahimeh Vahdat
Andrée Valley
Clare Verstegen
Petrua Vrontilis
Ericka Walker
Dr. Eugene Wang
Keith Wilson
Max Yela
Donald Young
AWARDS
Every year we encourage students to compete for acceptance into our Student Juried Exhibition held during December in the Carlsten Art Gallery. The jurors identify top work to honor with various awards, which are announced during the exhibition reception. In addition, the Piotrowski Ceramic competition occurs annually and results in purchase awards for the permanent collection.

SCHOLARSHIPS
Our Scholarship Competition is held annually—usually in late winter—and winners are announced during a special event in early spring. The majority of our scholarships are endowed and donated by community members and alumni. Additional scholarships, student research grants and awards are obtainable through the university.
PUBLIC ART SYMPOSIUM
The Carlsten Gallery Student Advisory Committee (CGSAC) Student Public Art Symposium is a public art project in which students develop and present project proposals for work installed on the UW-Stevens Point campus. CGSAC reviews and supports projects, helping student artists fully realize the work.

This Public Art Symposium encourages students to develop valuable skills necessary for professional success: developing a proposal with an itemized budget, giving a professional presentation to a group of peers, and the opportunity to realize their vision by successfully completing a public art project.

INTERNSHIPS
Internships are an important part of your undergraduate study. Working in a real-world situation gives you the experience and foundation to better find a career path or pursue additional educational opportunities after graduation.

STUDENT RESEARCH GRANTS
The Student Research Fund (SRF), available through the Grant Support Office, provides students with the opportunity to help fund projects and travel that might otherwise be financially out of reach. All university students are eligible for two SRF grants during their academic careers: a research grant for up to $1,500 and a travel grant for up to $1,600. Art students have been very successful in obtaining SRF grants.
INTERNATIONAL PROGRAMS

We work closely with the International Programs Office on campus to create awesome experiences for our students. One of the best in the country, our program offers you opportunities to participate in art or art history classes overseas, either in semester abroad programs or short programs during the summer or winterim sessions.

Semester-long programs in English are based in England, Ireland, Australia, New Zealand, Poland and Hungary. Short courses for Art History credit have included Art, Architecture and Design in Italy, Greece, Turkey, Spain, France, China and Germany. We have an Internship Program in London, where you can work during a semester or the summer term.
STUDENT ORGANIZATIONS

In the Department of Art and Design there are five student organizations that work together to plan inspiring and fun events, like bringing visiting artists and designers to campus or trips to exhibitions in various cities, creating opportunities to get involved, to go places, and to learn outside the classroom. You are encouraged to join at least one student group—you might even consider serving as an officer.

Association of Art Historians and Scholars (AAHS)

The Association of Art Historians and Scholars (AAHS, known in some quarters as “AArtvark”) is a student organization devoted to Art History. AAHS is recognized and partially funded by the UW-Stevens Point Student Government Association.

American Institute of Graphic Arts (AIGA)

We have a large and very active student chapter of the American Institute of Graphic Arts (AIGA). This student group is directly affiliated with the national AIGA organization, the most comprehensive graphic design organization in the country. The chapter sponsors and coordinates many activities each year including visiting designers, workshops, nowHERE conference, portfolio reviews, field trips and travel to design conferences.

Carlsten Gallery Student Advisory Committee (CGSAC)

The Carlsten Gallery Student Advisory Committee (CGSAC) is a university-funded student organization dedicated to working with the Edna Carlsten Art Gallery to create exhibition opportunities for students within the UW-Stevens Point community.

Student Art League (SAL)

SAL’s mission is to further awareness of the visual arts on campus and in the community. SAL hosts events each semester encouraging students to look outside of the classroom for fun, challenging, and professional arts-based experiences and activities.

SCULPT

SCULPT is a group of student artists and alumni interested in sculptural work covering a wide range of media including metal, glass, wood and ceramics, and approaches to creating sculptural work including: installation, site-specific work, performance, video, wearable art, light sculpture, animation and environmental art.
Visiting artist Amos Kennedy, Jr. takes a quick break during one of his demonstrations in the Carlsten Art Gallery.
GRAPHIC DESIGN INTERNSHIPS

Graphic design students are required to obtain their own internships, though we provide helpful resources through our Internship Coordinator, advisers and design faculty. Much like finding an entry-level job, the best internships are those that match your individual design aspirations.

