

Bachelor of Fine Arts Degree in Studio Art Graphic Design

The degree of Bachelor of Fine Arts (BFA) requires successful completion of 120 hours, whose required components include (1) the UCA Core: complete 38 hours to meet lower-division UCA Core requirements (see [UCA Core requirements](#) and note that ART 2325, 2335, or 2336—required for Art majors and minors—fulfills the LD UCA Core requirement in Critical Analysis, Fine Arts/Humanities) and complete upper-division UCA Core requirements using designated courses (again, see [UCA Core requirements](#)); (2) 83 hours of art and design courses in an approved BFA major in Studio Art and emphasis degree plan as described below; (3) and electives to bring total credit hours to 120. Art and design courses must follow a prerequisite structure. A minor is not required. This degree may require more than the normal eight semesters to complete. Students with a 2.5 cumulative GPA and a 3.25 major GPA on a minimum of 24 hours of art may apply for acceptance to the BFA program after completing the Sophomore Major Advancement Interview (SMAI). *Students are strongly encouraged to follow the semester-by-semester structure in the published BFA Academic Map. As such, this document is to be used as a checklist to evaluate the student's progress through the degree in a course-by-course manner.*

Trajectory of Professional Track

Foundations → Portfolio I → SMAI → Portfolio II → BFA application → BFA Folio → BFA Orientation → BFA Practicum Application → BFA Practicum → BFA Internship → Outcome > BFA Senior Exhibit and BFA Exit Panel

Art Core Courses (a total of 18 hours required)

ART 1210, 1220, and 1230 are to be taken concurrently and are only offered in the fall

- ART 1210 Foundations Seminar I: Introduction To Professional Studio Practice, Theory, And Workshop
- ART 1220 Foundations Studio A: Visual Analysis, Ideation, And Process
- ART 1230 Foundations Studio B: Research, Experimentation, And Iteration

ART 1270, 1280, and 1290 are to be taken concurrently and are only offered in the spring

- ART 1270 Foundations Seminar II: Introduction To Contemporary Art Media, Processes, And Meaning
- ART 1280 Foundations Studio C: Structure, Meaning, And Craft
- ART 1290 Foundations Studio D: Time, Motion, And Collaboration

6 hours of Lower Division Art History

- ART 2335 Art History, Prehistoric to Medieval
- ART 2336 Art History, Renaissance to Modern

Art Area Studies (a total of 20 hours required)

- ART 2140 Portfolio I (fall only)
- ART 3140 Portfolio II (spring only)
- Upper Division Advance Drawing Requirement: ART 3324 Drawing III

Category A (select one)

- ART 3361 Sculpture I
- ART 3379 Ceramics I
- ART 3350 Fibers
- ART 3315 Contemporary Media in 3-D (Prerequisite: 3 hours 3000-level studio)
- ART 3355 3D Animation
- ART 3V92 Special Topics in Studio Art (Topics are emailed to students when available)

Category B (select one)

- ART 3318 Photography I
- ART 3330 Illustration I
- ART 3332 Painting I
- ART 3334 Watercolor I
- ART 3343 Printmaking I
- ART 3353 Graphic Design I
- ART 3356 Time-Based Media
- ART 3V92 Special Topics in Studio Art (Topics are emailed to students when available)

Category C (select one)

- ART 3321 Digital Photography
- ART 3353 Design Theory and Process
- ART 3354 Composition in Design
- ART 4328 Design Reasoning and Research
- ART 4335 Conceptual Design and Symbolism
- ART 3355 3D Animation
- ART 3356 Time-Based Media
- ART 3357 Emergent Art
- ART 3358 Interactivity
- ART 3V92 Special Topics in Studio Art (Topics are emailed to students when available)

Select one additional course from this list

(write the course chosen next to the category)

- Category A _____
- Category B _____
- Category C _____
- ART 3304 Introduction to Art Education

3 hours of Upper Division Art History (Category D)

- ART 3307 Arts of Africa [UD UCA Core: Diversity]
- ART 3311 Ancient South American Art [UD UCA Core: Diversity]
- ART 3329 Ancient Mesoamerican Art [UD UCA Core: Diversity]
- ART 3385 Art of India
- ART 3395 Art of Japan

BFA Art History (a total of 6 additional hours of art history required specific to the BFA degree)

Choices may come from either category below

Category D

- ART 3307 Arts of Africa [UD UCA Core: Diversity]
- ART 3311 Ancient South American Art [UD UCA Core: Diversity]
- ART 3329 Ancient Mesoamerican Art [UD UCA Core: Diversity]
- ART 3385 Art of India
- ART 3395 Art of Japan

Category E

- ART 3301 Modern Art [UD UCA Core: Diversity]
- ART 3302 History of American Art [UD UCA Core: Diversity]
- ART 3303 Nineteenth Century Art History [UD UCA Core: Diversity]
- ART 3335 Art Museum Studies

- ART 3363 History of Graphic Design
- ART 3365 Women in Art [UD UCA Core: Diversity]
- ART 4372 Senior Seminar (fall only)

BFA Studio Emphasis (a total of 21 hours required)

(Note – If one or more of the courses below have been checked off on the front of this sheet under Category A or B or C, then select additional courses from the studio emphasis electives section.

- ART 3353 Design Theory and Process
- ART 3354 Composition in Design
- ART 4328 Design Reasoning and Research
- ART 4335 Conceptual Design and Symbolism

Select one of the following

- ART 3330 Illustration I
- ART 3343 Printmaking I
- ART 3325 Color
- ART 3315 Contemporary Media in 3-D
- ART 3318 Photography I

Select two of the following

- ART 3320 Photography II
- ART 3331 Illustration II
- ART 3344 Printmaking II
- ART 3345 Printmaking III
- ART 3346 Printmaking IV
- ART 3355 3D Animation
- ART 3356 Time-Based Media
- ART 3357 Emergent Art
- ART 3358 Interactivity
- ART 3V92 Special Topics in Studio Art (Topics are emailed to students when available)
- ART 4388 Advanced Studio: Graphic Design

BFA Requirements (a total of 18 hours required)

- ART 3150 BFA Folio
- ART 4150 BFA Professional Orientation
- ART 4325 Drawing IV (fall only)
- ART 4V75 BFA Internship
- ART 4300 BFA Studio Practicum
- ART 4301 BFA Studio Practicum
- ART 4160 BFA Exhibit

Last updated – Spring 2023