



Associate of Applied Science in Graphic Design to Bachelor of Fine Arts in Studio Art

Courses taken at JJC

Area 1: Communications (3-9 credit hours)

- ENG 101 Rhetoric I (meets ONU ENGL 109)
- ENG 102 Rhetoric II (meets ONU ENGL 210)
- COMM 101 Principles of Speech (meets ONU COMM 105)

Area 2: Social & Behavioral Sciences (3-6 credit hours)

- HIST 105 or 106 History Civilization I or II (meets ONU HIST 200)
- Social and Behavioral Sciences - May choose 1 class from the following:
 PSYC 101 - General Psychology (meets ONU PSYC 101), ECON 104 - Principles of Economics II (meets ONU ECON 110), PSCI 101 - Amer. Natl. Government (meets ONU PSCI 101 or PSCI 223), SOC 110 - Intro to Sociology (meets ONU SOCY 120)
- GEN ED

Area 3: Humanities, Fine Arts, & Literature (3-6 credit hours) Select 3 hours from TWO different areas:

- ART 109 or MUS 101 Fine Arts: Art 109 Introduction to the Virtual Arts or MUS 101 Explore Music Literature (meets ONU ART 100 or MULT 100)
- ENG 1XX Literature: ENG 107, ENG 108, ENG 201, ENG 202, ENG 204 (meets ONU LIT 205)
- PHIL 101 Philosophy: Intro to Philosophy (meets ONU PHIL 201)
- SPAN 104 or FRCH 104 Modern Language: SPAN 104 Spanish II and FRCH 104 Intermediate French II (meets ONU SPAN 212 or FREN 212)

Area 4: Mathematics/Sciences (3-11 credit hours)

- MATH 127 Math for Gen. Education or higher (meets ONU MATH 103)
- GEN ED Select one general physical science (3-5 credit hours) and one general biological science course (3-4 credit hours). One class must have a lab.*

Area of Concentration 45 hours [(less 6 credits for Portfolio & Special Topics) = 39 hours]

- ART 101 Drawing I (meets ONU ART 101)
- ART 102 Drawing II (meets ONU ART lower level)
- ART 103 2D Design (meets ONU ART 123)
- ART 104 3D Design (meets ONU ART 125)
- ART 110 Intro to Computer Graphics (meets ONU ART 200)
- ART 126 Digital Photography (meets ONU ART 172)
- ART 152 Typography (meets ONU ART 319)
- ART 226 Digital Image Manipulation (meets ONU ART 275)
- ART 227 Digital Illustration (meets ONU Art lower level)
- ART 228 Digital Layout (meets ONU ART lower level)
- ART 230 History of Graphic Design (meets ONU ART 390)
- ART 252 Type & Image (meets ONU ART lower level)
- ART 280 Corporate Identity (meets ONU ART lower level)
- ART 290 Portfolio (non-transferrable)
- ART 299 Special Topics in Art Studio (non-transferrable)

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*Refer to the JJC AAS guidelines for a list of course choices in the general education area
 Students may transfer in a maximum of 82 credit hours from JJC

Courses taken at Olivet

- BLIT 210 Christian Scriptures
- CMIN 310 Christian Formation
- ART 115 Technology for Artists
- ART 201 or 302 Ceramics: Hand Construction or Ceramics: Wheel Construction (meets JJC ART 111)
- ART 206 Figures Studies (meets JJC ART 213)
- ART 215 Intro to Art Therapy
- ART 230 Intro to Painting (meets JJC ART 105)
- ART 236 Composition & Color
- ART 250 Portfolio Review
- ART 330 Studio Practice & Personal Vision
- ART 491 Thesis
- ART 492 Business Practices in Art

Art History Component (12 hours required)

- ART 281 History of Western Art I (meets JJC ART 115), ART 282 History of Western Art II (meets JJC ART 116), ART 360 Contemporary Art History, ART XXX ART 375 Non-Western Art History, ART 390 Rise of Technology in Art, ART 471 History of Modern Art

Elective Courses/Emphasis Concentration (21 hours required)

- Drawing/Painting:** ART 230 Introduction to Painting (meets JJC ART lower level), ART 308 Advanced Figure Studies, ART 324 Printmaking, ART 334 Beginning Watercolor, ART 338 Conceptual Practices in Painting, ART 350 Visual Storytelling