You are encouraged to find internships locally, nationally, and internationally.

UW-Stevens Point graphic design students have interned in London, Sydney, New York City, Chicago, Washington D.C., and Seattle—all over the world. Students have also interned for well-known companies such as Art in America, Disney, Harley Davidson, K2, Lands’ End, National Geographic, Oshkosh Truck, Penguin Books, Target, Travel Guard, and other highly rated companies.

Locally, many businesses and non-profit organizations such as the Boys and Girls Club and the YMCA also offer design internships. Internships are also available on-campus in the Design Center, in various academic units, and in several administrative and service offices. Most of these internships are paid.

GRAPHIC DESIGN INTERNSHIP IN LONDON

You can apply to our London internship program for a semester or a summer experience. Students have completed internships at small boutique shops and large design firms all over London. Some recent placements have been at Crumpled Dog, Beyond Communications, Ltd., Feast Creative, Morris Visitor Publications, Trigger, Spirit Advertising and Abrahams Design.

STUDIO INTERNSHIPS

Upper-level studio arts 2D and 3D students can apply for internships working with faculty assisting with the general studio operations in photography, printmaking, painting, ceramics, and sculpture. These positions are usually unpaid, for-credit internships, and can be applied to the major. Students have also worked as interns assisting professional artists and at arts organizations such as the John Michael Kohler Arts Industry Residency Program (Wisconsin), Bergstrom Glass Museum (Wisconsin), Peninsula School of Art (Wisconsin), Pilchuk Glass School (Washington), Ignite Studios (Illinois) and Chrysler Glass Museum (North Carolina).

GALLERY INTERNSHIPS

Students in Art and Design, Arts Management, as well as other disciplines, can apply to work directly with the director of the Carlsten Art Gallery. Gallery interns learn about professional practices associated with gallery operations. Students will work in the gallery performing duties related to organization, installation/take down, the permanent collection and maintenance. Art gallery Internships are usually for-credit.
**ART IN THE COMMUNITY**

Our students have opportunities to gain experience, in and out of class, working with local community and campus organizations and businesses to create pieces and shows for display.

**Delta Dental Sculpture**
Marking the company’s 50th anniversary, Delta Dental of Wisconsin collaborated with sculpture students to create “Smiles.” The sculpture stands at the company’s headquarters in Stevens Point.

**Trainer Natural Resources Mural**
This mural, a collaboration with the College of Natural Resources, was chosen through a design contest in which student submissions were considered by a committee. Student Jennifer Lila’s design was chosen and is now on permanent display in the Trainer Natural Resources building on campus.

**Stevens Point Sculpture Park**
Part of the Green Circle nature trails, the park welcomes sculpture proposals and features work from local, regional and national artists. Many of our students, former students, and faculty have work at the park.

**Pop-Up Gallery**
Graduating students in the department have created pop-up galleries to showcase their work as part of their capstone experience. It’s been a great way to learn about creating a space and showcasing fine art to the public.
DEGREES OFFERED
Through the Department of Art and Design at UW-Stevens Point, you can earn either a BA or a BFA undergraduate degree. The emphasis areas offered in each degree option are described below.

BA — BACHELOR OF ARTS

- **Studio Arts**
  Embraces a range of disciplines and experiences in art and allows for room to double major or earn multiple minors.

- **Art History**
  This emphasis choice follows a specialized degree program that is focused on strong art historical preparation in combination with studio art courses.

BFA — BACHELOR OF FINE ARTS

- **Two-Dimensional (2D)**
  Includes a wide variety of media, including drawing, painting, printmaking and photography. The 2D emphasis requires work in several disciplines or media, and more may be pursued.

- **Three-Dimensional (3D)**
  Includes a wide range of approaches to 3D work, including modeling, casting, carving, fabrication processes, environmental and site-specific installation. A wide variety of media is explored, including, metal, ceramics, glass and wood.

