

GRAPHIC DESIGN ACADEMIC STANDARDS

Pre-Graphic Design

Students who wish to pursue the B.F.A. in Graphic Design degree will enroll in the College of Liberal Arts as Pre- Graphic Design (PATG). Students under this designation must be admitted to the University, and complete at least 30 semester hours of credit including: ARTS 1110 Drawing I; ARTS 1120 Drawing II; ARTS 1210 Design I; ARTS 1220 Design II; two courses from the sequence ARTS 1710, 1720, 1730 Art History I, II, III; and at least 6 hours of coursework counting toward the University Core Curriculum. The grade point average (GPA) for entrance to the second level of Pre-Graphic Design will be calculated on the above listed courses only. (The two highest Core grades will be utilized.)

[Grades received at other institutions in courses that have been accepted by Auburn, as Core or fundamental art course requirements will be included in the GPA.]

Following completion of at least 30 semester hours, including the above listed courses, students will submit an unofficial transcript to CADC. Students should highlight the course name and grade of the specified courses.

Students will be ranked by GPA and the top students selected. These students will be notified and then registered in the next level courses – GDES 2210 Production Processes and GDES 2220 Typographics I, by the Industrial Design Department. Students who are not accepted can reapply in following semesters.

B.F.A in Graphic Design Entrance Review

All students who have achieved a minimum 2.5 GPA in GDES 2210 and GDES 2220 are eligible to apply for entry into the Graphic Design major (GDES). The Graphic Design Review Committee will conduct an entrance review twice per academic year, at the end of fall semester and at the end of spring semester.

Students must submit an unofficial transcript showing the required GPA, a portfolio of work from GDES 2210 and GDES 2220, and a one page typewritten statement of intent.

Portfolio

The portfolio should consist of 6 projects from the two courses (no more than four projects from one course). The portfolio should be organized in an orderly manner and labeled on the outside with the title “Graphic Design” and the student’s name.

Statement of Intent

The statement of intent should include reasons for choosing the major in Graphic Design and address career goals. The statement is considered an important part of the portfolio application. The Graphic Design Review Committee will evaluate the student’s portfolio and written statement in terms of the individual student’s skills, artistic perception and theoretical knowledge. Once accepted into the Graphic Design major, the students will be classified as GDES and allowed to register for 3000/4000 level courses. Accepted students will also be assigned to an CADC advisor and should meet with their advisor and develop a plan of study.

NOTE: PATG refers to a student who intends to make application to the B.F.A. in Graphic Design degree program and has been selected for probationary status as GDES. Students will maintain this classification until they have completed GDES 2210 and GDES 2220 and a portfolio review and are admitted into the program. Only the CADC can change students from this classification to GDES (B.F.A. in Graphic Design).

If not admitted, students will have the option of applying for entrance to the Graphic Design major one additional time. If not accepted into the B.F.A. in Graphic Design program, students may choose to pursue the B.A. or B.F.A. in Studio Art, or to apply the work already completed as elective credit in another major at Auburn.

Approved by Auburn University: March 2002

GRAPHIC DESIGN ACADEMIC STANDARDS CON'T

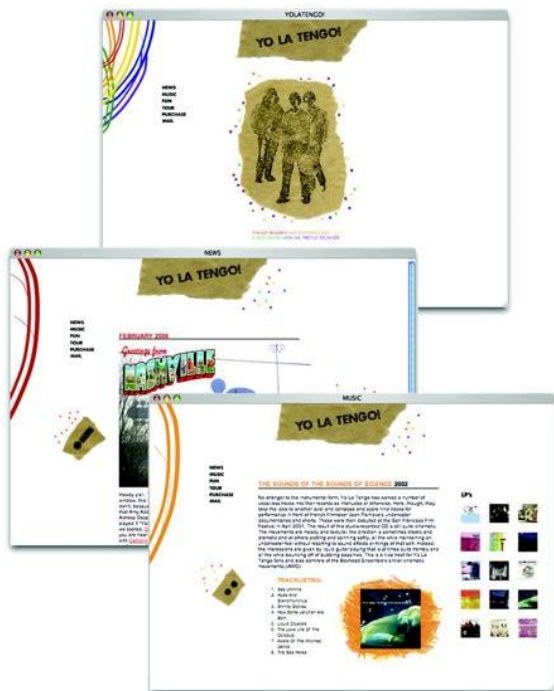
Graphic Design Program Transfer Statement

Transfer Students (from other universities)

Students changing majors (within the University or Department of Industrial Design)

Please be advised that when you choose the B.F.A. in Graphic Design offered by the Graphic Design Program in the College of Architecture, Design and Construction your progress toward graduation is dependent upon the structure of the curriculum for that degree. The B.F.A. in Graphic Design degree requires a large number of studio courses and the design of the curriculum is highly sequential in nature. This may mean that your graduation date will not necessarily correspond only to the number of credits you have left to complete. Your graduation date will also be controlled by the curriculum of the degree you have selected. For example you may need only 60 credit hours to graduate and with a normal 15 credit hour load per semester you would be able to graduate in four semesters. However, it is very possible that because of the degree you have selected you may be required to take five classes and those classes must be taken in sequential order (one each semester). It would take you five semesters to complete these required courses and graduate. This hypothetical example is provided to explain why students transferring to the Graphic Design Program or students already enrolled who have changed majors may be delayed in graduation by the decision to transfer or change majors.

