School of Fine Arts

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Eva Gorbants, M.A., Assistant Dean, School of Fine Arts

The School of Fine Arts encompasses the Departments of Art and Art History, Digital Media and Design, Dramatic Arts and Music. The curricula in each department afford not only an intensive professional education, but a liberal university education as well.

Admission Requirements. See Admission to the University and Department Guidelines.

General Education Requirements. The University Senate has adopted General Education Requirements in a variety of curricular areas that must be satisfied as part of every bachelor’s degree program. These requirements appear in the “Academic Regulations” section of this Catalog.

Courses may be used to meet both School of Fine Arts and University requirements.

Supplementary Scholastic Standards. Fine Arts students (with the exception of Art History and Theatre Studies majors and Digital Media and Design students enrolled in the Bachelor of Arts program) must enroll in a minimum of six credits in major department courses (Art and Art History, Dramatic Arts, or Music or Digital Media and Design courses for students enrolled in the Bachelor of Fine Arts program) each semester of full-time study unless an exception is granted by the Director of Advising. Students who fail to comply with the minimum credit requirement are subject to dismissal from the school.

Bachelor’s Degree Requirements

Upon the recommendation of the faculty, the various bachelor’s degrees are awarded by vote of the Board of Trustees to students who have met the following requirements:
1. Earned at least 120 credits applicable toward the degree;
2. Earned at least a 2.0 grade point average for all calculable course work;
3. Met all the requirements listed above for the specific degree taken.

Exemptions and Substitutions: Students who desire to be excused from any of the requirements or courses should consult the pertinent department head and Eva Gorbants, Assistant Dean.

Minors. The School of Fine Arts offers interdisciplinary minors in Digital Arts, Digital Media, and Global Arts and Culture. They are described in the “Minors” section of this Catalog.

Art and Art History

Degrees offered
• Bachelor of Fine Arts
• Bachelor of Arts in Art History

Competency Requirements

Information Literacy and Writing in the Major. Students must successfully complete at least one Art History W course.

Computer Technology. Students must meet University entrance standards. Note: Each Bachelor of Fine Arts Studio Art Major must own a personal portable computer that meets or exceeds posted departmental performance standards.

Minors. The Art and Art History Department offers minors in Art History and Studio Arts. They are described in the “Minors” section of this Catalog.

Art

Bachelor of Fine Arts Areas of Concentration
• Communication Design
• Illustration/Animation
• Painting
• Photography
• Printmaking
• Sculpture/Ceramics
• Individualized

Admission

Portfolio Review

Common Curriculum

All B.F.A. students share a common curriculum of 39 credits:
• Drawing: ART 1030, 1040
• Foundation Courses: Studio Concepts: ART 1010
• Criticism and Interpretation: ART 1020
• Basic Studios*: Painting (ART 2310), Photography (ART 2410), Printmaking (ART 2510), and Sculpture (ART 2610).
• Art History: Twelve credits in Art History, one a 1000-level offering to be taken in the first two years of study. Not more than two 1000-level Art History courses may be used toward the Art History requirement for the B.F.A. degree.

Senior Project: ART 4901

*Note: All basic studios should be completed no later than the completion of the fifth term. Studio Art minimum requirement is 66 credits, a minimum of 30 of which must be at the 3000-level or higher.

Areas of Concentration

All concentrations consist of a minimum of 18 credits of 2000-level or higher courses, with area requirements specified below.

Communication Design: ART 2110, 2120, 3110, 3120, 4110.
Illustration/Animation: ART 2010, 2011, 2110, 2210, 3010, 3210 (repeated once), 3350, 3370 or 3020.
Painting: ART 2010, 3310, 3330 and six additional credits in the 3000-level courses in the painting area to be determined by student interest and faculty advisement.
Photography: ART 2420, 3420, and 4410 (may be repeated once); ARTH 3460, 3560 plus 12 additional credits in any of the 3000-level studio courses in the photography area to be determined by student interest and faculty advisement.
Printmaking: ART 2010, 3010, 3510, 3520, and 3530 (may be repeated up to 18 credits).
Sculpture: ART 2010, 3630, 3640, 3650, 3660 plus 6 additional credits in any of the 3000-level courses in the three-dimensional area to be determined by student interest and faculty advisement.
Individualized Studies: A program of at least 30 credits (including ART 4901) on the 3000-level or higher, drawn from two or more areas, in consultation with area faculty. Students must file an approved Individualized Studies proposal.

