

ASSOCIATE OF ARTS DEGREE

ART & DESIGN

PROGRAM DESCRIPTION

The Art & Design program offers students an Associate of Arts degree, which is traditionally the first two years of a baccalaureate degree, and preparation to transfer with junior status to a B.A. or B.F.A. Art or Design program. This program prepares students with an intensive, hands-on, studio-based curriculum. Classes are taught by professional, exhibiting artists who have expertise in their disciplines. This program also provides the community with the opportunity to study for personal enrichment.

Three tracks in the Art and Design program allow students to choose a discipline focus. The Fine Art track gives students the opportunity to study a variety of traditional art making disciplines while building a strong artistic foundation. The Graphic Design track teaches students to apply their art making skills to the solving of design problems using various traditional and digital processes. The Digital Arts track focuses on the creation of artwork using digital and interactive media. All three tracks share a core foundation curriculum and stress the development of art making skills and critical thinking.

EMPLOYMENT AND TRANSFER INFORMATION

According to the Bureau of Labor Statistics *Occupational Outlook Handbook, 2008-09*, the category of artists and related workers is expected to grow by 16% through the year 2016 as continued emphasis is put on visual appeal in web sites, product design, advertising, marketing and television. More people are employed in the visual arts than in all of the performing arts and sports industries combined. Approximately 1,250,000 Americans work in the art and design industries, representing a total of one in 111 jobs. Artists who are trained to work on the computer are expected to be in particularly high demand as over 3/4 of jobs in arts-related fields use digital technologies. It should be noted that artists with fine art degrees not only continue to become fine artists but are well prepared to work in art-related fields as well. Overall, competition is expected to continue to be very keen, so an artist's talent and skills are paramount for survival in this field. The report notes that education typically plays a key role in the development of an artist and that a portfolio, often developed in post-secondary education, is instrumental to an artist's success.

This program provides foundation requirements in 2-D and 3-D fundamentals, drawing, and digital media, as well as subsequent course work upon which a student may build a career. Depending on the Art and Design track chosen by the student, careers may include: commissioned art work, graphic design, web design, multimedia design, photography, animation, design and restoration projects for galleries and museums, teaching in schools and universities, and private studio work shown through a gallery. Art and Design graduates are offered educational opportunities and critical thinking skills that give them the flexibility to use their visual training in many related fields. Opportunities for career employment may also be found in arts administration, art criticism, art therapy, industrial design, theater set design, film and video production, the gaming industry, emerging markets in technology, and public relations, among others. Employment is usually secured by the presentation of a portfolio that shows evidence of appropriate skills and talent.

HCC graduates have transferred to such institutions as Maryland Institute College of Art (MICA), Corcoran College of Art & Design, University of Maryland College Park (UMCP), University of Maryland Baltimore County (UMBC), Towson University, University of Baltimore, University of the Arts in Philadelphia, Cleveland Institute of Art, Savannah College of Art and Design, Stevenson University, Notre Dame, Pratt Institute and the University of Delaware. Some art schools require portfolios for admission and financial aid consideration. HCC faculty are well-versed in these requirements and assist students in portfolio preparation.

Students who plan to transfer to a four-year institution should check the requirements of that institution. If they are significantly different from the courses listed, students should consult with an advisor for academic guidance. Some art schools have selective admission requirements and may require a portfolio for entrance.

FIELD TRIP STATEMENT

Courses in this discipline may require field trip(s).

TO SATISFY THE GENERAL EDUCATION CORE REQUIREMENTS

Behavioral/Social Science and Arts/Humanities electives must be selected from two different disciplines.

Fine Art Track

Award: Associate of Arts Degree

No. of credits required: 63-65

Contact: For more information, contact Prof. James McFarland, 410-836-4247, JMcfarla@Harford.edu; Asst. Prof. Heidi Neff, 410-836-4276, HNeff@Harford.edu; or academic advising, 410-836-4301.

The Fine Art track gives students the opportunity to study a variety of traditional art making disciplines while building a strong artistic foundation. Students are taught fundamental art techniques and principles, and are encouraged to realize their individual artistic visions. The Fine Art track prepares students for continued studies in specific Fine Art disciplines such as Ceramics, Drawing, Fibers, Illustration, Painting, or Sculpture. The Fine Art track will also prepare students for further study in Arts Administration, Decorative Painting, Display Design, Fashion Design, Furniture Design, Medical Illustration, and Museum Studies.

