Bachelor of Fine Arts
Degree in Graphic Design

TOTAL OF 120 CREDITS to graduate with a 2.0 overall GPA. A total of 30 credits must be completed at the 300-400 level.

**1st yr**
**FALL SEMESTER**
- STA 110 Drawing I: 3 credits
- STA 113 Color and Design: 3 credits
- STA 114 Art and Design: Concepts and Practices: 3 credits
- HA 101 Western Art from the Paleolithic to Medieval Era: 3 credits
- WRA 101 Writing as Inquiry: 4 credits
- MTH Mathematics Course: 3 credits

**SPRING SEMESTER**
- STA 112 Art and Design: Concepts and Practices: 3 credits
- STA 113 Color and Design: 3 credits
- STA 114 Three-Dimensional Form: 3 credits
- GD 160 Digital Graphic Design: Tools and Methods: 3 credits
- STA 110 Drawing I: 3 credits
- MTH Mathematics Course: 3 credits

**2nd yr**
**FALL SEMESTER**
- GD 360 Graphic Design I: Graphic Form: 3 credits
- GD 360 Typography I: Form & Meaning: 3 credits
- HA 102 Western Art from the Renaissance to Contemporary: 3 credits
- IAH Integrative Studies in Arts and Humanities: 201-210: 4 credits
- STA 113 Color and Design: 3 credits
- MTH Mathematics Course: 3 credits

**SPRING SEMESTER**
- GD 365 Graphic Design II: Visual Communication: 3 credits
- GD 360 Graphic Design I: Graphic Form: 3 credits
- GD 360 Typography I: Form & Meaning: 3 credits
- GD 200 History of Graphic Design: 3 credits
- STA 112 Art and Design: Concepts and Practices: 3 credits
- MTH Mathematics Course: 3 credits

**3rd yr**
**FALL SEMESTER**
- GD 460 Graphic Design Elective: #1: 3 credits
- GD 460 Graphic Design Elective: #2: 3 credits
- STA 110 Drawing I: 3 credits
- STA 112 Art and Design: Concepts and Practices: 3 credits
- STA 113 Color and Design: 3 credits
- IAH Integrative Studies in Arts and Humanities: 201-210: 4 credits

**SPRING SEMESTER**
- GD 460 Graphic Design Elective: #3: 3 credits
- STA 113 Color and Design: 3 credits
- STA 112 Art and Design: Concepts and Practices: 3 credits
- GD 200 History of Graphic Design: 3 credits
- STA 110 Drawing I: 3 credits
- IAH Integrative Studies in Arts and Humanities: 201-210: 4 credits

**4th yr**
**FALL SEMESTER**
- GD 460 Graphic Design II: Visual Communication: 3 credits
- GD 460 Graphic Design Elective: #2: 3 credits
- STA 113 Color and Design: 3 credits
- STA 112 Art and Design: Concepts and Practices: 3 credits
- STA 110 Drawing I: 3 credits
- IAH Integrative Studies in Arts and Humanities: 201-210: 4 credits

**SPRING SEMESTER**
- GD 460 Graphic Design Elective: #3: 3 credits
- STA 113 Color and Design: 3 credits
- STA 112 Art and Design: Concepts and Practices: 3 credits
- GD 200 History of Graphic Design: 3 credits
- STA 110 Drawing I: 3 credits
- IAH Integrative Studies in Arts and Humanities: 201-210: 4 credits
Bachelor of Fine Arts Degree in Graphic Design

STA 110 Drawing I
3 credits
No Prerequisite
Fundamental concepts of drawing. Emphasis on observational, descriptive and analytical drawing. Practice of drawing skills using common drawing media.
FALL + SPRING OF EVERY YEAR

STA 112 Art and Design: Concepts and Practices
3 credits
No Prerequisite
Theme-based study of aesthetic and conceptual issues surrounding contemporary art and design practices. Art/design vocabulary, critical thinking skills, understanding of diverse social roles of the artist and designer and relationship to visual art within contemporary culture and society.
FALL OF EVERY YEAR

STA 113 Color and Design
3 credits
No Prerequisite
Basic elements of two-dimensional design. Principles of organization and the theory and practice of color as a basis for creative solutions for the problems of the artist and designer.
FALL + SPRING OF EVERY YEAR