Remaining Credits. Any remaining credits of the required 78 in art and art history may be filled by repeating some courses where permitted, taking relevant concentration courses, or taking electives in studio art.

Independent Study. Open to fifth semester students with a minimum departmental grade point average of 3.0 and no outstanding incompletes for any other 3999. A maximum of 6 credits total.

Internships and Co-ops. Fifth semester students with a minimum major GPA of 3.0 have an opportunity for a placement in art for credit, either a Studio Internship (ART 3991) or Co-operative Education in Art (ART 3990).

Additional Graduation Requirements.
• Senior Project (C or better)
• Exhibited work in annual senior show

The Department of Art and Art History reserves the right to retain student work for exhibition purposes and classroom demonstrations.

Art History

Bachelor of Arts in Art History

The Art History program’s special strengths include an interdisciplinary range of courses that address chronological breadth as well as issues of gender, identity formation, and theory and criticism in the visual arts. Members of the Art History faculty collaborate closely with colleagues in programs in Women’s Studies, Latin American Studies, Medieval Studies, American Studies, African American Studies, European Studies, Asian American Studies, and Human Rights. Graduates go on to graduate study as well as careers in...
museums, galleries, and a range of arts-related settings both in the U.S. and abroad. Majors are encouraged to participate in Education Abroad Programs and many have used internship opportunities at museums and galleries to build professional expertise and broaden their career options.

The undergraduate art history major requires the following Art History courses:

Six credits at the introductory, 1000-level: ARTH 1128, 1137, 1138, 1140, 1141, or 1162 and 24 credits of art history at the 2000-level and above to include:

- 3 to 6 credits of art history at the 2000-level
- One 3-credit course from each of Groups A, B, and C listed below
- A 3-credit capstone seminar (either ARTH 4010 or another course designated annually by the art history faculty)
- And 6 to 9 additional credits of art history at the 3000 level

A: Ancient, Medieval or Renaissance art: ARTH 3140, 3150, 3210, 3220, 3230, 3240, 3260, 3320, 3330, 3340, 3360, 3610*, 3620*

B: Art from the 19th-century to the present: ARTH 3020, 3035, 3050*, 3430, 3440, 3445, 3450, 3460, 3510, 3520, 3530, 3560, 3630*, 3640*, 3645*

C: Art from global perspectives: ARTH 3015, 3050*, 3500, 3610*, 3620*, 3630*, 3640*, 3645*, 3715, 3720, 3730, 3740, 3745, 3760

*Courses marked with an asterisk (*) may be used to fulfill just one requirement.

Additional Requirements. Art History students also take 6 credits of studio art at any level for which they meet the prerequisites and 12 credits at the 2000-level or above of related courses outside the major as approved by the major advisor.

**Art history majors must complete at least 45 credits numbered 2000-level or higher as part of their total 120 credits required for graduation.

Digital Media and Design

Degrees offered
- Bachelor of Fine Arts in Digital Media and Design
- Bachelor of Arts in Digital Media and Design

Admission

60 second video, and portfolio review, or interview at the department’s request.

Competency Requirements:

Information Literacy and Writing in the Major. Basic information literacy skills will be addressed in DMD 1000, 1030 and 2010. Students must successfully complete DMD 3010W.

Computer Technology. Students must meet University entrance standards. Each student must own a personal portable computer that meets or exceeds posted departmental performance standards. Refer to dmd.uconn.edu for current standards.

Bachelor of Fine Arts Areas of Concentration
- 2D Animation
- 3D Animation
- Digital Game Design
- Web Design/Interactive Media Design

Bachelor of Arts Areas of Concentration
- 2D Animation
- 3D Animation
- Digital Game Design
- Digital Humanities
- Digital Media Strategies for Business
- Web Design/Interactive Media Design

Bachelor of Fine Arts Requirements

All B.F.A. students share a common curriculum of 43 credits: DMD 1000, 1030, 1070, 2010, 2200, 3010W, 3040 (twice); 6 credits of DMD 4081 and/or DMD 4075 Senior Project; Degree Exhibition (twice, for a total of 2 credits), 2 credits of Portfolio and Professional Development, ART 1030, 2110; one Basic Studio* for 3 credits from ART 2010, 2210, 2410, 2510, 2610, a three-credit course in visible language.

