VISUAL DESIGN, MINOR

Program Overview

The minor in visual design is primarily designed for engineering students, although all undergraduate students are welcome. Consisting of 15 credit hours, the minor creates a path for students to enhance their visual and artistic skills, broadening their abilities to think across traditional disciplinary boundaries and stimulate creativity.

Undergraduate Policies

For undergraduate policies and procedures, please review the Undergraduate Academics section of the General Bulletin.

Program Requirements

The visual design minor requires the completion of five courses for a total of 15 credit hours.

Code	Title	Hours
Required Courses:		
ARTH 101	Art History I	3
ARTH 102	Art History II	3
ARTH 385/485	Issues in the History of Industrial Design	3
Art Studio class:		**2-3**
Choose one of the following:		
ARTS 101	Design and Color I	
ARTS 106	Creative Drawing I	
ARTS 216	Painting I	
ENGR 390	Basic Visual Communication	
Elective		**3**
Choose one of the following:		
ARTS 286	Introduction to Video Game Design	
THTR 111	Introduction to Design	
	Approved course from Cleveland Institute of Art (CIA) [a]	
Total Hours		**15**

a   Approved courses from CIA include:
- BMA 203/303: Biomedical Art Graphics,
- BMA 253: Natural Science + Zoological Illustration,
- GAME 215: Intro to Game Design,
- GDS 200: Graphic Design for Non-Majors,
- ILL 263: Fundamentals of Illustration,
- IND 202X: Intro to 2D to 3D Digital Processing,
- IND 235: Industrial Design 1.1
- PHV 201/301/401: Digital Photo Imaging I for Non-Majors,
- VAT 200: Image + Form I