Art Minor in Studio: 2-D Media

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ART MINOR IN STUDIO: 2-D MEDIA

Program Description

The 2-D Media Minor offers students a variety of courses including drawing, painting, photography, illustration and design.

Entering and Completing the Minor

In order to earn a degree, you must complete at least one academic major. Minors are not required except for students in the Professional Studies (BA). SPU encourages students to explore various academic paths, including minors, so if you change your mind about a minor or want to include an additional minor, you are able to do so as outlined below.

Note that the University encourages you to enter your chosen minor(s) as soon as you have determined it and are eligible to join it, especially by the start of your junior year. Students who transfer as juniors and seniors should enter a minor within their first two quarters at SPU.

- If this is your first quarter at SPU, request entrance to your minor in Banner by following these instructions (https://spu.atlassian.net/l/cp/Th4S0jCE/).
- If you are an SPU student with an SPU cumulative GPA of 2.0 or better, follow these instructions (https://spu.atlassian.net/l/cp/ Th4S0jCE/) to enter a minor in this department.
- The University requires a grade of C- or better in all classes that apply to a minor; however, programs may require higher minimum grades in specific courses. You may repeat an SPU course only once for a higher grade.
- To advance in this program, meet with your faculty advisor regularly
 to discuss your grades, course progression, and other indicators
 of satisfactory academic progress. If your grades or other factors
 indicate that you may not be able to successfully complete the minor,
 your faculty advisor can work with you to explore options, which may
 include choosing a different minor.
- You must complete the minor requirements that are in effect in the SPU Undergraduate Catalog for the year you enter the minor.

Art Minor in Studio: 2-D Media

35 Credits Minimum, Including 15 Upper Division (UD)

Code	Title	Credits	
Core Requirements			
ART 1102	Drawing Studio: Observation and Realism	5	
ART 1105	Art Foundations 1: Surface	5	
or ART 1107	Art Foundations 3: Time		
ART 1205	Color Studio	5	
Section Credits F	15		
Lower-Division Elective		5	
ART 2102	Drawing Studio: Design and Perspective		
ART 2302	Painting Studio: Observation and Realism		
ART 2421	Printmaking Studio		
ART 2502	Illustration: New Pictures		
Section Credits Required			
Upper-Division Electives			

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Section Credits Required		15
ART 4900	Independent Study	
ART 4421	Printmaking Studio: Screen Printing	
ART 4302	Painting Studio: Advanced	
ART 3503	Drawing Studio: Expressive Drawing	
ART 3421	Printmaking Studio: Intaglio	
ART 3315	Painting Studio: Watermedia	
ART 3303	Painting Studio: Figure	
ART 3302	Painting Studio: Expressive Painting	
ART 3200	Type Lab: Introduction to Typography	
ART 3113	Drawing Studio: Figure	
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