*Note: The basic studio requirement should be completed no later than the fourth term.

Courses in related group outside DMD (12 credits)

1000/2000/3000-level courses. These courses should be related to the student’s DMD concentration but need not be in a single department or program. In consultation with the academic advisor, the student will select courses designed to develop a core competency in humanities and supplementary social sciences consistent with his or her interests and career goals. This chosen area of competency also provides the foundation for the student’s Senior Thesis. Competency areas might include History, Creative Writing, Architecture, Electrical Engineering, Psychology, Computer Science, etc. These same courses may be used to satisfy other University requirements if appropriate.

Areas of Concentration (21 credits)

2000/3000/4000-level courses including all necessary prerequisites within area of DMD concentration.

- 2D Animation Requirements: a minimum of 21 credits of DMD 2000-level or higher courses including DMD 3200, 3205, 3210, 3220, 3230, or others as approved by the advisor.
- 3D Animation Requirements: a minimum of 21 credits of DMD 2000-level or higher courses including DMD 2310, 2320, 3310, 3350, 4310, or others as approved by the advisor.
- Digital Game Design Requirements: a minimum of 21 credits of DMD 2000-level or higher courses including DMD 2500, 2530, 2542, 2550, 3035, 3230, 3530, 3540, 3560, or others as approved by the advisor.
- Web Design/Interactive Media Design Requirements: a minimum of 21 credits of DMD 2000-level or higher courses as approved by the advisor.

Independent Study

(DMD 3099) Open to fifth semester students with a minimum departmental grade point average of 3.0 GPA and no outstanding incompletes for any other independent study courses. Limited to a maximum of 18 credits total.

Internships

(DMD 4081) Fourth semester students with a minimum major GPA of 3.0 will have an opportunity - on a competitive basis - to make application for placement into an external (or potentially internal) internship.

Additional Graduation Requirements.

- Senior Project (2.0 or better required for graduation) or an Internship (satisfactory report)
- Exhibited work in annual Senior Show

Bachelor of Arts Requirements

All B.A. students share a common curriculum of 27 credits: DMD 1000, 1030, 1070, 2010, 2200, 3010W, 3040 (two semesters), and a three-credit course in visible language.

Courses in related group outside DMD (12 credits)

1000/2000/3000-level courses. These courses should be related to the student’s DMD concentration but need not be in a single department or program. Competency areas might include History, Creative Writing, Architecture, Electrical Engineering, Psychology, Computer Science, etc. These same courses may be used to satisfy other University requirements if appropriate.

Areas of Concentration (18 credits)

2000/3000/4000-level courses including all necessary prerequisites within area of DMD concentration. All students must choose one of the concentrations listed below.

- 2D Animation Requirements: a minimum of 18 credits of DMD 2000-level or higher courses including DMD 3200, 3205, 3210, 3220, 3230, or others as approved by the advisor.
- 3D Animation Requirements: a minimum of 18 credits of DMD 2000-level or higher courses including DMD 2310, 2320, 3310, 3350, 4310, or others as approved by the advisor.
- Digital Game Design Requirements: a minimum of 18 credits of DMD 2000-level or higher courses including DMD 2500, 2530, 2542, 2550, 3035, 3230, 3530, 3540, 3560, or others as approved by the advisor.
Digital Humanities Requirements: a minimum of 18 credits of DMD 2000-level or higher courses including DMD 2610, 2700, or others as approved by the advisor, and one of the following in consultation with the academic advisor: GEOG 2500, HIST 3102, or SOCI 3201. When selecting courses in the related group outside of DMD, the student will select courses designed to develop a core competency in humanities and complementary social sciences consistent with his or her interests and career goals. This chosen area of competency also provides the foundation for the student’s Senior Thesis. Competency areas might include Latino Studies, Human Culture and Cognition (Anthropology), Comparative Literature and Cultural Studies, Urban and Community Studies, History, Literary History and Studies (English), etc.

