

CPR: INFORMATION AND GUIDELINES FOR EACH CONCENTRATION AREA

In accordance with the National Association of Schools of Art and Design (NASAD) accreditation, students within the Studio, Media Arts, and Art History Department at UTA with the intent of pursuing a BFA, BFA with Art Certification, or a BA studio art degree, are required to participate in a Concentration Portfolio Review. This review, also known as Entry CPR, is a method of assessing art students' artistic progress and their preparedness to enter advanced classes in the BFA or BA program. All students begin the program as "Art Intended" until successful completion of their Entry CPR, enabling acceptance into either the BFA or BA program based on their potential to excel in the area of study of their choice. The following information will help prepare you for your CPR semester.

INFORMATION ABOUT CPR

- Students are **REQUIRED** to go through CPR when they have completed most of their art foundation courses and are **currently enrolled in their 21st studio hour OR have enrolled in their 7th studio. 24th studio hour OR 8th studio for Photography students, 24th completed studio hours with minimum 9 CA studio hours for Cinematic Arts students and 30th studio hour or 10th studio for Design students.**
- Each student is told during their advising appointments when their approximate CPR semester is, and this is updated every semester. Therefore, it is your responsibility to contact your Area Coordinator to let them know that it is your semester to be reviewed. If you do not do so, you will choose to fail your first attempt and must go through the following semester or you will get a LART hold on your account. This hold will prevent you from getting advised for classes until your work is reviewed. If you still choose to refuse to go through, you will be asked to find another major.
- ****A presentation**, which covers general Entry CPR information, is included in your notification email.
- Your work must be all digital and uploaded digitally. The portfolio is reviewed by your intended area faculty.
- Your work should represent a strong understanding and grasp of the following: elements and principles of design in both two and three dimensions, drawing fundamentals, and digital and/or time-based media. Work should express potential for continued studies within the intended area of concentration, demonstrate good technical skill, craftsmanship, and the ability to articulate ideas and concepts visually.
- On the CPR date: You need to submit your project description list AND your portfolio by the deadline given AND according to the process instructed by your Area Coordinator. For any questions regarding the specific details of your review you **NEED TO CONTACT YOUR AREA COORDINATOR.**
- **Coursework to include for the review but not limited to:** ART 1305 2-D Design, ART 1306 3-D Design, ART 1307 Drawing Fundamentals, ART 2304 Digital Media, ART 2308 Drawing Concepts, ART 3343 Printmaking, ART 2371 Painting, ART 3363 Kiln Formed Glass, ART 2342 Beginning Glassblowing, ART 3363 Clay, ART 3341 Sculpture, ART 2353 VC Foundation, ART 2358 Cinema Production 1, ART 3358 Cinema Production 2, ART 2360 Intro to Photo, ART 2354 Typography, ART 2355 Layout.

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- Each student will have different courses depending on which area they are focusing on, or because of transfered courses. Have two to three works from any of the courses you may have taken from the list on page 1. You will need a total of **14-17 works** from these courses. If you would like to include personal work, please only submit up to 3 personal pieces that were made outside of the curriculum. Please note PAINTING students need to submit 8 works from your courses. These should be 8 STRONG works.
- If you are utilizing Transfer or Architecture credit to fulfill an Art Foundation requirement, you will be required to submit work from these classes. Check your UMAP or meet with an academic advisor to verify. If you have lost or ruined the work from these classes, you will need to recreate works that exemplify the course objectives found in the course description and syllabus.
- Be sure to fill out the project description list well and label your pieces with corresponding numbers to the descriptions.
- Students are allowed two attempts to pass CPR. If a student fails their first attempt, or chooses to postpone their CPR automatically resulting in a first failed attempt, they will be able to be advised from a limited amount of classes to prepare for a second attempt at passing CPR. They must participate in CPR the next semester, and if they fail their 2nd attempt, we will evaluate whether they can be placed on the BA plan or be asked to pursue degree options in an area outside of art.

If you have any questions regarding your CPR experience or score, please contact your Area Coordinator.