REQUIRED COURSES:

Number	Title		Credits
ART 101	Fundamentals of 2-D Design		3
ART 107	Fundamentals of 3-D Design		3
ART 109	Sculpture I		3
ART 111	Drawing I		3
ART 113	Painting I		3
ART 115	Ceramics I		3
ART 120	Digital Foundations 1		3
ART 122	Color Theory		3
ART 201	Survey of Art History I	GH/D	3
ART 202	Survey of Art History II	GH/D	3
ENG 101	English Composition	GE	3
Advanced Studio Course (choose 2 courses) *			6
ART 213	Drawing II		
ART 214	Painting II		
ART 219	Sculpture II		
ART 220	Ceramics II		
ART 233	Portfolio Workshop		
Arts/Humanities elective (A/H)		GH (other than Art)	3
See General Education Course Listings			
Behavioral/Soc. Sci. Elective (B/SS) **		GB	6
See General Education Course Listings			
Bio./Phys. Lab Science Elective		GL	4
See General Education Course Listings			
Bio./Phys. Sci. Elective ***		GS	3-4
See General Education Course Listings			
General Education Electives ****		GB,GH,GI,GM,GS	3
See General Education Course Listings			
Mathematics Elective		GM	3-4
See General Education Course Listings			
Physical Education Elective			1
Physical Education Fitness Elective			1
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Total			63-65

RECOMMENDED SEQUENCE (for 2 year completion):

First Semester	Credits	Second Semester	Credits
ART 101	3	ART 107	3
ART 111	3	ART 109	3
ART 120	3	ART 113	3
ENG 101	3	B/SS Elective	3
B/SS Elective	3	Math Elective	3-4
PE Fitness Elective	1	PE Elective	1
Total 16		Total 16-17	
Third Semester	Credits	Fourth Semester	Credits
ART 115	3	ART 202	3
ART 201	3	Adv. Studio Course*	3
ART 122	3	Adv. Studio Course*	3
Gen Ed Electives		Bio./Phys. Sci. Elect	3-4
GB,GH,GI,GM,GS****	3	A/H Elective	3
Bio./Phys. Lab Sci	4	(other than art)	3
Total 16		Total 15-16	

* Advanced Studio Classes have prerequisites. Check current course catalog for list. Art 213 Drawing II is a recommended transfer class to many state schools.

** History of Western Civilization I & II are recommended as useful background courses for Survey of Art History I and II.

*** Students transferring to Towson University must take both Bio/Physical Science Electives as 4 credit classes.

**** It is recommended that students take ART 108 Digital Media Culture (GI) to fulfill this requirement in certain situations. Students who are planning to transfer to Towson University, should take ART 108 as it is equivalent to TU's ART 100 (IB) Area.

Students who wish to pursue further study in art may, with instructor permission, enroll in Independent Study.

HCC Student Art & Design, A.A.	Students Transferring to Towson University	
Fine Art Track	Take Art 108 Digital Media Culture (GI) as your Gen. Ed. elective 3rd semester. Take Art 213 Drawing II as an Advanced Studio Course Option 4th semester.	Take two (4) credit Bio/Physical Science electives.

Graphic Design Track

Award: Associate of Arts Degree

No. of credits required: 63-65

Contact: For more information, contact Assoc. Prof. Kenneth Jones, 410-836-4326, KJones@Harford.edu; Prof. James McFarland, 410-836-4247, JMcfarla@Harford.edu; or academic advising, 410-836-4301.

The Graphic Design track focuses on the design process by investigating the methods of researching, creating and presenting visual communication. By embracing the elements of design and complex relationships of forms in our visual culture, students learn critical thinking strategies for conceptualizing and problem solving and work towards establishing design literacy in their practice. Through the study of images and symbols, typography and layout, students create sophisticated advertising, identity and branding projects for print and screen media culminating in the production of a professional portfolio. Students develop production skills in the studio as they relate and are integrated to the creative processes of design. Graduates are prepared for further study as art/creative directors, graphic and web designers, print production artists, and public relations and marketing consultants.

REQUIRED COURSES:

Number	Title		Credits
ART 101	Fundamentals of 2-D Design		3
ART 103	Introduction to Graphic Communication		3
ART 107	Fundamentals of 3D Design		3
ART 108	Digital Media Culture	GI	3
ART 111	Drawing 1		3
ART 120	Digital Foundations I		3
ART 201	Survey of Art History I	GH/D	3
ART 202	Survey of Art History II	GH/D	3
ART 204	Typography 1		3
ART 207	Graphic Design		3
ART 208	Digital Foundations II		3
ART 233	Portfolio Workshop		3
ENG 101	English Composition	GE	3
PHOT 131	Digital Imaging I		3
Arts/Humanities elective (A/H)		GH (other than Art)	3
See General Education Course Listings			
Behavioral/Soc. Sci. Elective (B/SS) *		GB	6
See General Education Course Listings			
Bio./Phys. Lab Science Elective		GL	4
See General Education Course Listings			
Bio./Phys. Sci. Elective **		GS	3-4
See General Education Course Listings			
Mathematics Elective		GM	3-4
See General Education Course Listings			
Physical Education Elective			1
Physical Education Fitness Elective			1
			Total 63-65