Digital Media Strategies for Business Requirements: a minimum of 18 credits of DMD 2000-level or higher courses including DMD 2700, 2710, 3040, 3470, 3720, 3730, or others as approved by the advisor.

Web Design/Interactive Media Design Requirements: a minimum of 18 credits of DMD 2000-level or higher courses as approved by the advisor.

Independent Study
(DMD 3099) Open to fifth semester students with a minimum departmental grade point average of 3.0 GPA and no outstanding incompleted for any other independent study courses. Limited to a maximum of 18 credits total.

Internships
(DMD 4081) Fourth semester students with a minimum major GPA of 3.0 will have an opportunity - on a competitive basis - to make application for placement into an external (or potentially internal) internship.

Note: The Digital Media and Design Department reserves the right to retain student work for exhibition purposes, on-line program promotion, and classroom demonstration.

Supplemental Academic Standards for Digital Media and Design
Digital Media and Design majors must maintain a minimum cumulative grade point average of 2.7 for all graded coursework at the University of Connecticut. Digital Media and Design majors must maintain a minimum cumulative grade point average of 3.0 based on all courses required within the Digital Media and Design majors.

At the end of each semester, students with a grade point deficiency will be placed on departmental scholastic probation. During the subsequent semester, the student will have the opportunity to improve their standing. In the event that the student’s standing does not rise to the minimum level, they will be subject to dismissal from the Digital Media and Design major.

Minors. The department also offers a minor in Digital Media. It is described in the “Minors” section of this Catalog.

Dramatic Arts

Degrees Offered
• Bachelor of Fine Arts in Acting, Design/Technical Theatre and Puppetry: preparation for successful careers in performing arts.
• Bachelor of Arts in Theatre Studies: study of theatre within a liberal arts curriculum.

Both programs are also considered as preparatory for graduate level studies. The department also offers the Master of Arts and the Master of Fine Arts degrees. Consult the Graduate Catalog for details.

Admission
• Prospective Acting majors: One contemporary and one Shakespeare verse monologue, total of 4 minutes.
• Prospective Design/Technical major: Interview and portfolio review.
• Prospective Puppetry Arts majors: Audition and interview.
• Prospective Theatre Studies majors: Departmental application/essay.

Requirements - B.F.A.
To fulfill their departmental writing in the major requirement, students in all three B.F.A. programs must complete one of the following three courses: DRAM 3131W, 4135W, or 4711W.

Basic information literacy skills required for B.F.A. Dramatic Arts students will be addressed in DRAM 1206, 1701 or 1710. Other information-gathering skills will also be addressed in the required DRAM 4711W course and in the two courses each student must select from the 3000-4000 level Theatre History/Literature options (DRAM 3130, 3131, 3138, and 4135W).

All B.F.A. students in Dramatic Arts (Acting, Design/Technical, and Puppetry majors) must complete the following courses: DRAM 2130, 2131, 4711W, and 6 credits selected from DRAM 3130, 3131, 3138, or 4135W.

The following additional course requirements apply to the different major programs within the B.F.A.:

Acting majors must also complete:
• DRAM 1206, 2 credits of DRAM 1282 crew and 3 credits of DRAM 3182 practicum
• DRAM 2130, 2131 and six credits from DRAM 3130, 3131W, 3138, 4135W
• DRAM 1701, 1702, 1801, 1802, 1901, 1902, 2701, 2702, 2810, 2812, 4701, 4702, 4703, 4704, 4811, 4911, 4912, 4931

There is no computer competency requirement for Acting majors beyond the University’s entrance expectations.

Design/Technical majors must also complete:
• DRAM 1206, 1208, 1282 (1 credit)
• DRAM 2130, 2131, 4711W and 6 credits from: DRAM 3130, 3131, 3138, 4135W
• DRAM 1201, 1202, 1209, 1210, 3199 (12 credits), 3201, 3220, 3301, 3401, 3501.
• Three additional courses chosen from DRAM 3103, 3202, 3302, 3402, 3502, 3601, 3603.