STA 114 Three-Dimensional Form
3 credits
No Prerequisite
Formal elements of three-dimensional form. Application of the principles of organization as a means for producing creative solutions for the artist and designer. Related practical experience with a variety of materials and processes.
FALL + SPRING OF EVERY YEAR

HA 101 Western Art from the Paleolithic to Medieval Era
3 credits
No Prerequisite
Introductory survey of Western Art from the Paleolithic to the Medieval era, key works, monuments, and stylistic trends.
FALL OF EVERY YEAR

HA 102 Western Art from the Renaissance to Contemporary Art
3 credits
No Prerequisite
Formal elements of three-dimensional form. Application of the principles of organization as a means for producing creative solutions for the artist and designer. Related practical experience with a variety of materials and processes.
FALL + SPRING OF EVERY YEAR

GD 200 History of Graphic Design
3 credits
No Prerequisite
Survey of visual communication. Social, global and technological developments in graphic design as it relates to art historical movements and other design disciplines. Typography of printed and digital work from 1880 to present.
FALL + SUMMER OF EVERY YEAR

GD 209 Ancient Art
No Prerequisite
Experiential learning helps students gain competencies they need for real-life success. In the liberal arts, the ability to gain these competencies is critical.

One additional course in History of Art at the 200 or 400-level (3 or 4 credits)

GD 210 Medieval Art
FALL + SPRING + SUMMER OF EVERY YEAR

GD 230 Renaissance & Baroque Art
FALL OF EVERY YEAR

GD 240 Modern Art
FALL + SPRING OF EVERY YEAR

GD 250 Arts of North America
FALL OF EVERY YEAR

GD 251 History of Photography
FALL OF EVERY YEAR

GD 252 Contemporary Art
FALL OF EVERY YEAR

GD 253 Native North American Art
FALL OF EVERY YEAR

GD 254 Latin American Art
FALL OF EVERY YEAR

GD 260 Asian Art
FALL OF EVERY YEAR

GD 261 Modern Asian Art
FALL OF EVERY YEAR

GD 267 African Art
FALL OF EVERY YEAR

GD 291 Topics in Art History
FALL + SPRING OF EVERY YEAR

HA 209 Ancient Art
FALL + SPRING + SUMMER OF EVERY YEAR

HA 210 Medieval Art
FALL + SPRING + SUMMER OF EVERY YEAR

HA 230 Renaissance & Baroque Art
FALL OF EVERY YEAR

HA 240 Modern Art
FALL + SPRING OF EVERY YEAR

HA 250 Arts of North America
FALL OF EVERY YEAR

HA 251 History of Photography
FALL OF EVERY YEAR

HA 252 Contemporary Art
FALL OF EVERY YEAR

HA 253 Native North American Art
FALL OF EVERY YEAR

HA 254 Latin American Art
FALL OF EVERY YEAR

HA 260 Asian Art
FALL OF EVERY YEAR

HA 261 Modern Asian Art
FALL OF EVERY YEAR

HA 267 African Art
FALL OF EVERY YEAR

HA 291 Topics in Art History
FALL + SPRING OF EVERY YEAR

GD 360 Graphic Design I: Graphic Form
3 credits
STA 110 + STA 113 + STA 114 + STA 112
Introduction to form analysis and manipulation, through theory, concept and visual tools, to develop clear formal languages. Traditional and digital craft. Development of verbal articulation.
FALL + SPRING OF EVERY YEAR

GD 365 Typography I: Form & Meaning
3 credits
STA 110 + STA 113 + STA 114 + STA 112
Introduction to form analysis and manipulation, through theory, concept and visual tools, to develop clear formal languages. Traditional and digital craft. Development of verbal articulation.
FALL + SPRING OF EVERY YEAR

GD 366 Graphic Design II: Visual Communication
3 Credits
GD 360 + GD 365
Basic elements of two-dimension Advance from the analysis of form to the meaning of form. Synthesis of form and content will progress towards cohesive communication systems.
FALL + SPRING OF EVERY YEAR

HA 360 Digital Graphic Design: Tools and Methods
3 credits
No Prerequisite
Introduction of digital tools and methods specific to contemporary graphic design.
FALL + SPRING + SUMMER OF EVERY YEAR

