

Department of Art & Design

Events



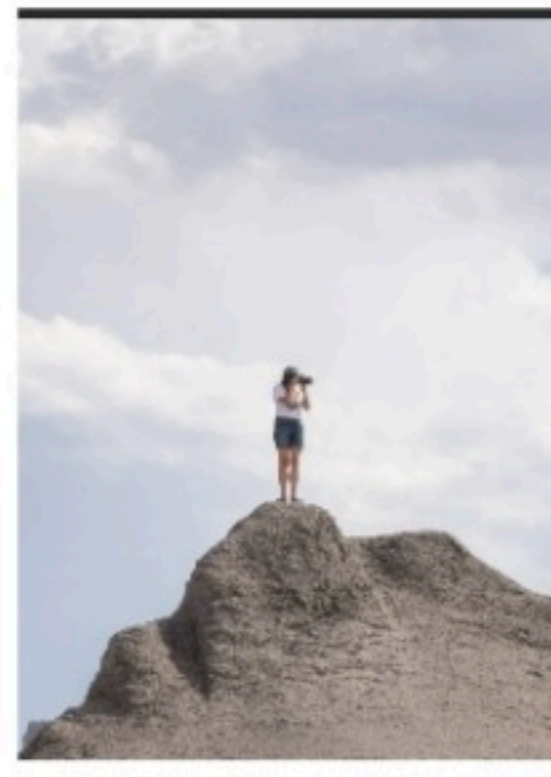
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Why Art at UVU?

Utah Valley University's Department of Art & Design offers degrees in applied arts, fine arts, art history, and art education. Upon completing a degree, students emerge from the program ready to enter careers in graphic design, entertainment design, photography, advertising, printing, animation, illustration, art education, printmaking, sculpture, painting, and more.

Students can earn a general degree, exploring several areas within the visual arts, or they can specialize, exploring a specific practice in depth to better understand it and/or prepare for employment in that field.

We cultivate the creation and appreciation of visual art, and foster creative confidence, critical thinking, interdisciplinary collaboration, and cultural responsibility. We follow these principles to accomplish our mission:

Visual Literacy - We encourage the development of strong visual literacy among students of the visual arts. We support the study of history, culture, technology, and trends to this end.

Professional Excellence - In preparing visual art students for careers in a broad market, we support and expect excellence and professionalism.

Creative Diversity - While teaching techniques, styles, and practices are an important part of our programs, we support a diversity of ideas and individual expressions among students in their creative work. We promote artistic freedom and seek to preserve cultural identity through creative production, exhibition, and historical research.

[Apply/Portfolio Review](#)

