

Design Major Information Sheet
Dept. of Art and Art History

- The UT at Austin Design program admits 18-22 students a year. You cannot simply self-declare a design major as a freshman or transfer student. Application to the B.F.A. Design program requires an additional application as well as completion of course prerequisites after acceptance into the Department of Art and Art History. One year's prerequisite studio art coursework is required prior to acceptance to the B.F.A. Design program itself. In order to have access to the prerequisite studio art courses within the department, you need to apply for admission as Pre-design (admission code 509900). After completing the prerequisite courses, you will then need to apply to the B.F.A. Design program. Students who have the best chance of being accepted are those who made A's in all prerequisite freshman foundation studio art courses and maintained a 3.5 UT GPA. Applicants' SAT and/or ACT scores and high school rankings are also reviewed. Part of the application process includes two projects, analytical in nature. The departmental application deadline is February 1 annually for admission to the BFA-Design major the next fall. Transfer student applicants who are admitted to the program should be aware that it is a THREE-YEAR program, even if a student has completed two or more years of basic education core requirements before transferring to UT Austin.
- This Design program is geared towards a GENERAL and sociological understanding of everything that is designed, and emphasizes design theory and history. Some graduates go on to Master's programs in particular design fields, ranging from auto design to computer design to book and magazine design.
- Students interested specifically in fashion design should investigate the College of Natural Sciences' Textile and Apparel program. (512-471-4536)
- Students interested specifically in interior design should investigate the School of Architecture's Architectural Interiors program and be prepared for a lot of math, physics and architecture courses. It's not simply a "learning how to pick drapes" program. It is a competitive admission and rigorous program. (512-471-0109)
- Students interested specifically in computer game design and web animation design should investigate the "graphics and visualization" area of research in Computer Sciences. (512-471-9509)

- Students interested in animation should investigate the “digital graphics and animation production” courses offered by the College of Communications, Department of Radio-Television-Film. (512-471-1553)
- Students interested in printmaking as a graphic design area should investigate the Studio Art degree program; printmaking is a studio art area.
- Nowhere at UT is there a program with a specific focus on Graphic/Computer/Commercial design. They will be touched upon during the four year Design program, but not emphasized in anyway.
- If you are still interested in commercial Graphic Design:
 - There are both Graphic design and Advertising design majors at Texas State University in San Marcos.
 - At the University of North Texas, there is an entire Design division, which includes majors in Communication design (which can lead to a career in Graphic design or advertising design), Fashion design, and Interior design.
 - If you are interested in a two-year degree and want to be in Austin, there is a very good Visual Communication division at ACC with degrees in Graphic Design Specialization and Interactive Design Specialization. In Dallas and Houston, check at their respective Art Institutes.