- **Graphic Design (GD)**
  Follows a highly structured program that prepares you for work in the field of graphic design. Areas of focus include problem-solving, presentation skills, communication in print, package, and screen-based design.

FOUNDATION PROGRAM
As a student in art and design, your first courses will be in the Foundations Program. The Foundations curriculum is an immersion into various media and processes. You problem solve by seeing, thinking and crafting to create a body of work that represents a set of fundamental skills in art and design. Through the Foundations curriculum you are also introduced to the disciplines, the emphasis areas, the faculty, the student organizations, various events and opportunities offered to you through the department. Most of all, Foundations prepares you for further development as an artist, designer, or historian. Your Foundations work is used to evaluate your ability to proceed into the BFA program.
Students with Professor Morrison installing work on campus.
ART MAJOR | BA

Studio Arts Emphasis

If you love art and want to be a double-major—say in Business or Communication—or take multiple minors, the BA with Studio Arts Emphasis is for you. The Bachelor of Arts degree is our liberal arts degree that encourages multi-disciplinary study in the context of a broad program of general studies.

The BA in Art with Studio Art Emphasis requires at least 45 credits in the Art program

Variety in Media

As a studio arts BA, you have no specific emphasis area. You complete your elective credits in Art according to your interests within the guidelines of the degree requirements.

Academic Standards

You must meet the minimum overall 2.67 GPA for all art courses (studio and history). If your GPA falls below 2.67, you are put on academic probation and will not be allowed to continue as an Art major until you raise your GPA.

BA — Studio Arts Emphasis

The liberal arts degree has a focus on studio arts in the context of a broad program of general studies. The BA major encourages study in a variety of disciplines and consists of 45 credits in the Department of Art and Design, as follows:

1. Art foundation, 18 credits
2. Art history, 6 credits upper level
3. 21 credits selected from specified courses

BA Requirement

The BA degree program requires a 2.67 GPA or higher, including transfer credits, regardless of any declaration of academic bankruptcy.

**BA | Studio Arts Emphasis**

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<td>120 BA Credits (approximate)</td>
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Note: BA Studio Arts students must complete Foundation, at least 21 credits of Art Studio beyond Foundation and 6 credits in upper-level Art History.

* The BA Capstone consists of an exhibition of artwork and an essay.
ART MAJOR | BA

Art History Emphasis
As a BA major in Art History, you’ll be undertaking a specialized degree program with a combination of studio art courses plus a strong art historical preparation. The standards for this BA in Art are those needed for admission into graduate study in art history. The BA in Art with Art History Emphasis consists of 68 credits, including 8 credits of foreign language.

1. Studio Art Foundation, 12 credits
2. Foundation courses in Art History, 12 credits
3. Advanced Art History, 21 credits
   Distribution:
   a. At least two must be Asian topics.
   b. At least two must be Western topics.
   c. At least two must be from courses covering periods prior to the 19th century.
4. Studio courses, 12 credits (specified courses)
5. Capstone Course, 3 credits
6. Foreign Language, 8 credits Faculty will consult with students concerning which languages to study, according to their educational goals, preferred fields of graduate study, etc. Generally, students will be advised to start with French or German; if interested in pursuing Asian art, students will be advised to take at least two years of Chinese or Japanese.

Academic Standards in the Art History Emphasis Area
You must meet the minimum overall 2.67 GPA for all art courses (studio and history). If your GPA is below 2.67, you may not enter or continue in the Art History Emphasis (there is no academic probation in this program). Any 300-level and 400-level art history courses cannot be counted towards the Art History Emphasis if the GPA is below 2.67, but all art course grades count towards the art GPA.
### BA | Art History Emphasis

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<td><strong>Total Art credits</strong></td>
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<td><strong>Foreign Language Credits</strong></td>
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Note: BA Art History students must complete 20 approved electives, at least 4 credits of Art Studio beyond Foundation in addition to the specified Art History requirements.