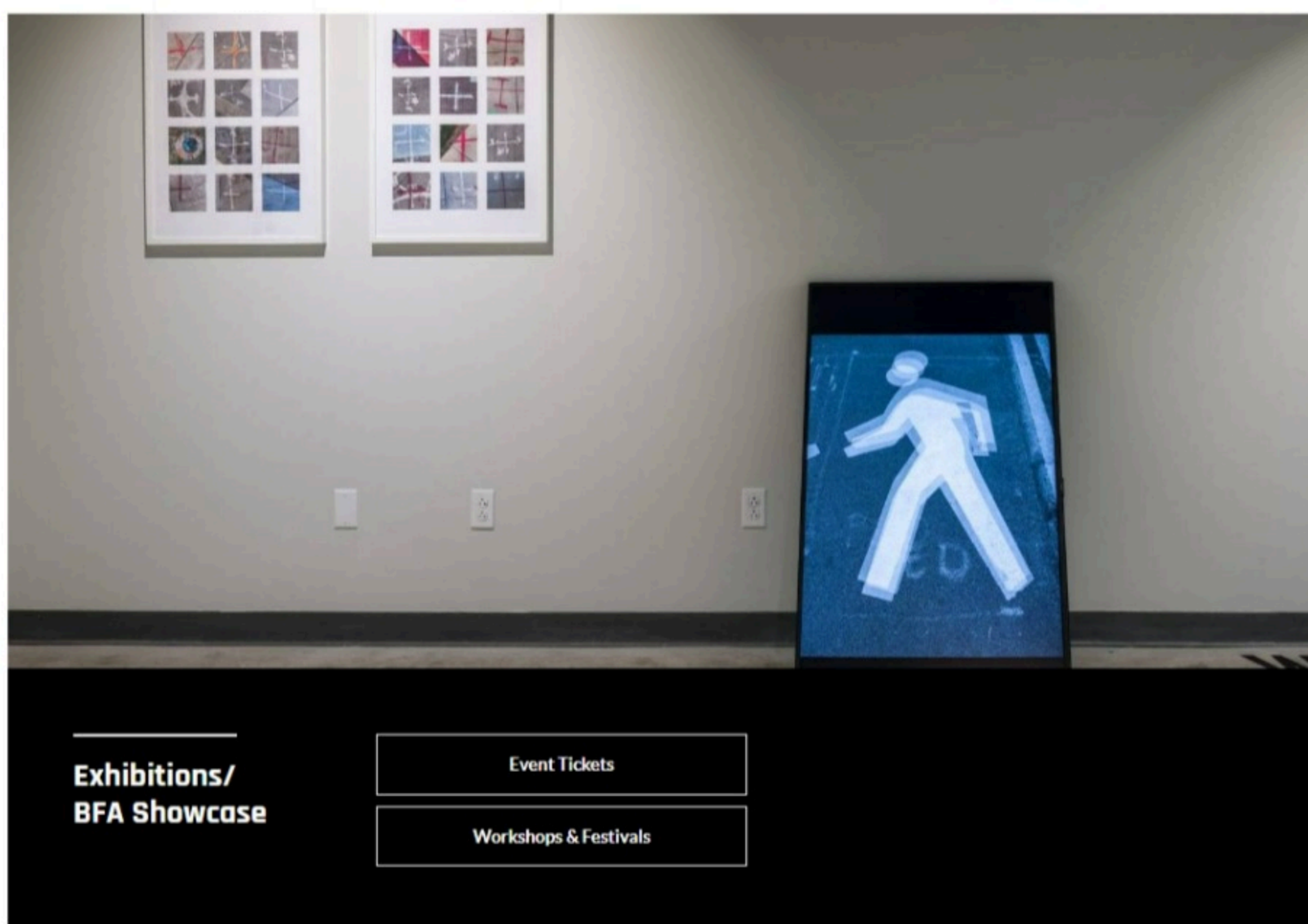


Engaged Learning

Engaged learning is all about connecting students with professional organizations and opportunities to build bridges to better careers after graduation. Here at UVU, engaged learning is in our DNA. One of the best examples of engaged learning in The Department of Art & Design is the award-winning art books that students create each year. Learn more about engaged learning in the Art & Design Department and the School of the Arts.

[Learn More](#)

[Arts Books](#)



[Exhibitions/
BFA Showcase](#)

[Event Tickets](#)

[Workshops & Festivals](#)

Land Acknowledgment



Utah Valley University acknowledges that we gather on land sacred to all Indigenous people who came before us in this vast crossroads region. The University is committed to working in partnership—as enacted through education and community activities—with Utah's Native Nations comprising the San Juan Southern Paiute, Paiute Indian Tribe of Utah, Uintah & Ouray Reservation of the Northern Ute, Skull Valley Goshute, Confederated Tribes of the Goshute Reservation, Northwestern Band of Shoshone Nation, Hopi Tribe, Navajo Nation, Ute Mountain Ute-White Mesa Community, and urban Indian communities. We recognize these Native Nations and their continued connections with traditional homelands, mountains, rivers, and lakes as well as their sovereign relationships with state and federal governments. We honor their collective memory and continued physical and spiritual presence. We revere their resilience and example in preserving their connections to the Creator and to all their relations, now and in the future.

With this statement comes responsibility and accountability. We resolve to follow up with actionable items to make The School of the Arts at UVU and The Noorda Center for the Performing Arts an inclusive, equitable, and just space for all. There is much work to be done, and we are committed to putting these words into practice.

Contact Us

Utah Valley University
Department of Art & Design, MS 168
800 W. University Parkway
Orem, Utah 84058

Office: 📞 (801) 863-8341, Fax: (801) 863-7053

Office Location: GT 605, Hours: Mon – Fri 8 a.m. – 5 p.m.

Staci Owens, Administrative Assistant: 📞 (801) 863-8341,
📧 owensst@uvu.edu



[Statement on Diversity,
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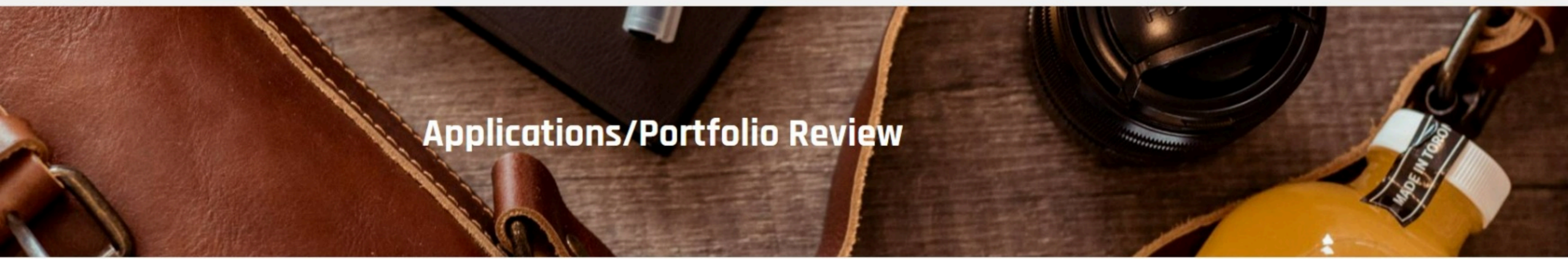
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Applications/Portfolio Review

