

STUDIO & DIGITAL ARTS MAJOR (B.S.)

Purpose

The purpose of the Bachelor of Science in Studio and Digital Arts major is to prepare students to use their professional skills as well as a theoretical and historical understanding of studio and digital arts to complement their moral and ethical values as a communicator in the field of visual art.

Program Learning Outcomes

The student will be able to:

- Critically analyze visual imagery in relation to history and culture;
- Effectively articulate the meaning of visual imagery;
- Visualize, conceptualize, and create visual imagery using traditional and digital materials, media, methods and techniques;
- Integrate a Christian worldview with best practices for creating visual imagery.

Graphic Design Concentration

- The student will be able to implement the principles and techniques of Graphic Design appropriate for industry contexts.

Studio Arts Concentration

- The student will be able to implement the principles and techniques of Studio Art appropriate for industry contexts.

Programs of Study

Delivery Format: Residential Only

- Studio & Digital Arts (B.S.) - Graphic Design - Resident
- Studio & Digital Arts (B.S.) - Studio Art - Resident

Career Opportunities

- Animator
- Art Critic
- Art Director
- Art Teacher
- Art Therapist
- Commercial and Industrial Designer
- Commercial Artist
- Graphic Artist
- Graphic Designer
- Illustrator
- Multimedia Artist
- Museum Curator
- Typographer