

Department of Art & Design

Jessica Corbine

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

Exhibitions



Art & Design Galleries

Degrees



Brittney Weiland

Explore Programs

Student Resources



Mallyn Millward

Apply and More

Projects and Galleries



Get Involved

Meet our Faculty and Staff

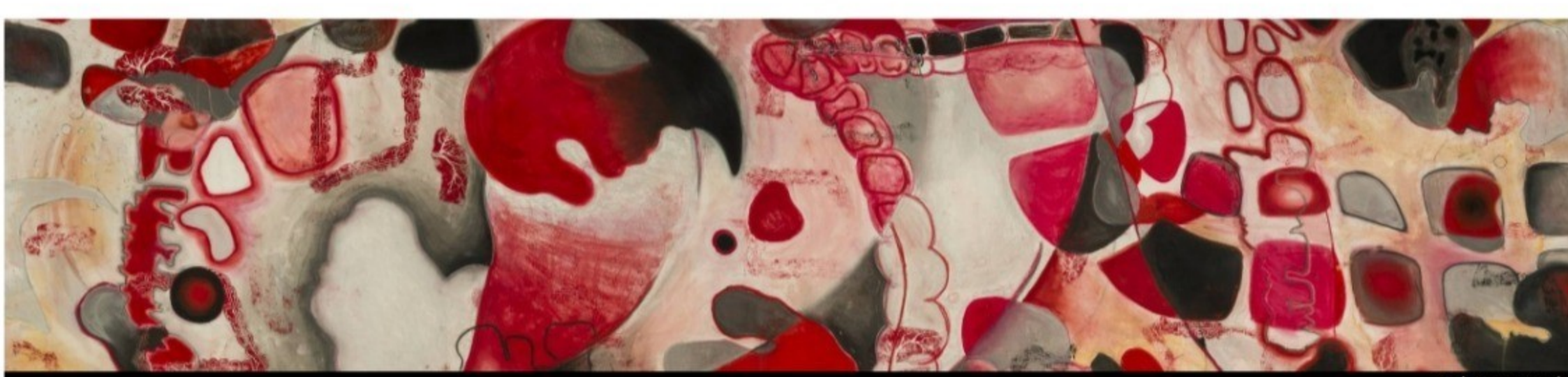


Nancy Steele-Macaski

"UVU's Department of Art & Design is a vibrant hub of creativity, where passion meets proficiency. We believe in the power of engaged learning opportunities to transform artistic potential into mastery. Through hands-on experiences and collaborative projects, we empower our students to evolve as skilled creatives, ready to make a meaningful impact in the dynamic landscape of the visual arts."

—Travis Lovell, Chair of The Department of Art & Design

See our Faculty and Staff



Mckenna Gaarde

Exhibitions/BFA Showcase

Event Information

Workshops & Festivals

Our Mission

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Shauntel Clements

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.

[Past Art & Design Opportunities](#)

[Arts Books](#)



Make a Gift



Student Success



Advising

Contact Us

Utah Valley University
Department of Art & Design, MS 168
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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 Dwers, Administrative Assistant: (801) 863-8341
adwersst@uvu.edu

Kylie Beutler

Follow us!