Program Application Information

Students who want to concentrate on a specific area of art and design can gain professional training at UVU through several specialized degrees. The Bachelor of Fine Arts (BFA) degrees are four-year degrees for individuals with above-average abilities, who are looking for a competitive program to hone their skills.

Those who decide to earn a BFA in their field are typically prepared to enter the workforce at design firms, photography studios, or advertising. Others become self-employed artists, promoting their work through galleries, museums, exhibitions, and commissions. Some choose to pursue graduate studies to further their artistic development or to prepare to teach in higher education.

The BFA degrees require students to publicly display their work.

How to apply to the Art & Design Programs

To apply to the BFA program, students must first meet the core class requirements in The Department of Art & Design (consult with your academic advisor for details) and submit a portfolio for departmental BFA review. Students desiring to participate in the review should check the application links listed below. Portfolios are typically due around March in Spring Semester, although some programs also accept BFA students in the Fall.

Acceptance into the BFA program is based on a portfolio review and overall GPA of 2.0 or above with 3.0 GPA or above in ART and ARTH courses. Courses within the student's area of emphasis must be completed with a C grade or above.

For graduation with a BFA degree, students must maintain the grade requirements listed above and receive a B grade or above for ART 499R BFA Project. For more information, contact the department academic advisors. Those not accepted into the program may apply up to two additional times for admission. A review is held in the fall for students not accepted in the spring. Students not accepted into the BFA program, or who are unable to fulfill the above requirements, may still pursue the more general BA/BS degrees.

AAS Application

- [Graphic Design](#)
- [Illustration](#)
- [Photography](#)

BFA Application

- [Entertainment Design](#)
- [Graphic Design](#)
- [Illustration](#)
- [Painting & Drawing](#)
- [Photography](#)
- [Sculpture & Ceramics](#)



Scholarship Applications

Performance scholarships in The Department of Art & Design are primarily awarded to students who demonstrate significant talent above and beyond the average student. Scholarships are awarded based on performance and perceived potential. Below is the rubric for use in evaluating applicants:

Portfolio 60%
 Grades 20%
 Potential 20%

Additional factors to consider may be status in The Art & Design program, area of study, work ethic, and collegiality.

The department has the following seven areas of emphasis for study: art education, art history, graphic design, illustration, painting/drawing, photography, and sculpture/ceramics. Ideally, at least one student in each area should be awarded a scholarship. However, mitigating factors such as a limited number of applicants in an area or poor student portfolios may preclude this from occurring.

To be considered for an Art & Design scholarship, applicants must submit a UVU Scholarship Application through the UVU Scholarship link by **March 1st, 2021**.

Common reasons for performance scholarship ineligibility:

- You are not registered as a full-time student (12 Credits).
- You have already completed a bachelor's degree.
- You already received a full scholarship award.
- You received a tuition waiver as a relative or employee.

[UVU Scholarship Application Page](#)

- [Graduating Portfolio Form](#)
- [Artist Permission Form](#)
- [Graduation Portfolio FAQ](#)

Degree Specific Portfolio Forms & Instructions

- [AA | Art & Design](#)
- [AAS | Graphic Design](#)
- [AAS | Illustration](#)
- [AAS | Photography](#)
- [AS | Art & Design](#)
- [BA | Art & Design](#)
- [BA | Art History](#)
- [BA | Int. Studies Art History](#)
- [BA | Int. Studies Graphic Design](#)
- [BA | Int. Studies Photography](#)
- [BFA | Graphic Design](#)
- [BFA | Illustration](#)
- [BFA | Painting & Drawing](#)
- [BFA | Photography](#)
- [BFA | Sculpture & Ceramics](#)
- [BS | Art & Design](#)
- [BS | Art Education](#)
- [BS | Int. Studies Art History](#)
- [BS | Int. Studies Graphic Design](#)
- [BS | Int. Studies Photography](#)
- [BS | TechMngmt | A&D](#)
- [COC | Art & Design](#)

Graduation Portfolio Review

All students seeking any Art & Design degree are required to submit a Graduating Student Portfolio (except for minors). Please read the [Frequently Asked Questions](#) document and download an [instruction sheet](#) (specific to your A&D degree) for more information.