It is the goal of the Graphic Design Program to provide the best education in design possible. The curriculum has been designed to meet accreditation standards set by SACS and NASAD (National Association of Schools of Art and Design) and is structured to provide students with a course of study that ensures growth and development over time. The sequencing of courses is vital and necessary for students to master skills and develop conceptually. Please be aware that your educational success is our priority; consequently you will be required to follow the curriculum for the degree you have chosen.



Graphic Design Dynamic Web Design Project

Graphic Design Production Design Senior Project



GRAPHIC DESIGN COMPUTER REQUIREMENTS

Auburn University—College of Architecture, Design and Construction
Graphic Design – Minimum Computing Requirements

The Recommended Computer System – The Apple Macintosh remains the dominant computer in the print design, publishing, and multimedia design industries. Although the IBM-compatible PC and Mac are quite comparable in both software, hardware, power and price, a PC user will find it more difficult to integrate with the network and printers available in our Macintosh-oriented computer labs. The system we recommend is based on the newest G4 technology and the software that we require for our courses follows industry standards.

When do I purchase my computer? – We recommend waiting to purchase a computer after completing both GDES 2210 Production Processes and GDES 2220 Typography I. This decision is important for two reasons – 1) you may decide that graphic design is not the field for you, and 2) you will not know if you are accepted into the Graphic Design program until after Portfolio Review at the end of the semester. Computer ownership is a requirement for students entering GDES 3200 Introduction to Graphic Design. You will be expected to have your computer with you on the first day of class.

Recommended Hardware (Minimum Requirements)

#1 Choice

MacBook Pro, 15-inch, 2.33GHz Intel Core Duo
 Processor 2.33GHz Intel Core 2 Duo
 Memory 2GB 667 DDR2 SDRAM - 2x1GB
 Display MacBook Pro 15-inch Widescreen Display
 Hard Disk 120GB Serial ATA Drive @ 5400 rpm
 SuperDrive 6x (DVD+R DL/DVD±RW/CD-RW)
 Backlit Keyboard/Mac OS - U.S. English
 AirPort Extreme Card & Bluetooth
 AppleCare Protection Plan for MacBook Pro/PowerBook (w/o Display)
 Estimated cost \$2,538.00

#2 Choice

MacBook, 13-inch, 2.0GHz Intel Core 2 Duo
 Processor 2.0GHz Intel Core 2 Duo
 Memory 2GB 667 DDR2 SDRAM - 2x1GB
 Display 13-inch
 Hard Disk 120GB Serial ATA drive @ 5400 rpm
 Superdrive 6x (DVD+R DL/DVD±RW/CD-RW)
 Keyboard/Mac OS - U.S. English
 AirPort Extreme Card & Bluetooth
 AppleCare Protection Plan for MacBook/iBook
 Estimated cost \$1,674

We highly recommend that you consider purchasing the AppleCare Protection Plan which extends your computer's 90 days of complimentary support and one-year warranty to up to three years of world-class support. – www.apple.com (\$183-\$239 depending on your laptop configuration)

GRAPHIC DESIGN COMPUTER REQUIREMENTS CON'T

Suggested Hardware

USB Flash Drive – 256MB to 1GB storage (\$24.95-\$54.95)

iPod – 30 GB hard drive (\$269) or an external hard drive for backup

Required Software (Software upgrades as required)

Be sure to request an educational discount on all software.

You may wish to purchase Adobe Creative Suite 3, which is to be released any day. Check with the University Bookstore for pricing. However, If you have already purchased a computer, CS2 should suffice for the interim, but you may need to purchase CS3 at a later date.

Adobe Creative Suite 2 Premium (\$399)

Adobe Photoshop® CS2, Illustrator® CS2, InDesign® CS2, GoLive® CS2, and Acrobat® 7.0 Professional, with Version Cue® CS2, Adobe Bridge, and Adobe Stock Photos

Software required for Electronic Media courses...

Macromedia Studio 8 (\$299)

Dreamweaver 8 (\$199 if purchase separately), Flash Professional 8 (\$249 if purchase separately), Fireworks 8, Contribute 3, FlashPaper 2

Student software discounts are some of the best available. If you buy from academic sellers, and not from general retail stores or mail order catalogs, you will pay a greatly reduced price.