Students learning on-site in Greece during a trip led by art history Professor Larry Ball.
ART MAJOR | BFA

2D Emphasis
As a 2D Emphasis art major, you are focused on creating work in drawing, painting, photography, printmaking or a combination of these disciplines. If you are interested in pursuing a specific medium, you have the option of working intensively in that area and with those faculty, however, all 2D art students are required to take courses in the 3D or GD area.

Drawing and Painting
We have multiple faculty members teaching drawing and painting, and specialists in plein air landscape painting, and illustration. Along with our painting studio we also have two large drawing studios.

Photography
Our photography program offers classes in traditional color/black-and-white processes, digital photography, and non-traditional processes such as cyanotype and pinhole camera photography. The photo suite has both color and black-and-white wet processing spaces.

Printmaking
Our printmaking studio features a well-equipped print studio including presses of varying sizes, a laser cutter, natural light and facilities for disabled students. The program offers courses in lithography, intaglio, woodblock, monoprint, and relief printmaking.

BFA | 2D Emphasis

<table>
<thead>
<tr>
<th>FALL SEMESTER I</th>
<th>SPRING SEMESTER II</th>
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</thead>
<tbody>
<tr>
<td>first year</td>
<td></td>
</tr>
<tr>
<td>3 Art 101 Design 2D</td>
<td>3 Art 102 Design 3D</td>
</tr>
<tr>
<td>3 Art 103 Basic Drawing I</td>
<td>3 Art 104 Drawing II</td>
</tr>
<tr>
<td>3 Art History 200-level</td>
<td>3 Art History 200-level</td>
</tr>
<tr>
<td>15 credits</td>
<td>15 credits</td>
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</tbody>
</table>

| second year    |                     |
| 3 Art 234 Basic Painting | 3 Art 236 Life Drawing |
| 3 Art 2D Studio | 3 Art 2D Studio      |
| 3 Art History Upper-level | 3 Art 3D/GD Studio     |
| 3 GEP           | 6 GEP                |
| 12 credits      | 15 credits           |

| third year     |                     |
| 6 Art 2D Studio | 9 Art 2D Studio      |
| 3 Art 3D/GD Studio | 3 Art History Upper-level |
| 6 GEP           | 6 GEP                |
| 15 credits      | 18 credits           |

| fourth year    |                     |
| 6 Art 2D Studio | 6 Art 2D Studio      |
| 4 Art 490 Senior Seminar | 3 Art 3D/GD Studio     |
| 6 GEP           | 4 Art 491 Senior Exhibition |
| 16 credits      | 3 GEP                |

Note: BFA 2D students must complete Art Foundation, at least 39 credits of 2D beyond Foundation, 9 studio credits outside of 2D emphasis (including 6 credits of 3D), and 6 credits in upper-level Art History.

40-45 GEP Credits
80 Total Art Credits
120-125 BFA Credits
ART MAJOR | BFA

3D Emphasis
As a student in 3D, you can work in a wide range of materials including clay, glass, metal and wood to create sculptural works and installations.

Ceramic Studio
We have ten throwing wheels, rooms for mixing clay, glaze formulation, bisque/greenware and a generous studio for working clay. Adjacent to our ceramics studio we have a kiln room that houses four electric kilns, four glass kilns and a high-fire Geihl Kiln capable of firing large work and sandblasters.

Sculpture Studio
Our sculpture facility features a metal casting foundry with capacity for pouring 80 pounds of metal at a time. We have a fully equipped metal-working studio, including T.I.G., M.I.G. and oxy-acetylene welding equipment and a plasma-cutter. The facility has a separate plaster and mold-making room to facilitate our casting curriculum in metal and glass. Our outdoor sculpture yard enables you to work outside to create larger outdoor work, and provides an area to view the glass-working in the hot glass studio.

Wood Shop
Our wood shop is a supervised space with a superb variety of equipment and tools that you can use to build prototypes, sculpture or even furniture. Safety training is required of all who use the shop.