Art & Design Department | OWENSST@UVU.EDU | (801) 863-8341 | Room GT-605

STUDENT

ADMISSIONS
ACADEMICS
CAMPUS LIFE
LOOKING TO ATTEND UVU
CURRENT STUDENT
ACCREDITATION

EMPLOYEES

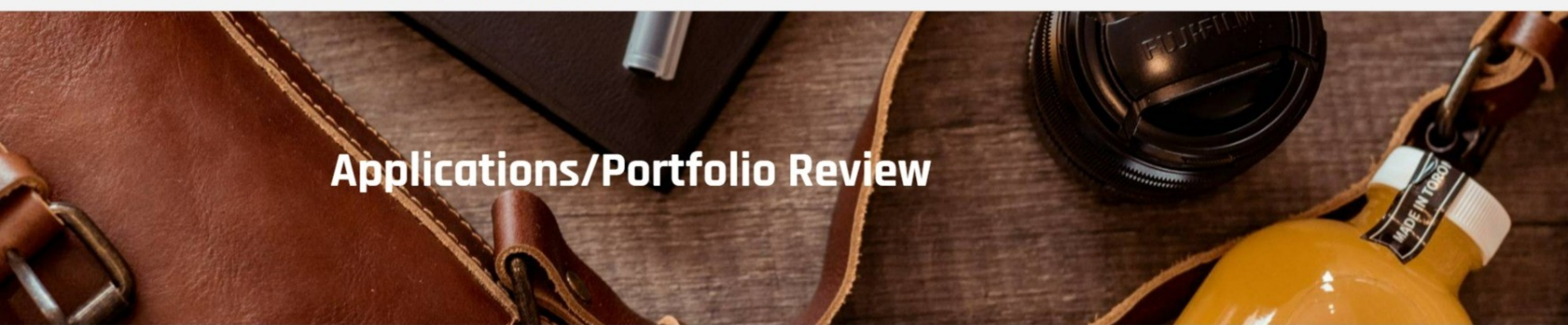
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EMPLOYEE RESOURCES
DIRECTORY
PEOPLE & CULTURE

COMMUNITY

ATHLETICS
VISITORS & COMMUNITY
OFFICE OF THE PRESIDENT
ABOUT UVU / HISTORY
ALUMNI
ENGAGEMENT & EFFECTIVENESS
GIVE TO UVU
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UTILITY

COVID-19 INFO
MAPS / PARKING
SERVICE DESK
EMERGENCY
POLICE
GET HELP
SEARCH
ACCESSIBILITY
TITLE IX / EQUAL OPPORTUNITY



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_D.i610grb81pttekw1@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/cd5f688855e34537a1af58a030b2d947>

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



STUDENT

- [ADMISSIONS](#)
- [ACADEMICS](#)
- [CAMPUS LIFE](#)
- [LOOKING TO ATTEND UVU](#)
- [CURRENT STUDENT](#)
- [ACCREDITATION](#)

EMPLOYEES

- [CAREER OPPORTUNITIES](#)
- [EMPLOYEE RESOURCES](#)
- [DIRECTORY](#)
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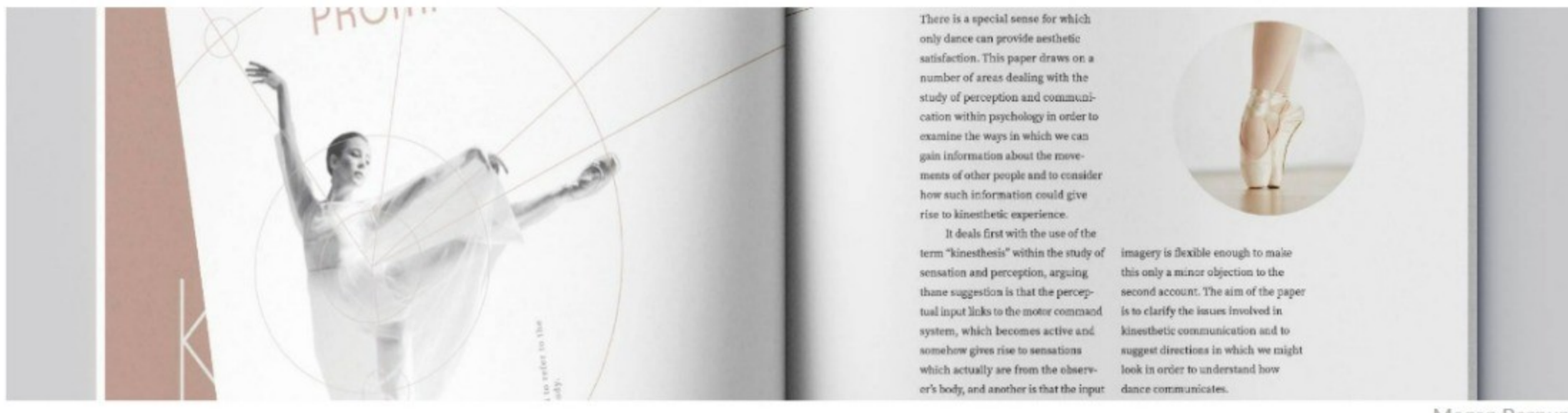
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- [ATHLETICS](#)
- [VISITORS & COMMUNITY](#)
- [OFFICE OF THE PRESIDENT](#)
- [ABOUT UVU / HISTORY](#)
- [ALUMNI](#)
- [ENGAGEMENT & EFFECTIVENESS](#)
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- [COVID-19 INFO](#)
- [MAPS / PARKING](#)
- [SERVICE DESK](#)
- [EMERGENCY](#)
- [POLICE](#)
- [GET HELP](#)
- [SEARCH](#)
- [ACCESSIBILITY](#)
- [TITLE IX / EQUAL OPPORTUNITY](#)