Art & Design degree seekers will NOT receive their diploma if they do not submit a Graduating Student Portfolio. Portfolios are to be submitted only to your academic advisor.

Portfolio Submission Instructions

1. Follow the portfolio preparation instructions for your specific degree.
2. Label your files using the label conventions listed on the instruction sheet. Make sure to include the completed Graduating Portfolio Form (see link below). Label your completed Form PDF file with 1. your degree name (BFA, BS, AA, etc.) and 2. name (Last name, First Initial). Example: BFA_LASTNAME_F
3. Email your Form + Portfolio files as attachments to this email address: Art_DJ610grb81pttewk1@u.box.com
4. You should receive an automatic email confirmation that your portfolio uploaded successfully within an hour. Your advisor will process your portfolio and check off this requirement in Wolverine track within a few days of submission. If you have any questions or concerns, please contact your advisor. Portfolios are due no later than 5:00 p.m. on the Thursday of finals week during graduating semester.
5. [Optional] To submit your artwork for consideration as a featured UVU student artist, please submit the "Artist Permission Form."

Step-by-step portfolio submission form

<https://uvu.app.box.com/f/cd5f68885e34537a1af58a030b2d947>

Submit Your Work to the Galleries

We have two galleries in the GT building that students have the opportunity to display their art in. Visiting artists also display art. BFA shows are also displayed there. Information on how to apply to get your art there is below.

- [Gallery Exhibition Proposal](#)
- [BFA Exhibition Application](#)

More Information

Once you have applied and received confirmation for your gallery times, look here for additional information and details on the floor plan, how to advertise your show, etc.

- [BFA Event Signage Info Sheet](#)
- [SOA Logo Style Guide](#)
- [Gallery on Sixth Floor Plan](#)
- [4th Floor Gallery Floor Plan](#)

Any additional questions? Contact Jason Lanegan Janegan@uvu.edu



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AAS Applications



Graphic Design

New (and Improved!) Application Process

Please be advised that this page replaces the previous AAS application instructions. Please also note that the online application system this page links to replaces the previous method of emailing PDFs to a dedicated AAS email address.

All applications must now be submitted using this new system. Any applications submitted to the AAS email address will not be reviewed.

Eligibility

In order to be eligible to apply for the AAS Graphic Design program, you must have completed the following four (4) required courses with a grade of C- or better:

- ART 1120 2D Design
- ART 1400 Graphic Computer Applications
- ART 1410 Typography I
- ART 1420 Graphic Design I

You may verify your eligibility at any time during the year by reviewing the course and grade information on the first page of the online application system. This information is drawn directly from your UVU academic records. If you believe there are any discrepancies with the course and/or grade information, please contact the Registrar's Office.

Portfolio Guidelines

Your Portfolio MUST include all six (6) of the following standardized assignments completed in ART 1410 Typography I and ART 1420 Graphic Design I:

- Experimental Typography
- Expressive Typography
- Page Layout Design
- Pictogram Series
- Cover Design
- Personal Poster

Transfer students may include work completed in other courses at their former school(s). Do NOT include personal, professional, or internship projects. Exclusion of any of the six standardized assignments or inclusion of personal, professional, or internship work in your portfolio may result in a score reduction. You may optionally choose to include work you deem as exceptional from other ART classes you've taken such as drawing, photography, and sculpture. If you decide to do so, please place those projects at the end of your portfolio.

Portfolio Tips

For each of your projects:

- Consider using digital mockups to enhance the presentation of your work instead of submitting flat artwork exported directly from your layout files. This is not a requirement and may not apply to some of your projects, but it is recommended for most projects.
- Consider uploading more than one image. This might include close-ups of certain aspects of the design.
- Make sure the resolution of your images is sufficiently high to allow your work to appear clearly.
- Acceptable file formats include .jpeg, .jpg, .png, .gif, and .pdf.