Prepared by Auburn University's Graphic Design Faculty to assist you in making decisions about a computer purchase.

We strongly recommend the following:

- security cable for locking the laptop down at a workstation
- security software—to prevent strangers from accessing your data
- renter's insurance to cover the loss or theft of your laptop

GRAPHIC DESIGN

Fall Semester

ENGL 1100 English Composition I	3
Core Science	4
ARTS 1110 Drawing I	3
ARTS 1210 Design I	3
ARTS 1710 Art History I	3
Total	16

Freshman Year

Spring Semester

ENGL 1120 English Composition II	3
Core Science	4
ARTS 1120 Drawing II	3
ARTS 1220 Design II	3
ARTS 1720 Art History II	3
Total	16

To continue into the second level of the Pre-Graphic Design Program students must submit an unofficial transcript after completing ARTS 1110, 1120, 1210, 1220, 2 of the Art Histories (ARTS 1710,1720, or 1730) plus at least 6 hours of Core work. A GPA will be calculated from these courses and the students with the top GPAs will be allowed to continue.

Sophomore Year

ENGL 2200 World Literature I	3
Core History	3
ARTS 2110 Figure Drawing	3
ARTS 2210 Processes	3
ARTS 2220 Typographics I	3
Total	15

ENGL 2210 World Literature II	3
Core History	3
ARTS 3200 Intro. to Design	4
2000-Level Fine Arts Studio**	3
2000-Level Fine Arts Studio**	3
Total	16

After completing ARTS 2210 and 2220 students wishing to apply for the Graphic Design major must submit: an unofficial transcript showing the required 2.5 GPA in ARTS 2210 and 2220 and a portfolio of work from ARTS 2210 and 2220, and a one page typewritten statement of intent.

Junior Year

Social Science Core Group I	3
ARTS 1730 Art History III	3
ARTS 3210 Photo Design	4
4000-Level Graphic Design Studio**	2-4
Free Elective	3
Total	15-17

Social Science Core Group II	3
ARTS 2710 Graphic Design History	3
ARTS 4240 Graphic Design I	4
2000/3000-Level Fine Arts Studio**	3
2000/3000-Level Fine Arts Studio**	3
Total	16

Senior Year

Core Math	3
3000-Level Art History**	3
ARTS 4250 Graphic Design II	4
2000/3000/4000-Level Fine Art Studio**	3
2000/3000/4000 Graphic Design/Fine Art/History**	3
Total	16

Core Philosophy	3
Core Fine Arts*	3
3000/4000 Graphic Design/Fine Art/History**	3-4
3000/4000-Level Graphic Design Studio**	2-4
ARTS 4990 Senior Project	4
UNIV 4@ @0-AR1 Undergraduate Graduation	0
Total	15-18

(rev 3/22/2007)

Bachelor of Fine Arts in Graphic Design -
127 Semester Hours

* May only take MUSI 2730/2737 or THEA 2010/2017

** Approved options for Fine Art Studio, Graphic Design Studio and Art History are listed below.

2000/3000/4000-Level Fine Art Studio Options		3000/4000-Level Graphic Design Studio Options		3000-Level Art History Options	
ARTS 1040 - Basic Paint.	ARTS 3520 - Sculpture II	ARTS 3220 - Photo Comm.	ARTS 4640 - Image I	ARTS 3700 - Art of US	ARTS 3750 - 19th Cent. Art
ARTS 2310 - Painting I	ARTS 3530 - Sculpture III	ARTS 3240 - Elec. Media	ARTS 4650 - Image II	ARTS 3710 - Anc. Art West	ARTS 3760 - 20th Cent. Art
ARTS 2410 - Printmaking I	ARTS 3820 - Ceramics II	ARTS 3250 - Typograph. II	ARTS 4900 - Indep. Study	ARTS 3720 - Med Art West	ARTS 3770 - Anc Amer Art
ARTS 2510 - Sculpture I	ARTS 3830 - Ceramics III	ARTS 3920 - GD Internship	ARTS 4970 - Spec. Topics	ARTS 3730 - Ren. Art Itly.	ARTS 3780 - Ren Art N Eu
ARTS 2810 - Ceramics I	ARTS 4320 - Printmak. II			ARTS 3740 - Bar. Roc. Art	ARTS 3790 - Arts of Asia
ARTS 3220 - Painting II	ARTS 4340 - Painting IV				
ARTS 3330 - Painting III	ARTS 4440 - Printmak. IV				
ARTS 3420 - Printmak. II	ARTS 4540 - Sculpture IV				
ARTS 3430 - Printmak. III	ARTS 4840 - Ceramics IV				