AAS Applications



Graphic Design

Overview

The information on this page is provided to help you with your application to the AAS Graphic Design program. This includes eligibility requirements, portfolio guidelines, portfolio tips, deadlines, and an outline of the review process. The buttons at the end of the Eligibility and Review Process sections are both linked to the first page of the AAS Graphic Design application system where you can verify your eligibility at any time during the year and, during specific application periods, get started with your application. The dates of these application periods are noted in the Application Periods and Deadlines section.

Eligibility

To be eligible to apply to the AAS Graphic Design program, you must have completed the following four 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, grade, and application attempt information on the first page of the AAS Graphic Design application system. The information on that page is linked directly to your UVU academic records. If you believe there are any discrepancies with the course or grade information, please contact the Registrar's Office.

Please note that earning good grades in any of the four required courses does not guarantee acceptance into the AAS Graphic Design program.

[Verify My Eligibility](#)

Portfolio Guidelines

Your portfolio **MUST** include all six 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:

- Write a short description that explains the underlying concept.
- 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 up to a maximum of eight images per project. This could include different views or close-ups of the project design or different parts of the project such as a record sleeve and a vinyl disc label.
- 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

Application Periods and Deadlines

The spring application period is open from January 1 to March 1. Applications must be submitted **before 11:59 p.m. on March 1** if you're aiming to register for courses offered during the following fall semester.

The fall application period is open from August 1 to October 1. Applications must be submitted **before 11:59 p.m. on October 1** if you're aiming to register for courses offered during the following spring 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 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.

[Got It. Let's Go!](#)



Illustration

[Talk to An Advisor](#)



Photography

[Talk to An Advisor](#)

STUDENT

- ADMISSIONS
- ACADEMICS
- CAMPUS LIFE
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- CURRENT STUDENT
- ACCREDITATION

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- CAREER OPPORTUNITIES
- EMPLOYEE RESOURCES
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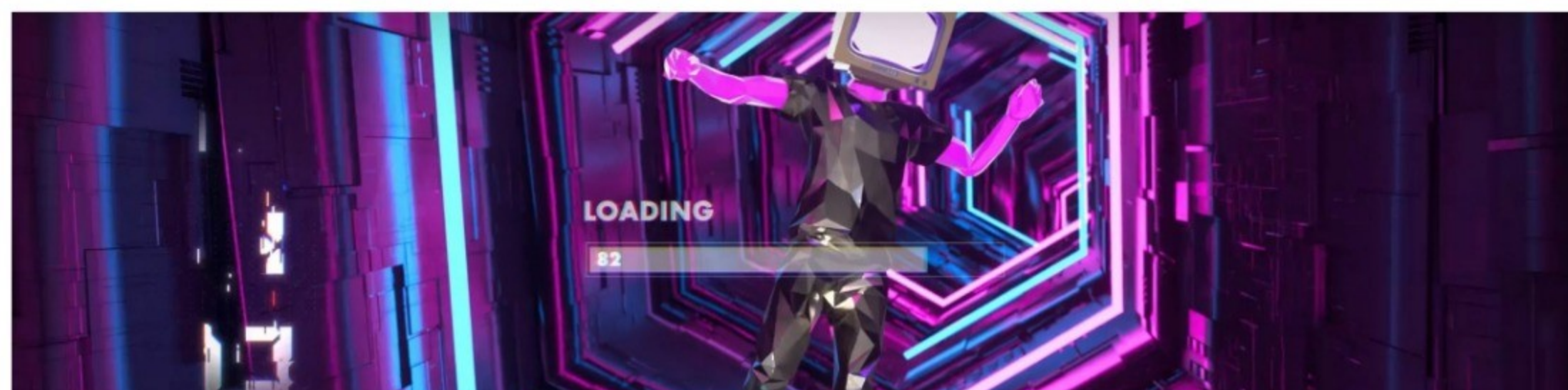
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BFA Applications