HA 401 Greek Art and Archaeology
FALL + SPRING + SUMMER OF EVERY YEAR

HA 402 Roman Art and Archaeology
FALL + SPRING + SUMMER OF EVERY YEAR

HA 410 Selected Topics Medieval Art
FALL + SPRING + SUMMER OF EVERY YEAR

HA 420 Selected Topics Baroque Art
FALL + SPRING + SUMMER OF EVERY YEAR

HA 446 Impressionism
FALL + SPRING + SUMMER OF EVERY YEAR

HA 450 Selected Topics Modern Art
FALL + SPRING + SUMMER OF EVERY YEAR

HA 460 Graphic Design Internship
1 - 6 credits
STA 360 or GD 365
Field experience in a working design environment under supervision of a graphic design professional.
FALL + SPRING + SUMMER OF EVERY YEAR

HA 461 Selected Topics Modern Art
FALL + SPRING + SUMMER OF EVERY YEAR

HA 462 The Arts of China
FALL + SPRING + SUMMER OF EVERY YEAR

HA 471 Selected Topics African Art
FALL + SPRING + SUMMER OF EVERY YEAR

Each learning opportunity must be at least 3 credits in order to complete the requirement.

For further information, visit www.excelnetwork.cal.msu.edu

EXPERIENTIAL-LEARNING COMPONENT
one of the following

GD 492 Senior Seminar and Professional Practice
2 credits
STA 492A or concurrently + completion of Tier I writing requirement
Capstone course for graphic designers. Writing as a mode of issue delineation and definition, portfolio preparation.
SPRING OF EVERY YEAR

GD 492 A Exhibition Practicum
1 credit
Completion of Tier I writing requirement
Exhibition experience in graphic design. Audience delineation, conceptual framing, use of space, and evaluation.
SPRING OF EVERY YEAR

GD 493 Graphic Design Internship
1 - 6 credits
GD 360 or GD 365
Field experience in a working design environment under supervision of a graphic design professional.
FALL + SPRING + SUMMER OF EVERY YEAR

GD 494 Design Center
3 credits
GD 460
Practicum in design problem-solving, including extensive contact with selected clients at a professional level.
SPRING OF EVERY YEAR
### Bachelor of Fine Arts in Graphic Design

#### DEPARTMENT OF ART, ART HISTORY, AND DESIGN

The Graphic Design BFA Portfolio Review is a requirement of all students pursuing a Bachelor of Fine Arts degree. The portfolio reviews will be held in both Fall and Spring semesters with Graphic Design faculty. During this review you will share process work and final outcomes of projects completed in these courses.

Students are eligible to participate in the Graphic Design BFA Portfolio Review if they:
- have completed GD360 and GD365 AND;
- are in their second semester or later at Michigan State University or equivalent standing at another university, and have not yet earned their 30th credit in GD and STA credits combined.

#### Exceptions will be considered for transfer students.

Detailed information on preparing and submitting materials will be shared with students prior to the review period.

For further information, visit [www.art.msu.edu](http://www.art.msu.edu).

---

#### Four of the following courses including at least one course from each of the following three areas (12 credits):

- **Prerequisites for all courses listed here are STA 110 + STA 112 + STA 113 + STA 114**
- **Per approval of department and based on semester offerings, a student may enroll in any of the areas Selected Topics courses in Painting, Printmaking, Ceramics, Sculpture, Photography and Electronic Art & Intermedia.**

#### Two-Dimensional Area

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Offerings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STA 320</td>
<td>Painting I</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Representational painting of landscape, figure, and still life imagery.</td>
</tr>
<tr>
<td>STA 330</td>
<td>Lithography</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Basic processes of image-making in lithography, including both traditional</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>and contemporary methods. Fundamentals of drawing and design as applied to</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>printmaking, as well as develop-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>ment of personally innovative imagery and</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>concept. Final independent project explores both two and three dimensional</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>applications of print techniques.</td>
</tr>
<tr>
<td>STA 335</td>
<td>Etching</td>
<td>FALL OF EVERY YEAR</td>
<td>Aesthetic principles and techniques such as soft ground, aquatint, dry</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>point, transfer ground and crosshatching.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Three-Dimensional Area</td>
</tr>
<tr>
<td>STA 340</td>
<td>Ceramics: Hand Building</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Ceramic processes including handbuilding, with terre cotta clay, low-fire</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>glaze formulation, and kiln firing as a means of cultural and artistic</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>expression.</td>
</tr>
<tr>
<td>STA 345</td>
<td>Ceramics: Mold Making, Casting,</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Design forms for serial production</td>
</tr>
<tr>
<td></td>
<td>and Serial Production</td>
<td></td>
<td>using hands-on experiences. Modeling techniques, plaster mold making, slip</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>casting, glazing, and digital decal processes.</td>
</tr>
<tr>
<td>STA 350</td>
<td>Exploration of the Human Figure</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Aspects of the human figure studied in relation to artistic media.</td>
</tr>
<tr>
<td>STA 351</td>
<td>Installation and Expanded Media</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Interdisciplinary approach to studio practice. Exploration of artistic and</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>cultural expression using installation and expanded media.</td>
</tr>
<tr>
<td>STA 354</td>
<td>Casting</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Casting concepts and techniques as a means of artistic and cultural</td>
</tr>
<tr>
<td>STA 355</td>
<td>Construction and Fabrication</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Sculptural concepts using methods of construc-</td>
</tr>
</tbody>
</table>

