Drawing Minor

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Students graduating with a minor in drawing will have a diverse skill set and the ability to apply this to their chosen career path. Many employers in the creative sector often look favorably at applicants who have strong drawing skills. The minor is open to all students at the University of Utah pursuing a degree, except for BFA students completing an emphasis in painting and drawing. A minimum of 24 credit hours is required.

<table>
<thead>
<tr>
<th>Catalog Number</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>Art 2200</td>
<td>First Year Studio 2D (fall semester)</td>
<td>4</td>
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<tr>
<td>Art 2250</td>
<td>First Year Studio 2D (spring semester)</td>
<td>4</td>
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(The two classes listed above are sequential and are prerequisites to the rest of the drawing classes listed below)

Required Course:

DRAW 3130  Drawing I (fall and spring)  4

*Elective Courses (select 3):

DRAW 3040  Drawing the Human Head (summer only)  4
DRAW 3120  Figure Structure (fall and spring)  4
DRAW 3180  Drawing Installation (fall only)  4
DRAW 4110  Drawing II (fall, spring)  4
DRAW 4120  Life Drawing (fall, spring, summer)  4
DRAW 4140  Drawing III (fall, spring, summer)  4
DRAW 4185  Special Topics Drawing (offered occasionally)  4

*BFA Art majors pursuing a drawing minor must select 5 elective courses from the list above. First Year Studio classes, Art 2200 and Art 2250, may not be counted towards the minor. Art 2200 and Art 2250 are required for non-art majors and will be counted towards the 24 credit hours.