Entertainment Design

[Application](#)



Megan Barnum

Graphic Design

Overview

The information on this page is provided to help you with your application to the BFA Graphic Design program. This includes eligibility requirements, portfolio guidelines, portfolio tips, deadlines, and an outline of the review process. The buttons at the end of the Eligibility and Review Process sections are both linked to the first page of the BFA Graphic Design application system where you can verify your eligibility at any time during the year and, during specific application periods, get started with your application. The dates of these application periods are noted in the Application Periods and Deadlines section.

Eligibility

To be eligible to apply to the BFA Graphic Design program, you must have completed the following nine 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
- 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, grade, and application attempt information on the first page of the BFA Graphic Design application system. The information on that page is linked directly to your UVU academic records. If you believe there are any discrepancies with the course or grade information, please contact the Registrar's Office.

Alternatively, if you find you've been directed to the AAS Graphic Design application system even though you've already been accepted to the AAS program, please don't panic. It's probably because grades for all nine of the courses you need to complete to be eligible to apply to the BFA program haven't been entered yet. You just need to wait until that happens and then, after that point, you should be directed to the BFA application system as expected.

Please note that earning good grades in any of the nine required courses does not guarantee acceptance into the BFA Graphic Design program.

[Verify My Eligibility](#)

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:

- Write a short description that explains the underlying concept.
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- Consider uploading more than one image up to a maximum of eight images per project. This could include different views or close-ups of the project design or different parts of the project such as store signage and product packaging.
- Make sure the resolution of your images is sufficiently high to allow your work to appear clearly.
- Acceptable file formats include .jpg, .png, .gif, and .pdf.
- For motion graphics projects, provide a link to the online video in the URL field. No images are required but may be included if desired.

Please see example images below:

Page Layout Design



Sarah Utley

Branding



Megan Barnum

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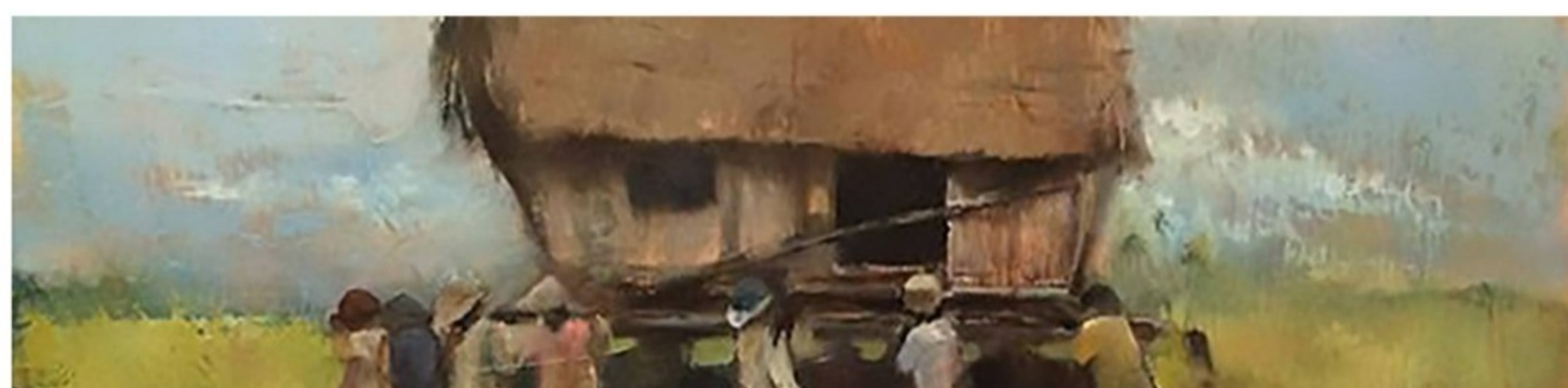
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[Application](#)