BFA | 3D Emphasis

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<tr>
<th>FALL SEMESTER I</th>
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<tbody>
<tr>
<td><strong>first year</strong></td>
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<tr>
<td>3 Art 101 Design 2D</td>
<td>3 Art 102 Design 3D</td>
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<tr>
<td>3 Art 103 Basic Drawing I</td>
<td>3 Art 104 Drawing II</td>
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<tr>
<td>3 Art History 200-level</td>
<td>3 Art History 200-level</td>
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<tr>
<td>6 GEP Foundation</td>
<td>6 GEP Foundation</td>
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<tr>
<td>15 credits</td>
<td>15 credits</td>
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<tr>
<td><strong>second year</strong></td>
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<tr>
<td>3 Art 234 Basic Painting</td>
<td>3 Art 236 Life Drawing</td>
</tr>
<tr>
<td>3 Art 3D Studio</td>
<td>3 Art 3D Studio</td>
</tr>
<tr>
<td>3 Art 2D/GD Studio</td>
<td>3 Art History Upper-level</td>
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<tr>
<td>3 GEP</td>
<td>6 GEP</td>
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<tr>
<td>15 credits</td>
<td>15 credits</td>
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<tr>
<td><strong>third year</strong></td>
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<tr>
<td>9 Art 3D Studio</td>
<td>6 Art 3D Studio</td>
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<tr>
<td>3 Art History Upper-level</td>
<td>3 Art 2D/GD Studio</td>
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<tr>
<td>6 GEP</td>
<td>6 GEP</td>
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<td>18 credits</td>
<td>15 credits</td>
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<tr>
<td><strong>fourth year</strong></td>
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<tr>
<td>6 Art 3D Studio</td>
<td>3 Art 2D/GD Studio</td>
</tr>
<tr>
<td>4 Art 490 Senior Seminar</td>
<td>6 Art 3D Studio</td>
</tr>
<tr>
<td>6 GEP</td>
<td>4 Art 491 Senior Exhibition</td>
</tr>
<tr>
<td>16 credits</td>
<td>3 GEP</td>
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</tbody>
</table>

Note: BFA 3D students must complete Art Foundation, at least 33 credits of 3D beyond Foundation, 15 studio credits outside of the 3D emphasis, and 6 credits in upper-level Art History.

40-45 GEP Credits
80 Total Art Credits
120-125 BFA Credits
ART MAJOR | BFA
GD Emphasis
As a graphic design student, your program of study is progressive as each design course you take builds on the previous ones. As you advance through the design program, your technical and conceptual abilities increase and projects will get increasingly complex and challenging.

You are encouraged to enter exhibitions in art and design, locally, regionally and nationally.

You are required to take at least one internship, though most students will take two or even three during their undergraduate experience here.

We invite you to join our AIGA chapter which is one of the largest student chapters in the region. You can participate in many professional development and networking activities including our nowHERE Design Conference.

Studios and Labs
In the department we have several dedicated graphic design studios, including a resource room that houses seamless, underlit and copystand photo equipment, periodicals and internship materials. Our computer labs are well supported with updated software and multiple banner printers. We also offer access to training videos through lynda.com.

BFA | GD Emphasis

<table>
<thead>
<tr>
<th>FALL SEMESTER I</th>
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<tbody>
<tr>
<td>1st year</td>
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<tr>
<td>3 Art 101 Design 2D</td>
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<tr>
<td>3 Art 103 Basic Drawing I</td>
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<td>3 Art History 200-level</td>
<td>3 Art History 200-level</td>
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<tr>
<td>6 GEP Foundation</td>
<td>6 GEP Foundation</td>
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<tr>
<td>15 credits</td>
<td>15 credits</td>
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<td>2nd year</td>
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<tr>
<td>3 Art 206 Symbols for GD</td>
<td>3 Art 207 Typography I</td>
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<tr>
<td>3 Art 211 Design Production I</td>
<td>3 Art 212 Design Production II</td>
</tr>
<tr>
<td>3 Art 2D/3D Studio</td>
<td>3 Art 2D/3D Studio</td>
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<tr>
<td>6 GEP</td>
<td>6 GEP</td>
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<td>15 credits</td>
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<td>3rd year</td>
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<tr>
<td>3 Art 308 Typography II</td>
<td>3 Art 311 Branding &amp; Systems in GD</td>
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<tr>
<td>3 Art 309 Photography for GD</td>
<td>3 Art 393 Graphic Design History</td>
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<tr>
<td>3 Art History Upper-level</td>
<td>4 Art 417/419 Design Internship*</td>
</tr>
<tr>
<td>6 GEP</td>
<td>6 Art 2D/3D Studio Area</td>
</tr>
<tr>
<td>15 credits</td>
<td>16 credits</td>
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<tr>
<td>4th year</td>
<td></td>
</tr>
<tr>
<td>3 Art 410 GD Processes</td>
<td>3 Art 413 Problem Solving; Identity</td>
</tr>
<tr>
<td>3 Art 412 Problem Solving; Systems</td>
<td>3 Art 2D/3D Studio</td>
</tr>
<tr>
<td>3 Art 2D/3D Studio Area</td>
<td>4 Art 491 Senior Portfolio</td>
</tr>
<tr>
<td>3 GEP</td>
<td>6 GEP</td>
</tr>
<tr>
<td>16 credits</td>
<td>16 credits</td>
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</table>