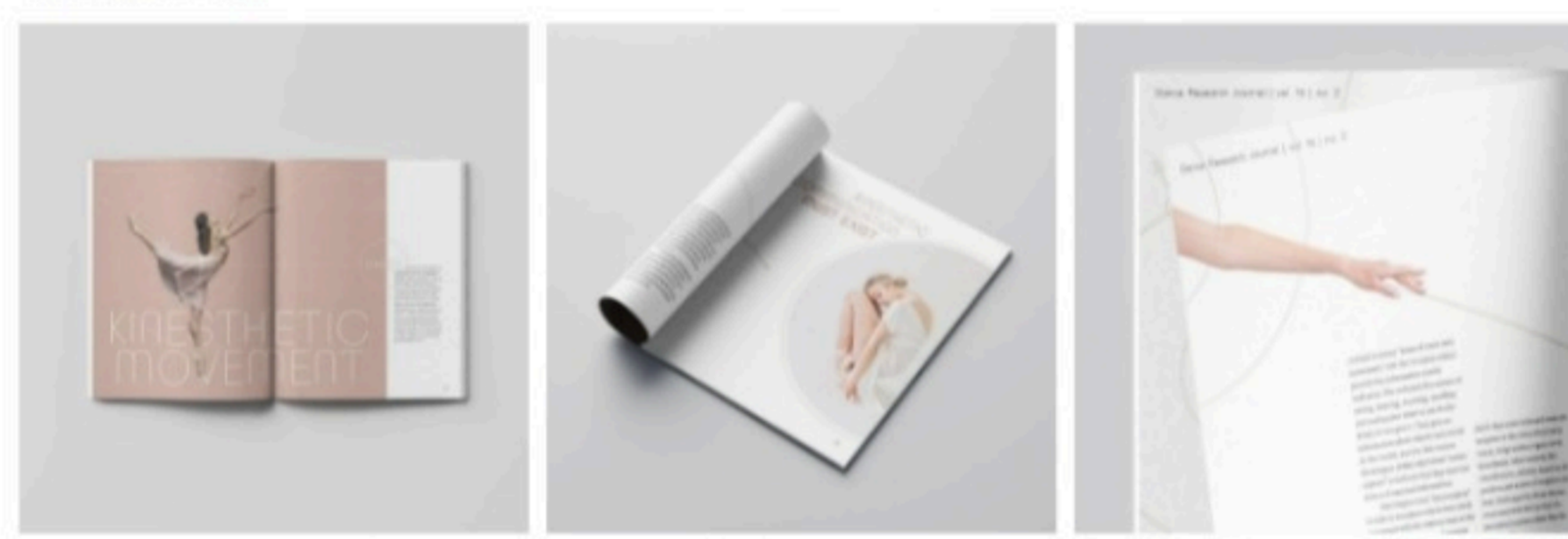
Please see example images below:

Pictogram Series



Ben Caldwell

Page Layout Design



Megan Barnum

Expressive Type



Sarah Utley

Deadline

Applications must be submitted **before 11:59 p.m. on March 1st** in the spring semester or **October 1st** in the fall semester.

Review Process

After you have submitted your application:

- An email will be sent to your UVU email address confirming receipt of your application.
- You may return to your application and make changes at any time before the submission deadline.

After the application deadline has passed, the AAS Graphic Design Portfolio Review Committee will evaluate your portfolio based on the five criteria shown below:

- Concept & Communication—Effective concept development and communication of information.
- Typography—Effective typeface selection, typesetting, and creation of customized letterforms.
- Image—Effective selection, creation, modification, and implementation of high-quality images.
- Design—Effective use of hierarchy, space, pacing, and graphic elements such as line, shape, and color.
- Presentation—Effective presentation of design work in high-quality images.

Within approximately 1-2 weeks, you will be notified whether or not you have been accepted into the AAS program. If you are accepted into the AAS program, registration blocks will be removed and you will be able to register for AAS-only courses. If you are not accepted into the AAS program, you may reapply once during a future spring or fall application period. Students are limited to applying to the AAS Graphic Design program a total of two (2) times. If you decide to reapply, we encourage you to make improvements to your portfolio within the framework of the original class assignments. If you decide not to reapply, we encourage you to meet with your academic advisor to discuss alternative degree options.

**The link to the application system has been temporarily disabled. We hope to restore it in late 2023 or early 2024. In the meantime, if you have any questions about how to submit an application, please contact Gareth Fry at gareth.fry@uvu.edu.*



Illustration

[Talk to An Advisor](#)



Photography

[Talk to An Advisor](#)