- Photography:** ART 172 Introduction to Photography (meets JJC ART 126), ART 270 Basic Darkroom Techniques (meets JJC ART 225), ART 272 Studio Lighting & Illustration, ART 275 Photoshop (meets JJC ART 226), ART 345 Photographic Print, ART 372 Documentary Photography, ART 476 Advanced Photography

- Graphic Design:** ART 200 Introduction to Graphics (meets JJC ART 110), ART 275 Photoshop (meets JJC ART 226), ART 319 Typography (meets JJC ART 152), ART 320 Package Design, ART 359 Advertising Publication, ART 410 Web Design, ART 412 Motion & Animation

- Media Arts:** ART 160 Introduction to Media Arts (meets JJC DGTL 100), ART 362 Video Design, ART 364 3D Graphics and Animation (meets JJC DGTL 102), ART 365 Programming for Artists, ART 366 Concept Art for Gaming & Animation, ART 466 Game & VR Development

Stewardship (2-3 hours)

- BSNS 302 Personal Finance (meets JJC FIN 100), CDEV 360 Child Family Relations, COMM 203 Interpersonal Comm.(meets JJC COMM 202), FACS 126 Nutrition, Health, & Ft.(meets JJC KIN 215), FACS 252 Consumer Economics (meets JJC ECON 107) , PHED 190 Wellness (meets JJC BIO 103), SOCY 305 Human Sexuality (meets JJC SOC 293), SOCY 340 Sociology of Marriage, SOCY 351 Sociology of the Family (meets JJC SOC 270), SOWK 365 Crisis Interv.(meets JJC HUS 204)

Total JJC Credits: 60 (transferrable hours = 54 Credit hours)

Total ONU Credits: 66 (minimum)

Total Degree Credits: 120





2+2

This transfer guide is a sample curriculum. Additional courses may be required based on placement test scores. Please work with your faculty advisor or success coach prior to course registration.

Notes:

Olivet Nazarene University Graduation Requirements

- Minimum credit hours required for BA in ART: min. 120 credit hours
- Minimum grade point average of 2.0 ("C") required
- Minimum *institutional* grade point average of 2.0 required
- Minimum of 30 hours of credit in upper-division courses (numbered 300 or above) for bachelor's degrees
- Completion of a major program of study as specified by the College, School or Department to which the major belongs including:
 - 1) All general education courses
 - 2) All major supporting courses
- Lower-level courses may cover the same material as the ONU equivalent but taught at a lower level. Lower-level transfer courses cannot be used to satisfy the Olivet requirement of 30 upper division hours (300-400 level courses)

About Olivet's Program:

The Bachelor of Fine Arts (B.F.A.) program in the Department of Art and Digital Media allows students to create their own degree by working with an advisor to create a program of study that best fits their desires. Instead of a prescribed concentration, students can elect to put together a series of courses that can span all concentrations. This can create better job skills for the career of the students' choice and it can give students exactly what they're needing for the future. This can include painting courses, new media, and photography, ensuring the program of study gives students the best option.

As the current market looks for people that are skilled in various areas of study, this option may be exactly what students are desiring, but can't find at other universities. The Department of Art and Digital Media meets the needs of students and their future goals, which is why studio art was created.

About JJC's Program:

Graphic designers work for advertising agencies, design studios, local businesses, corporate offices, public relations departments or as freelancers. Using computer software to create digital illustrations and layouts, they produce advertisements, brochures, magazines and other materials.

The mission of the Graphic Design program is to provide students with industry-relevant and competency-based academic programs built on a solid art and design foundation that will prepare them for transition to a four-year college or university, or entry-level employment in graphic design production and related fields.

The AAS degree in Graphic Design, begins with the foundations courses: Drawing, 2d and 3d design; and progresses with the study of Typography, Digital Imaging, Layout & Composition, Digital Illustration and Corporate Identity.

The student completing the AAS degree in Graphic Design will have a working entry-level, print and digital portfolio to give them an advantage as they enter the design industry or to use in demonstrating competencies for admission to a four-year college or university. Career opportunities may include positions as a production artist or entry-level designer working with graphics, digital illustration, page layout, research, environmental design and print media.

Questions:

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