

# Sculpture BFA

Bachelor of Fine Arts in Art  
with specialization in Sculpture  
60 Credit Major



Courses marked with \* are required. All courses are 3 credits unless otherwise noted.

<b>FOUNDATION REQUIREMENTS</b> 18 Credits		COMPLETED
*ART 100	Basic Drawing	
*ART 101	Introduction to 2-Dimensional Design	
*ART 102	Introduction to 3-Dimensional Design	
*ART 108	Introduction to Photography	
*ART 112	Introduction to Digital Imaging	
*ARH 167	Tradition & Innovation in the Art of the West	
<b>SCULPTURE SPECIALIZATION</b> 15 Credits (Take ART 206 & 306 plus three other courses)		COMPLETED
*ART 206	Sculpture (PREREQ: ART 106)	
*ART 306	Advanced Sculpture (PREREQ: ART 206. Can be taken up to 3 times)	
ART 327	Ceramic Sculpture (PREREQ: ART 107 & 207)	
One advanced Drawing class: ART 300 OR ART 301		
<b>PRACTICUM</b> 3 Credits		COMPLETED
*ART 488	Professional Practices in the Visual Arts (Fall only. Permission required)	
<b>THESIS PROJECT</b> 6 Credits		COMPLETED
Thesis Project in the Specialization with a Thesis Advisor taken in two consecutive semesters after completing 9 Specialization credits. Schedule an appointment with an advisor before registering.		
*ART 494	Bachelor of Fine Arts Thesis I (Permission required)	
*ART 496	Bachelor of Fine Arts Thesis II (PREREQ: ART 494)	
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<b>GENERAL ART HISTORY REQUIREMENTS</b> 9 Credits (Not including ARH 167)		COMPLETED
* Any 100-level Art History course: ARH _____		
* Any 100- or 300-level Art History course: ARH _____		
* Any 100- or 300-level Art History course: ARH _____		
<b>GENERAL STUDIO ELECTIVES</b> 9 Credits		COMPLETED
* ART 106 Introduction to Sculpture		
* Any Art course: ART _____		
* Any Art course: ART _____		
<p>Recommended for the Sculpture specialization:</p> <p>ART 107 Ceramics I</p> <p>ART 200 Drawing or ART 201 Life Drawing</p> <p>ART 222 Introduction to Animation</p> <p>ART 321 Computer Modeling &amp; Design I</p>		