Beyond the University’s entrance expectations, Design/Technical majors require computer competencies that are addressed in the following required courses: DRAM 1202, 1210, 3220 and 3501. Those intending to specialize in lighting design may also elect DRAM 3502.

Note: Each Bachelor of Fine Arts Student in the Design/Technical area, and any other student taking any of the digital design courses, must own a personal portable computer that meets or exceeds posted departmental performance standards.

For more information on this requirement, go to http://drama.uconn.edu/.

Puppetry majors must also complete:
• DRAM 1206, 1208, one credit of DRAM 1282 practicum
• DRAM 2130, 2131, 4711W
• 6 credits from: 3130, 3131W, 3138, 4135W
• DRAM 1710 (two enrollments for 6 credits), 2902, 3201, 3301, 3401, 3402, 3501, 3601, 3602, 3603, 3604.
• DRAM 3182 (4 credits to be selected from the following areas: acting, construction, costuming, lighting, painting, properties, puppetry performance, and running crew).

Beyond the University’s entrance expectations, Puppetry majors require computer competencies that are addressed in the following required course: DRAM 3501.

Requirements - B.A. - Theatre Studies
To fulfill their departmental Writing in the Major requirement, Theatre Studies majors complete one of the three following courses: DRAM 3131W, 4135W, or 4711W.

Basic information literacy skills required for Theatre Studies majors will be addressed in DRAM 1710. Other information-gathering skills will also be addressed in the required DRAM 4711W course and in the two courses each student must select from the 3000-4000 level Theatre History/Literature options (DRAM 3130, 3131W, 3138, and 4135W).

There is no computer competency requirement for Theatre Studies majors beyond the University’s entrance expectations.

All Theatre Studies majors must complete the following courses: DRAM 1206, 1208 and 1 credit of 1282 crew
DRAM 1710, 2130, 2131, 2141, 4711W, and 6 credits selected from 3130, 3131W, 3138, or 4135W.

18 additional drama credits at the 3000-4000 level
12 credits at the 3000-4000 level in a related group outside the department. These courses should be related to the student’s major but need not be in a
single department or program. These same courses may be used to satisfy other University requirements if appropriate.

**Minors.** The department also offers a minor in Dramatic Arts. It is described in the “Minors” section of this Catalog.

**Music**

**Degrees Offered**
- **Bachelor of Music** with an emphasis in composition, performance, or theory.
- **Bachelor of Arts in Music** with an emphasis in composition, performance, or theory, and a further technology requirement is met by MUSI 1103 and by MUSI 1110, 1111, or 1112 for all students. For_buffered_domain
- **Bachelor of Science in Music Education** with an emphasis in science with a performance emphasis.

**Admission**

On-site audition and aural skills assessment. Consult the Department’s website for details: music.uconn.edu

**Common Curriculum**

1. Completion of the following courses: MUSI 1101, 1103, 1222, 1311, 1312, 1313, 1314, 3311, 3313, 3401, and 3405. MUSI 1103 is required of all music students during the first fall semester of residence during which it substitutes for MUSI 1101, Convocation.

2. **Convocation (MUSI 1101), Private Lesson (MUSI 1222 or 3222), and Ensemble (MUSI 1110, 1111, or 1112)** are required each semester of a student’s residency in music as a declared music major, subject to the following exceptions:
   - a. Students pursuing the Bachelor of Arts with no emphasis may reduce these residency requirements to six semesters, which need not be consecutive;
   - b. Students pursuing the Bachelor of Music or Bachelor of Arts with voice as their primary instrument may substitute MUSI 1119 for MUSI 1111 in the last two semesters of their residency;
   - c. B.M. Theory and Composition students need 7 semesters of private lessons;
   - d. B.A. and B.M. keyboard students need 4 semesters of ensemble.

3. Four performances representing the student’s primary instrument. (See specific guidelines under additional requirements.)

4. Students pursuing the Bachelor of Arts with no emphasis must complete piano proficiency equivalent to MUSI 1231 Class Piano Level 2. Students seeking any other music degree or concentration must complete piano proficiency equivalent to MUSI 1231 Class Piano Level 4.

5. Students with a keyboard emphasis must complete 4 semesters of MUSI 1241 (B.M. and B.S. keyboard students must complete 4 semesters of MUSI 1241 before promotion to 3000-level or above applied study).

