



UNDERGRADUATE DEGREE PROGRAMS

UCF SCHOOL OF VISUAL ARTS & DESIGN

Architecture, B. Des.

This program is a partnership with Valencia College and the University of Florida, enabling students to complete an NAAB accredited architectural program in Central Florida. Students earn the credentials needed to become a design professional or begin preparing for a career as an architect.

Emerging Media, BFA - Animation & Visualization Track

Provides students with a solid traditional art foundation and opportunities to explore the latest emerging media practice. Students engage in classic, current, and widely varied techniques and mediums while making narrative or non-narrative creative works. As a result, students integrate multiple artistic and industry approaches derived from an individualized research perspective and approach.

Emerging Media, BFA - Character Animation Track

Designed to prepare students for careers as animators, modelers, riggers, or texture artists in the film or computer game industries. Students in this track learn the entire process of animation from concept to production to the finished piece.

Emerging Media, BFA - Graphic Design Track

Educates students in the art and science of visual communication, stressing the professional aspects of design, and trains students to combine technology with aesthetics in the production of typographic and publication design, identity systems, packaging, film and broadcast graphics, posters, interactive and web design.

Art, B.A. - History Track

Offers students an opportunity to acquire specific knowledge about art and architecture from prehistory to the present. The curriculum provides a foundation for the understanding of art, in all of its various forms, and encourages the development of visual literacy.

Art, B.A. - Immersive Experience Design

Prepares students to work as studio art, design and emerging media practitioners in the creative workforce as well prepare for graduate-level study. The diverse curriculum explores historical and contemporary themed environments, immersive storytelling, streetscape design, public sculpture and more.

Art, B.A. - Studio Track

Offers students the opportunity to explore multiple areas within the visual arts. Areas include: book arts, ceramics, drawing, illustration, painting, photography, printmaking or sculpture.

Art, B.A. - Visual Arts Management Track

Students develop an understanding of the management aspect of visual arts. Students take courses in information and visual arts management, business, writing, aesthetics and theory which culminates in a capstone course where students curate materials in preparation for employment.

Studio Art, BFA

Students choose one specialization to master: book arts, drawing, painting, photography or combined areas in advanced design/sculpture, ceramics/sculpture, drawing/illustration, drawing/painting or drawing/printmaking. Students develop their professional portfolio which is showcased during the BFA Exhibition in the UCF Art Gallery.

Photography, B.S.

The UCF to Daytona State College (DSC) joint A.S. to B.S. Photography program offers a holistic photographic education which incorporates strong technical, creative, and critical skills to empower graduates for life-long success in a variety of professional photographic fields.

Please Note: As part of the program, some courses study the form and proportion of the human figure. Nude models are used as reference.

 **SVAD.UCF.EDU**
cahsa@ucf.edu



UNDERGRADUATE MINORS

UCF SCHOOL OF VISUAL ARTS & DESIGN

Studio Art

The curriculum provides students with a solid foundation of techniques and theory in studio art. After students complete the studio foundation courses and successfully complete the Studio Art Portfolio review they are able to explore more in-depth concepts and practices by enrolling in upper level courses. 15 hours of coursework must be completed within the School of Visual Arts and Design.

Art History

The curriculum provides a foundation for the understanding of art, in all of its various forms, and encourages the development of visual literacy. Contextual, as well as stylistic approaches, provide exposure to different methodologies involved in the study of visual material. A broad range of courses foster multicultural awareness, civic and global responsibility, and provide art historical skills that lead to an understanding of image making and the power and function of images.

Digital Arts and Emerging Experiences

Provides students with an interdisciplinary pathway into digital art, and immersive experiences, equipping them with the artistic, technical, and conceptual skills required to navigate the rapidly evolving digital landscape. As industries increasingly embrace digital art, animation, storytelling, video art, and motion design, this minor enables students from all majors to explore emerging technologies through a creative lens.

“I acquired invaluable critical thinking and research skills that allowed me to succeed in a world-leading graduate art history program and obtain a position at an international gallery straight after my studies!”



Aileen Dowling, '16
Victoria Miro, London

HELPFUL RESOURCES

- **College of Arts and Humanities**
www.cah.ucf.edu
- **Housing Office**
www.housing.ucf.edu
- **Registrar's Office**
www.registrar.ucf.edu
- **Student Financial Assistance Office**
www.finaid.ucf.edu
- **Student Accessibility Services**
www.sas.sdes.ucf.edu
- **Tuition and Fees**
www.studentaccounts.ucf.edu/tf-tuitionratescurrent

APPLY TODAY

Whether this is your first time in college, transferring from another institution, or enrolling from another country, we've streamlined the process to make it as clear and quick as possible.

Apply to UCF online:
www.ucf.edu/apply-to-ucf

UCF Undergraduate Catalog:
<http://catalog.ucf.edu/>

Admission deadlines vary for freshmen, transfers and international students. Check the website for exact dates.

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Please Note: The information on this flier is subject to change at any time.