

## **Common Body of Knowledge and Skills**

**1. Studio.** Studies, practice, and experiences in studio subjects are of prime importance in the preparation of students for professional careers in art and design. The excellence of the creative work produced by students is the best determinant of the adequacy of the studio studies offered by the department. Creative work includes, but is not limited to, conceptualization, process, product, and critique.

### **Irrespective of major students must:**

- a. Gain functional competence with principles of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing.
- b. Present work that demonstrates perceptual acuity, conceptual understanding, and technical facility at a professional entry level in their chosen field(s).
- c. Become familiar with the historical achievements, current major issues, processes, and directions of their field(s).
- d. Be afforded opportunities to exhibit their work and to experience and participate in critiques and discussions of their work and the work of others.

**2. Art/ Design History, Theory, and Criticism.** Through comprehensive courses in the history of art/design, students must:

- a. Learn to analyze works of art/design perceptively and to evaluate them critically.
- b. Develop an understanding of the common elements and vocabulary of art/design and of the interaction of these elements, and be able to employ this knowledge in analysis.
- c. Acquire the ability to place works of art/design in historical, cultural, and stylistic contexts.

**3. Technology.** Students must acquire a working knowledge of technologies and equipment applicable to their area(s) of specialization.

**4. Synthesis.** While synthesis is a lifetime process, by the end of undergraduate studies students should be able to work independently on a variety of art and/or design problems by combining, as appropriate to the issue, their capabilities in studio, analysis, history, and technology