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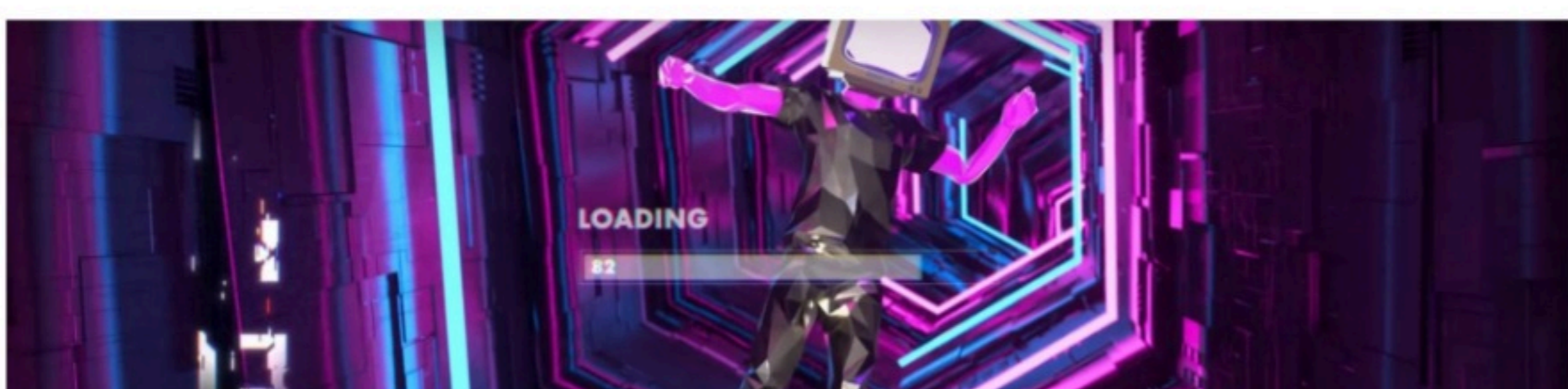
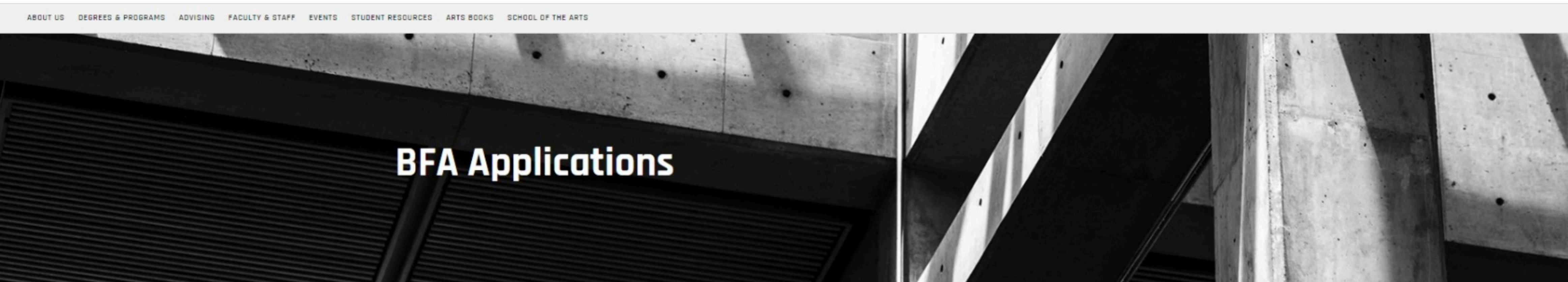
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Entertainment Design

Application



Graphic Design

New (and Improved!) Application Process

Please be advised that this page replaces the previous BFA application instructions. Please also note that the online application system this page links to replaces the previous method of emailing PDFs to a dedicated BFA email address.

All applications must now be submitted using this new system. Any applications submitted to the BFA email address will not be reviewed.

Eligibility

In order to be eligible to apply for the BFA Graphic Design program, you must have completed the following nine (9) required courses with a grade of C- or better (please note that good grades earned in any of the nine required courses do not guarantee acceptance into the BFA Graphic Design program).

- ART 1120 2D Design
- ART 1400 Graphic Computer Applications
- ART 1410 Typography I
- ART 1420 Graphic Design I
- DGM 2120 Web Essentials or DWDD 1600 Web Essentials
- ART 2280 3D Computer Modelling
- ART 2400 Production Design
- ART 2430 Branding I
- ART 2440 Motion Graphics I

You may verify your eligibility at any time during the year by reviewing the course and grade information on the first page of the online application system. This information is drawn directly from your UUVU academic records. If you believe there are any discrepancies with the course and/or grade information, please contact the Registrar's Office.

Portfolio Guidelines

Your portfolio should consist of 8-12 pieces of your strongest work carefully selected from some or all of the courses listed in the Eligibility section above. Transfer students may include work completed in other courses at their former school(s).

Do NOT include personal, professional, or internship projects. The inclusion of such work may result in a score reduction.

You may optionally choose to include work you deem as exceptional from other ART classes you've taken such as drawing, photography, and sculpture. If you decide to do so, please place those projects at the end of your portfolio.