GUIDELINES FOR PRESENTING WORK FOR EACH CONCENTRATION AREA

CLAY, SCULPTURE, GLASS MAJORS

*****ALL DIGITAL REVIEW!! EVEN THE PROJECT DESCRIPTION LIST*****

GUIDELINES FOR IMAGES

- Images should not exceed 1920 pixels in any dimension at 72 DPI (resolution)
- Each image should be saved as a .jpeg.
- Each image should be saved in RGB color mode or in grayscale, as appropriate.

THE POWERPOINT PRESENTATION

- **Each image within the presentation should include the following:** Project number, Title or "Untitled", Dimensions, Date, Course title for which the work was created
- Must upload your portfolio as a Powerpoint presentation (No other files) saved as CPR_PRESENTATION.ppt
- Each 3D piece should have at least two images. One image showing the entire piece and at least one alternative or detail view.
- Video work should have two stills and an explanation.

A POOR DIGITAL PORTFOLIO
WILL BE ASSESSED NO
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CINEMATIC ARTS & ANIMATION TRACK (Drawing with an Animation/Gaming minor) MAJORS

*****ALL DIGITAL REVIEW!! EVEN THE PROJECT DESCRIPTION LIST*****
THE PRESENTATION

- 2D design, 3D design, Drawing, Photography, and Digital Media projects must be photographed or scanned and presented as .jpg. or .png image
- Flash Projects must be presented as H.264 movies, NOT .swf or .fla (QuickTime MOV. file or mp4 file can be exported from the original Flash .fla file)
- Film projects must be presented as H264 QuickTime MOV. file or .mp4 file format. (Films can be exported from Adobe Premiere or other editing software as the above file format.)
- Be sure to label each of your files to correspond to the project numbers (i.e., Project 1; Project 2, Project 3) from your description list and upload them to the designated One Drive folder before the due date.
- The quality of the photos archiving their tangible work will be graded in addition to the work itself

A POOR DIGITAL PORTFOLIO WILL BE ASSESSED NO DIFFERENTLY THAN A POOR PHYSICAL PORTFOLIO.

EXAMPLE FILES LABELED CPR_CINEMATICARTS

PROJECT_1.jpg
PROJECT_2. jpg
PROJECT_3.mov
PROJECT_4.jpeg
PROJECT_5.mov

ART EDUCATION, DRAWING, PAINTING, PHOTOGRAPHY, PRINTMAKING, & DESIGN (VCD) MAJORS

*****ALL DIGITAL REVIEW!! EVEN THE PROJECT DESCRIPTION LIST*****

GUIDELINES FOR IMAGES

- 2D design, 3D design, Drawing, Photography, and Digital Media projects must be photographed or scanned and presented as .jpg, .png or .pdf image
- Images should not exceed 1920 pixels in any dimension at 72 DPI (resolution)
- Each image should be saved as a .jpeg, .png, or .pdf.
- Each image should be saved in RGB color mode or in grayscale, as appropriate.
- Be sure to label each of your files to correspond to the project numbers (i.e., Project 1; Project 2, Project 3) from your description list and upload them to the designated One Drive folder before the due date.
- The quality of the photos archiving their tangible work will be graded in addition to the work itself
- **All portfolios should show some sort of direct relationship to the chosen art concentration.**

AREA COORDINATORS to contact for Entry CPR:

Art Education: Lucy Bartholomee
(lucy.bartholomee@uta.edu)

Cinematic Arts: Daniel Garcia
(daniel.garcia@uta.edu)

Clay: Nick Wood (nwood@uta.edu)

Design (VCD): Design@uta.edu

Drawing: Carlos Donjuan (cdonjuan@uta.edu)

Glass: Justin Ginsberg (ginsberg@uta.edu)

Painting: Benjamin Terry
(benjamin.terry@uta.edu)

Photography: Bryan Florentin (bryan@uta.edu)

Printmaking: Carrie Iverson (carrie.iverson@uta.edu)

Sculpture: Fernando Johnson
(fernando.johnson@uta.edu)

Interactive Media: Josh Wilson
(joshw@uta.edu)