Note: BFA GD students must complete Art Foundation, at least 30 credits of GD, 18 studio credits outside of the GD emphasis, and 3 credits in upper-level Art History, in addition to Art 393.

* Students register for either Internship in London or Design Internship when a qualified internship is found.

40-45 GEP Credits
80 Total Art Credits
120-125 BFA Credits
ADDY award-winner Jennifer Harkness at her final BFA portfolio review before graduation.
ART MAJOR | BFA
2D, 3D, GD Emphases
This professional arts degree, with a focus on intensive work in art and design, is supported by a program in general studies. The BFA program prepares students for professional careers in the visual arts or graphic design.

In accordance with the standards of the National Association of Schools of Art and Design, the major consists of 80 credits in the Department of Art and Design, as follows:

1. Art foundation, 18 credits
2. One art emphasis area
3. Distribution of course subjects as specified for the area
4. Art history, 6 credits at 300 level
5. Capstone courses as specified for each emphasis area
   (e.g. internship, senior seminar, senior gallery show, or senior portfolio show)
   BFA majors must also pass BFA portfolio review

BFA Requirements
In order to complete the BFA program, you must satisfy art foundation and portfolio requirements, and also maintain a 2.67 GPA or higher in art courses beyond those in art foundations regardless of any declaration of academic bankruptcy. Also, for graduation, you must achieve a 2.67 GPA or higher in all art courses and successfully present a senior exhibition or senior design portfolio presentation. Requirements above include transfer credits.

Consult the UW-Stevens Point catalog for the most current information regarding our degree programs.

Academic Standards
As an Art and Design student, you must first meet the academic entrance requirements of the university. Since individual progress is an expectation, you should be prepared to present a portfolio of artwork for review and evaluation periodically throughout the program as requested. (Transfer students see page 31.)

Entry Status
All entering Art and Design majors (first-year students, those changing majors, and transfers) are accepted into the program either as BA majors or as intended BFA majors. Acceptance into the BFA program is by portfolio review.

Advising
You are assigned an Art and Design faculty adviser who assists you in planning your long-range programs and specifies the exact requirements for graduation.

Curricula in Art and Design
Within the department, you have a variety of curricula from which to choose, depending on your areas of interest. Your art electives are used to broaden your education, strengthen your specialization, or in some cases, meet the needs of two programs of study.

Recommended High School Preparation
In addition to the university requirements for admission and entry into any of the Art and Design programs, high school courses in art-related subjects are highly recommended. If you are planning to enter the professional Art and Design BFA (Bachelor of Fine Arts) program, four years of English, one year of algebra, two years of foreign language, and two years of science in high school are recommended.
Test-Out Policy
The Department of Art and Design has test-out and credit-by-exam procedures for all general degree requirement (GEP) art courses: Art 270, 271, 282, 283 and 380. If you wish to test out and receive credit-by-exam, you must first confer with the faculty member who teaches the course about requirements for the exam and grading procedures. If you pass the exam, the GEP requirement will be waived, you will receive credit for the course, and the course may count toward an art major and/or minor if appropriate.