Portfolio Tips

For each of your projects:

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Please see example images below:

Page Layout Design



Sarah Utley

Branding



Megan Barnum

Deadline

Applications must be submitted before 11:59 p.m. on March 1st in the spring semester or October 1st in the fall semester.

Review Process

After you have submitted your application:

- An email will be sent to your UUVU email address confirming receipt of your application.
- You may return to your application and make changes at any time before the submission deadline.

After the application deadline has passed, the BFA Graphic Design Portfolio Review Committee will evaluate your portfolio based on the five criteria shown below:

- Concept & Communication—Effective concept development and communication of information.
- Typography—Effective typeface selection, typesetting, and creation of customized letterforms.
- Image—Effective selection, creation, modification, and implementation of high-quality images.
- Design—Effective use of hierarchy, space, pacing, and graphic elements such as line, shape, and color.
- Presentation—Effective presentation of design work in high-quality images.

Within approximately 1-2 weeks, you will be notified whether or not you have been accepted into the BFA program. If you are accepted into the BFA program, registration blocks will be removed and you will be able to register for BFA-only courses. If you are not accepted into the BFA program, you may reapply once during a future spring or fall application period. Students are limited to applying to the BFA Graphic Design program a total of two (2) times. If you decide to reapply, we encourage you to make improvements to your portfolio within the framework of the original class assignments. If you decide not to reapply, we encourage you to meet with your academic advisor to discuss alternative degree options.

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Illustration

Application



Painting & Drawing

Application



Photography

Application



Sculpture & Ceramics

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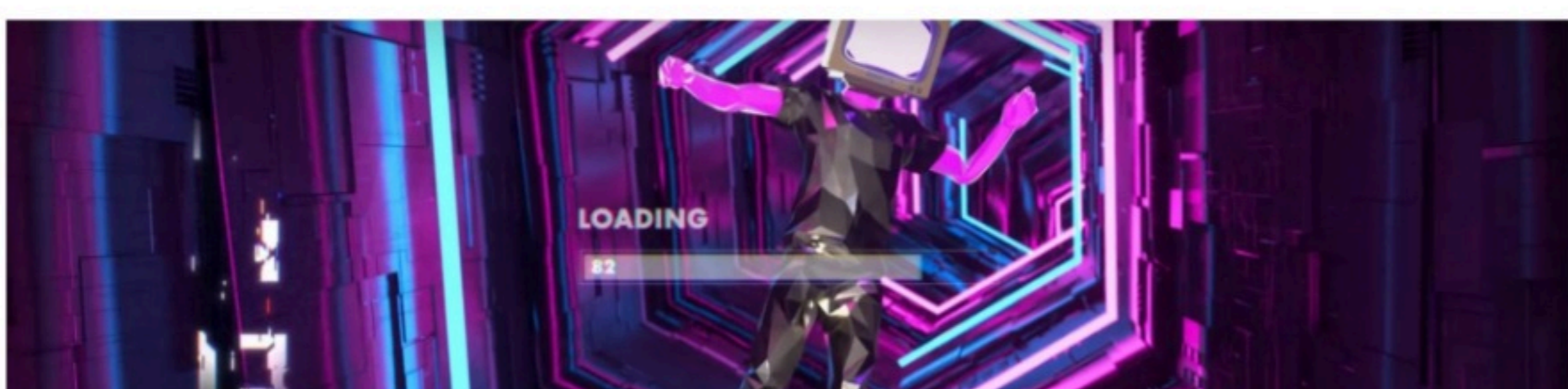
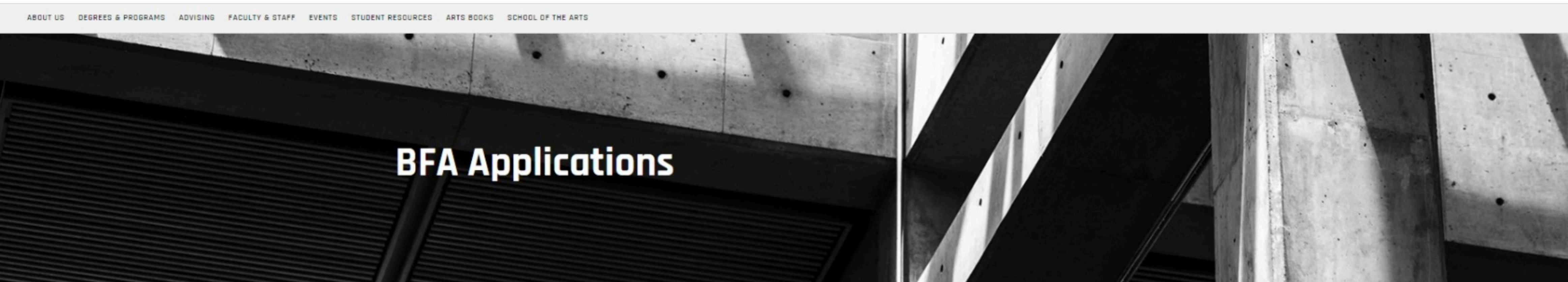
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Sarah Utley