The University’s information literacy requirement will be met through participation in MUSI 1103 and MUSI 3322W, 3410W, 3411, or 3421W.

The University’s writing in the major requirement will be met through participation in MUSI 3322W, 3410W, 3421W, or any 3000-level or above W course that has been approved for this major.

The University’s computer technology requirement will be met by MUSI 1103 and by MUSI 1110, 1111, or 1112 for all students. For students in the B.A. with a Jazz Emphasis, a further technology requirement is met by MUSI 3631, Jazz Arranging. For B.M. with an emphasis in theory, a further technology requirement is met by MUSI 3311 and 3351.

**Additional Requirements (All B.A. degree programs)**

1. 9 credits outside Music Department in addition to general education requirements.
2. Minimum of 42 credits of music courses, of which 14 must be at the 2000-level or above.
3. Four performances in recital or convolution, as a soloist, chamber musician, or accompanist.

**Jazz Emphasis**

1. MUSI 3312 and 3314.
2. MUSI 3409.
3. MUSI 1601, 3601, 3631, 3632
4. For the last four semesters of this degree program, Jazz Ensemble (MUSI 1115) fills the remaining four credits (1 credit per semester) of the large ensemble requirement.
5. Two semesters of applied study in jazz are counted against the 8 required semesters of applied study (MUSI 1222). Jazz lessons are taught in either the third or fourth year of the degree program by members of our current jazz faculty.

**Music History Emphasis**

1. MUSI 3312 and 3314.
2. MUSI 3409.
3. Music History courses: MUSI 4489, and three courses chosen from MUSI 3410W, 3411, 4471, 4472 and 4473: one of these three courses must be 4471, 4472 or 4473, and one must be on a pre-1700 topic.
4. Music Theory courses: Two courses from MUSI 3321, 3322W, 3361, 3371Q.
5. Foreign language: Option A: Two semesters of German, if another language is taken to fulfill the group requirement (students will take 1000-level courses in German for 4 credits). Option B: If German is taken as a group requirement, then an additional 2 semesters will be required (students will take 2000-level or above courses in German for 3 credits).

**Additional Requirements (Bachelor of Music Degrees)**

1. MUSI 3312 and 3314.
2. MUSI 3409 and one additional 3000-level music history course.
3. Completion of MUSI 3321 and 3322W.
4. Four performances in convolution or recital, exclusive of any degree recitals. Students with an emphasis in performance must appear as soloist a minimum of three times, the other option being a chamber musician. Students with a theory or composition emphasis may appear as a soloist, chamber musician, or accompanist.
5. In addition, completion of the following courses:
   - **Composition Emphasis**
     - a. MUSI 1601, 3371Q, 4731 and 4979.
     - b. Completion of the following composition courses: MUSI 3331, 4333 (two semesters), 3351, 3631.
   - **Performance emphasis: Instrumental**
     - a. MUSI 3222 (4 semesters), MUSI 3232, 4731, 4732 or 4733, 4979.
     - b. Two of the four following courses: MUSI 3331, 3351, 3361 or 3371Q.
     - c. Four semesters of 1113, Small Ensemble.
     - d. A half recital during the junior year as a prerequisite for MUSI 4979.
     - e. A total of 81 credits in music.
   - **Performance emphasis: Vocal**
     - a. MUSI 1119 (4 credits), 1252, 1252, 2253, 2254, 3222 (4 semesters), 3231, 4731, 4732, 4979, two courses from MUSI 3721, 3722, 3723, or 3724; and piano courses necessary to acquire proficiency in playing piano accompaniments as determined by jury.
     - b. A half recital during the junior year as a prerequisite for MUSI 4979.
     - c. A total of 88 credits in music.
   - **Theory emphasis**
     - a. MUSI 3331, 3351, 3631, 3371Q, 4731, and one or two courses (minimum of 2 credits) from 1601, 3601, 3611, 3631 or 3421W.
     - b. MUSI 4999 Independent Study (Senior project/paper).
     - c. A total of 79-82 credits in Music.
     - d. A minimum grade point average of 3.33 in theory courses.