The cumulative exam will consist of a specific exercise or series of exercises different from those used in the existing course. In a course with a significant research component, you may be required to do an appropriate project. You may take a test-out/credit-by-exam test only once.

Permission Required Courses
All art classes in the timetable are Permission Required (PR). This allows seats to be held for art students before class registration begins. Permissions are granted by your adviser during pre-registration advising.

Art Foundation
No matter what degree or emphasis you choose to pursue, you are required to take the following courses: Art 101, 102, 103, 104, and two art history survey classes. You will need a GPA of 2.67 or higher in the foundation courses, including transfer credits, to maintain your status as an art major and to qualify for the BFA portfolio review.

BFA Portfolio Review
You must pass the BFA portfolio review in order to be admitted into the BFA program. During the review, conducted by art and design faculty, you will exhibit a strong selection of your work from your studio foundations courses (Art 101, 102, 103, 104) and artwork from classes that shows your skills and interest in your emphasis area.

You should go through the review process before completing 24 studio art credits. If you complete 24 studio art credits during the fall semester, you must complete the review the following spring. The review can be attempted only once. If you do not pass the BFA portfolio review, you may maintain BA status in the Department of Art and Design, assuming you meet GPA standards.

At the time of the review, you may apply for up to two emphasis areas (2D, 3D or GD).

Exhibition Materials
The Department of Art and Design reserves the right to retain examples of student work for exhibition purposes.
BFA DEGREE SENIORS

As a BFA Art and Design student, you take courses that prepare you for professional practice as an artist. If you are a 2D or 3D Emphasis student, you will enroll in Senior Seminar, a writing and research intensive class. If you are a Graphic Design (GD) Emphasis student, you will take at least 4 credits of design internship. Irrespective of emphasis, you must take a senior capstone course culminating in the public presentation of your work.

BFA | Graphic Design (GD)
In the spring semester of your senior year, you take Art 491-Senior Exhibition, where you perfect your design portfolio of no less than 12 projects, complete a senior thesis project, and develop a suite of personal promotional materials including a résumé, business card and website.

During your junior or senior year you complete one or more design internships. You must work with the Graphic Design Internship Coordinator prior to undertaking an internship for credit.

Along with your classmates, you present your portfolio to the public as a culminating experience.

BFA | Studio Arts (2D, 3D)
In the fall semester you take Art 490-Senior Seminar, where you explore artistic avenues, develop professional skills, and begin creating work. Specifically you will construct and defend your artist statement, write a vita summary, and generate documentation of your artwork. In the spring semester you take Art 491-Senior Exhibition, where you finalize your body of work for your senior thesis exhibition.

As a 2D or 3D emphasis art student, you will participate in the organization, installation and documentation of a group exhibition in the Carlsten Art Gallery.

BA | Art History
If you are an Art History Emphasis student, you are expected to prepare for graduate study. The capstone course, Senior Seminar in Art History, uses all the art historical knowledge and skills you have developed, resulting in a focused, in-depth research thesis that can also be used to support applications for graduate school.

BA | Studio Art
Senior BA students in Studio Art Emphasis are required to participate in a formal capstone exhibition experience.
NON-TRADITIONAL STUDENTS
Every year, more non-traditional students enter the university. Whether you are completing a degree begun years ago or getting an additional degree, we are glad you are here! You are eligible for all student scholarships and awards, and if you have work-study, you may be able to find employment in the department during your schooling.

TRANSFER STUDENTS
If you are entering the department with art credits from classes at other institutions you must submit a portfolio of work that clearly documents your performance in those classes. To transfer art credits from other institutions, you must submit grade transcripts to the UW-Stevens Point admissions office. Acceptance of transfer credits toward the major depends on successful portfolio evaluation and placement.

Transfer Review
Your work will be evaluated in a transfer review, which takes place early in your first semester. All eligibility requirements for the regular UW-Stevens Point BFA portfolio review apply, including the GPA requirement and the number of courses already completed. In instances where the transfer review serves also as the UW-Stevens Point BFA portfolio review, the quality standards are the same as for UW-Stevens Point art majors.