Branding



Megan Barnum

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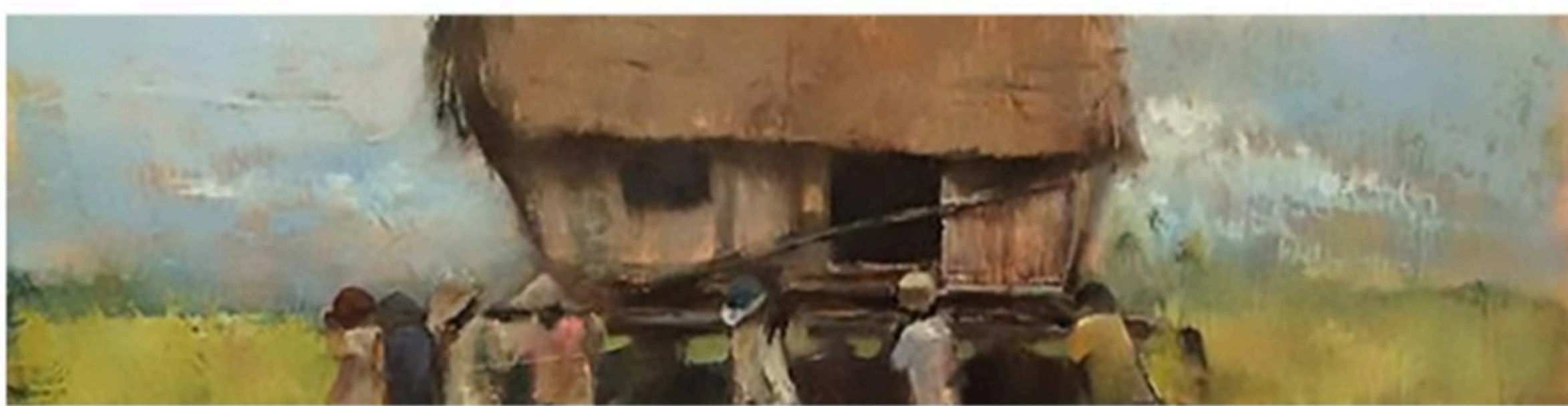
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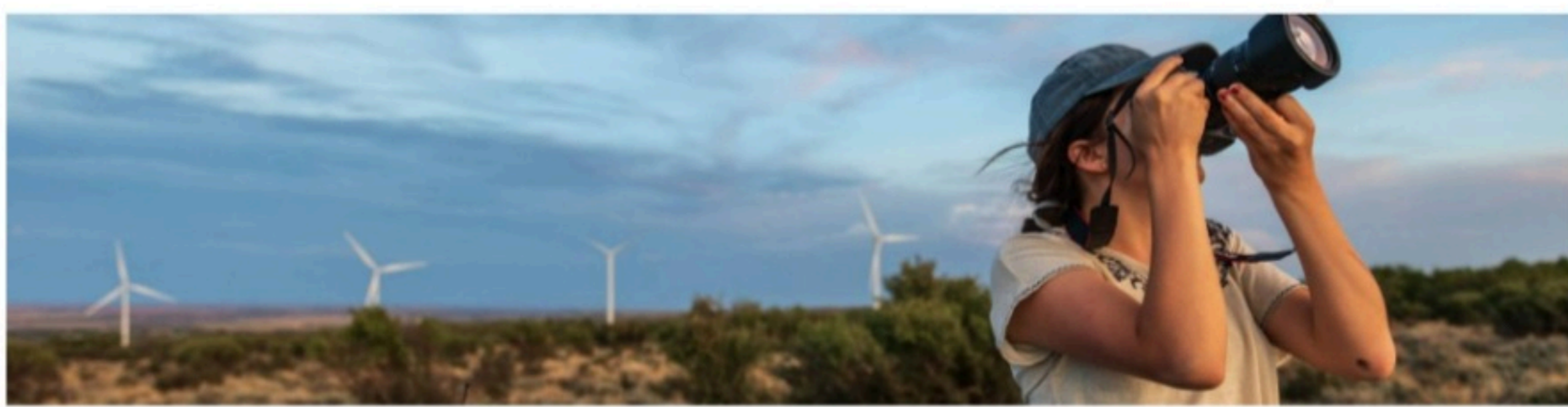
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