#### Electronic Art and Intermedia and Photography Area

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Offerings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STA 370</td>
<td>Photography I</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Introduction to photography as a fine art medium, including the functions</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>and controls of a digital camera; photography as a means of visual</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>art expression, in monochrome and color; the basic aspects of image</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>adjustment software; and, historical and contemporary approaches to both</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>technical and artistic/conceptual practice.</td>
</tr>
<tr>
<td>STA 380</td>
<td>Electronic Art</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Using the computer as a tool for making art. Creation of innovative</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>electronic art and new media projects that introduce students to</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>conceptual as well as technical skill sets.</td>
</tr>
<tr>
<td>STA 384</td>
<td>Experiments in Digital Video</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Introduction to core skills and concepts used in digital video production,</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>with an emphasis on art-making, conceptual thinking, and experience.</td>
</tr>
<tr>
<td>STA 385</td>
<td>Intraer Environs &amp; Digital Fab</td>
<td>FALL EVERY YEAR</td>
<td>Systems-based approach to design and fabrica-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>tion of functional experimental art devices; combining principles of</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>mechanical, electronic, software design, robotics, sensors, actuators, and</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>other control devices. Exposure to new paradigms of creative practice and</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>will develop intricate, interdisciplinary group projects.</td>
</tr>
</tbody>
</table>

#### Five of the following courses (15 credits):

- **Prerequisites for all courses listed here are GD 360 and GD 365 unless otherwise noted.**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Offerings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GD 303</td>
<td>Experimental Design Practices</td>
<td>No Prerequisite</td>
<td>Studio-based survey of experimental and futures-oriented design practices</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>that are interdisciplinary in nature, intersect with emergent practices in</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>the visual arts, and address broader issues of power, normativity, and</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>social justice.</td>
</tr>
<tr>
<td>GD 462</td>
<td>Spatial Design</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Development and application of visual communication elements for volumetric</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>structures and spaces.</td>
</tr>
<tr>
<td>GD 465</td>
<td>Typography II: Typographic Systems</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Typographic exploration through grid, hierarchy, and systems development.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Variety of purpose, content and viewer consideration in resulting</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>appropriate forms.</td>
</tr>
<tr>
<td>GD 466</td>
<td>Identity Design</td>
<td>FALL OF EVERY YEAR</td>
<td>Design development, hierarchical unification, and application strategies for</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>the graphic identification of organizations and sub-units of</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>organizations.</td>
</tr>
</tbody>
</table>

#### Experimental and relevant topics of interest in graphic design.

- **Prerequisites for all courses listed here are GD 360 and GD 365 AND;**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Offerings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GD 467</td>
<td>Motion Design</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Time-based design utilizing sound and motion for visual communication and</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>personal expression relating to the field of graphic design. Conceptual</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>and formal explorations relating to the moving image such as motion</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>graphics, stop-motion animation, and kinetic typography.</td>
</tr>
<tr>
<td>GD 468</td>
<td>Interaction Design</td>
<td>FALL OF EVERY YEAR</td>
<td>Digital interactivity as a tool for visual communication, design and</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>distribution of ideas. Conceptual, formal and typographical explorations</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>relating to screen-based activities such as interface design, user-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>interaction and basic animation.</td>
</tr>
<tr>
<td>GD 491</td>
<td>Selected Topics in Graphic Design</td>
<td>FALL + SPRING OF EVERY YEAR</td>
<td>Experimental and relevant topics of interest in graphic design.</td>
</tr>
</tbody>
</table>

---

For more information, visit [www.art.msu.edu](http://www.art.msu.edu).

Updated 2.2022