For transfer review, you should find yourself in one of two categories listed below. If, however, you have exceptional circumstances, the department chair may take these into consideration and arrange for alternative review procedures. Correcting portfolio weaknesses prior to the BFA portfolio review is the exclusive responsibility of the student.

Category 1 includes students who have not yet completed enough courses to be eligible for the UW-Stevens Point BFA portfolio review.

In this category your initial transfer review is advisory. You will receive guidance on what UWSP art courses will be needed to satisfy the foundations requirements and become eligible for the UW-Stevens Point BFA portfolio review. The advisory transfer review does not guarantee success in the UW-Stevens Point BFA portfolio review.

Category 2 includes students in good standing who are eligible for the UW-Stevens Point BFA portfolio review. You are in this category if you have taken the six required foundation courses plus two other studio art courses of your choice, but have not taken more than 24 studio art credits.

The transfer review serves as your BFA portfolio review. If the portfolio meets our BFA standards, then you will be admitted into the BFA program.

If the portfolio does not meet UW-Stevens Point BFA standards, then you may remain in the art department as a BA major in art, but are excluded from the BFA program in the same way that a current UW-Stevens Point student is excluded when his/her portfolio does not meet UW-Stevens Point BFA standards.
What is the reputation of the Art and Design program at UW-Stevens Point?
UW-Stevens Point is one of three UW System campuses accredited by NASAD and is widely recognized throughout the Midwest for its strong art and design programs.

Do I need to submit a portfolio to be admitted to the program?
We do not require an admissions portfolio for regular students. If you are a transfer student, you will submit a portfolio and transcripts to determine your placement.

What is the BFA portfolio review?
The BFA portfolio review is an evaluation of your artwork that currently takes place during the spring semester of your sophomore year. The review acts as the gateway into the BFA program. Your portfolio consists of work from the foundation studio classes and additional work. Your portfolio must demonstrate that your work meets the standards of the BFA program before you are allowed into the BFA major. If you are not successful in passing the BFA portfolio review, you may remain in the art program as a BA major.

What's the difference between the BA and BFA majors?
The Bachelor of Arts (BA) is a liberal arts degree, with a focus on art and design, but in the context of a broad program of general studies. BA students will take 45 credits within the department. The Bachelor of Fine Arts (BFA) is the professional arts degree, with a focus on intensive work in art and design, supported by a program of general studies. The BFA major consists of 80 credits within the department.

Is there a deadline for applying to the Art and Design program at UW-Stevens Point?
Admission to the program is based upon acceptance to the university. While we accept spring semester applications to the program, you are better served by starting the program in the fall semester. This will allow you to take courses in their proper sequence.
Do I need to have taken art courses in high school to become an art major?
While previous art experiences might prove valuable, it is not a requirement to become an art major in our program.

Will I be assigned an adviser?
Yes, you will be assigned a faculty adviser in your first semester who will assist you with program planning. Nevertheless, it is your responsibility to meet with your advisor and fulfill all department and university requirements, rules, and regulations. In order to be fully prepared, you should familiarize yourself with the university’s course catalog, timetable, and general education program (GEP).

Do you have scholarships or other funding available for art and design students?
Yes, there are various scholarships and grants awarded through the department and university. We also hold an annual scholarship competition.

If I am not sure that I have chosen the right major or emphasis, can I change it later?
Yes, you may make a change in your major and/or emphasis declaration at any time. Please be aware that a change in major can significantly change your degree requirements.

Will I need extra money for art supplies?
Yes, but the amount will depend upon the course requirements. Most textbooks do not need to be purchased as they are provided at no extra cost through the UW-Stevens Point text rental system.

What are the “special fees” that I see in the UW-Stevens Point timetable?
“Special fees” are sometimes referred to as lab fees or course fees and factored into your tuition. The faculty member teaching the course uses these fees to purchase materials that will be used by the class during the semester. By buying in bulk, we can purchase materials at a discounted price.
Student pastel drawing of the second floor of the Noel Fine Arts Center.