RECOMMENDED SEQUENCE (for 2 year completion):

First Semester	Credits	Second Semester	Credits
ART 101	3	ART 103	3
ART 111	3	ART 108	3
ART 120	3	PHOT 131	3
ENG 101	3	B/SS Elective	3
B/SS Elective	3	Math Elective	3-4
PE Fitness Elective	1	PE Elective	1
Total 16		Total 16-17	

Third Semester	Credits	Fourth Semester	Credits
ART 201	3	ART 107	3
ART 204	3	ART 202	3
ART 208	3	ART 207	3
A/H Elective	3	ART 233	3
(other than art)	3	Bio./Phys. Sci. Elect	3-4
Bio./Phys. Lab Sci	4		
Total 16		Total 15-16	

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** Students transferring to Towson University must take both Bio/Physical Science Electives as 4 credit classes.

Students who wish to pursue further study in art may, with instructor permission, enroll in Independent Study.

HCC Student Art & Design, A.A.	Students Transferring to Towson University	
Graphic Design Track	Take Art 213 Drawing II rather than Art 208 Digital Foundations II in the 3rd Semester.	Take two (4) credit Bio/Physical Science electives.

Digital Arts Track

Award: Associate of Arts Degree

No. of credits required: 63-65

Contact: For more information, contact Assoc. Prof. Kenneth Jones, 410-836-4326, KJones@Harford.edu; or academic advising, 410-836-4301.

The Digital Arts track focuses on the creation of artwork using digital and interactive media. Students investigate a broad range disciplines including: video, web, sound, animation, 3D modeling, motion graphics and digital photography within in the context of the fine arts. This interdisciplinary approach exposes students to evolving technologies and practices of using the computer as a rich and unique resource for image making, print and web design, time-based art and portfolio production. Graduates are prepared for further study in film and animation, the gaming industry, commercial art and photography, motion graphics, new media, and interdisciplinary arts.

REQUIRED COURSES:

Number	Title		Credits
ART 101	Fundamentals of 2-D Design		3
ART 107	Fundamentals of 3D Design		3
ART 108	Digital Media Culture	GI	3
ART 111	Drawing I		3
ART 120	Digital Foundations I		3
ART 160	Time-Based Media		3
ART 201	Survey of Art History I	GH/D	3
ART 202	Survey of Art History II	GH/D	3
ART 208	Digital Foundations II		3
ART 233	Portfolio Workshop		3
ENG 101	English Composition	GE	3
PHOT 131	Digital Imaging I		3
Advanced Digital Studio Course (choose 2 courses) *			6
ART 213	Drawing II		
ART 229	Design for the Web		
ART 230	2D Computer Animation		
ART 231	3D Computer Modeling & Animation		
PHOTO 231	Digital Imaging II		
Arts/Humanities elective (A/H)	GH	(other than Art)	3
See General Education Course Listings			
Behavioral/Soc. Sci. Elective (B/SS) **	GB		6
See General Education Course Listings			
Bio./Phys. Lab Science Elective	GL		4
See General Education Course Listings			
Bio./Phys. Sci. Elective ***	GS		3-4
See General Education Course Listings			
Mathematics Elective	GM		3-4
See General Education Course Listings			
Physical Education Elective			1
Physical Education Fitness Elective			1
			Total 63-65

RECOMMENDED SEQUENCE (for 2 year completion):

First Semester	Credits	Second Semester	Credits
ART 101	3	ART 107	3
ART 111	3	ART 160	3
ART 120	3	PHOT 131	3
ENG 101 GE	3	B/SS Elective GB**	3
B/SS Elective GB**	3	Math Elective GM	3-4
PE Fitness Elective	1	PE Elective	1
Total 16		Total 16-17	
Third Semester	Credits	Fourth Semester	Credits
ART 108 GI	3	ART 202 GH/D	3
ART 201 GH/D	3	ART 233	3
ART 208	3	Adv. Digital Studio Course*	3
A/H Elective GH	3	Adv. Digital Studio Course*	3
(other than art)	3	Bio./Phys. Sci. Elect GS***	3-4
Bio./Phys. Lab Sci GL	4		
Total 16		Total 15-16	

* Advanced Studio Classes have prerequisites. Check current course catalog for list. Art 213 Drawing II is a recommended transfer class to many state schools.

** History of Western Civilization I & II are recommended as useful background courses for Survey of Art History I and II.

*** Students transferring to Towson University must take both Bio/Physical Science Electives as 4 credit classes.

Students who wish to pursue further study in art may, with instructor permission, enroll in Independent Study.

HCC Student Art & Design, A.A.	Students Transferring to Towson University	
Digital Arts Track	Take Art 213 Drawing II as an Advanced Studio Course Option 4th semester.	Take two (4) credit Bio/Physical Science electives.