ABOUT THE MAJOR

The BFA Program is considered to be the professional degree for those students interested in graduate school or pursuing other career opportunities in the visual arts. The intensity of this degree results in students becoming proficient in a specific studio area while augmenting it with studio areas outside their concentration. The BFA in Art program at UWG currently offers seven concentrations that are chosen by the student after they have completed their foundation classes.

The current concentrations offered at UWG are: Art Education, Ceramics, Community Arts, Graphic Design, Painting, Photography, Printmaking, and Sculpture.

ABOUT THIS MAP

This program map is intended ONLY as a guide for students to plan their course of study. It does NOT replace any information in the Undergraduate Catalog, which is the official guide for completing degree requirements. Use this map to help plan and guide your experience at UWG, including academic, co-curricular, and discovery opportunities. Everyone’s experience is different and activities in this map are suggestions. Always consult with your advisors whenever possible for new opportunities and updates.

WHERE CAN YOU GO WITH THIS DEGREE?

- Animator
- Ceramics Designer
- Concept Artist
- Fashion Designer
- Glass Blower or Designer
- Illustrator
- Interior Designer
- Printmaker
- Tattoo Artist
- Web Designer

ADD A CERTIFICATE

- Arts Management
- Museum Studies
- Public History

HONORS COLLEGE

Consider joining if you have an Overall GPA of 3.2 and earned 15 college credit hours!

60

CORE CREDIT HOURS

66

MAJOR CREDIT HOURS

0

ELECTIVE CREDIT HOURS

Visit westga.edu/program-maps for the latest version of this major map.

VISIT WOLFWATCH FOR MORE INFORMATION.

HAVE A QUESTION? CHECK IN WITH YOUR ADVISOR!
## YEAR 1

### TERM 1: FALL

<table>
<thead>
<tr>
<th>C1: ENGL 1101</th>
<th>3 CREDIT HOURS</th>
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</thead>
<tbody>
<tr>
<td>English Composition I</td>
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<table>
<thead>
<tr>
<th>M: MATH 1001 OR 1111</th>
<th>3 CREDIT HOURS</th>
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<tbody>
<tr>
<td>Quantitative Skills &amp; Reasoning or College Algebra</td>
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<table>
<thead>
<tr>
<th>F: ART 1006 OR 1009</th>
<th>3 CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Design I (2D)/Design II (3D)</td>
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<table>
<thead>
<tr>
<th>F: ART 1007</th>
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<tbody>
<tr>
<td>Drawing I</td>
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<table>
<thead>
<tr>
<th>S1: WORLD HISTORY</th>
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**MILESTONES:**
- **P1:**
- **I2:**
- **A:**

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<tr>
<th>F: ART 1006 OR 1009</th>
<th>3 CREDIT HOURS</th>
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<tbody>
<tr>
<td>Design I (2D)/Design II (3D)</td>
<td></td>
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</table>

**FIND YOUR PLACE**
- Enroll in Art Foundations Courses.
- Start taking University Core courses such as ART 1201, and remember it is important to take a mix of Art and University Core throughout your 4 years!
- Attend the Art Program Gathering (The Gathering).
- Meet with your Art Mentor (one will be assigned).
- Visit the Center for Academic Success (if you want some extra help).
- Talk with your mentor about the BA and BFA degree plans.

**CRUSH YOUR COURSEWORK**
- Join the Art Student Union.
- Attend Art Infuse and Art Incend.
- Meet with art mentor.
- Explore what the University has to offer, Ingram Library, CRC, etc.

**TAKE CARE OF YOURSELF**
- Focus on time management: make sure that in addition to doing well in all of your classes that you are making time for yourself throughout the week.
- Explore UWG’s Wellness Hub.

**PAVE YOUR PATH**
- Investigate the concentrations offered in ART.
- Passionate about more than one subject? Consider a minor within CACSI.

**TERM 2: SPRING**

<table>
<thead>
<tr>
<th>C2: ENGL 1102</th>
<th>3 CREDIT HOURS</th>
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</thead>
<tbody>
<tr>
<td>English Composition II</td>
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</table>

<table>
<thead>
<tr>
<th>F: ART 1006 OR 1009</th>
<th>3 CREDIT HOURS</th>
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</thead>
<tbody>
<tr>
<td>Design I (2D)/Design II (3D)</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>F: ART 1008</th>
<th>3 CREDIT HOURS</th>
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<tbody>
<tr>
<td>Drawing II</td>
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<table>
<thead>
<tr>
<th>A: HUMANITIES</th>
<th>3 CREDIT HOURS</th>
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<table>
<thead>
<tr>
<th>I2: INSTITUTIONAL OPTIONS</th>
<th>2 CREDIT HOURS</th>
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</thead>
<tbody>
<tr>
<td>P1: US HISTORY</td>
<td></td>
</tr>
</tbody>
</table>

**MILESTONES:**
- **C1:**
- **M:**
- **F:**

**CONNECT OFF-CAMPUS**
- Visit the Carraway Art Center, Southeastern Quilt & Textile Museum, or local gallery.
- Attend School of the Arts lectures and events; if you are not on the campus campus, be sure to visit the Vault Gallery.

**FIND YOUR PLACE**
- Go to an Art Exhibition Reception.
- Attend a capstone exhibition.
- Attend the Faculty or Alumni Exhibition and Reception in the Fall.

**CRUSH YOUR COURSEWORK**
- Enroll in Art Foundations Courses.
- Start taking University Core courses such as ART 1201, and remember it is important to take a mix of Art and University Core throughout your 4 years!
- Attend the Art Program Gathering (The Gathering).
- Meet with your Art Mentor (one will be assigned).
- Visit the Center for Academic Success (if you want some extra help).
- Talk with your mentor about the BA and BFA degree plans.

**TAKE CARE OF YOURSELF**
- Focus on time management: make sure that in addition to doing well in all of your classes that you are making time for yourself throughout the week.
- Explore UWG’s Wellness Hub.

**PAVE YOUR PATH**
- Investigate the concentrations offered in ART.
- Passionate about more than one subject? Consider a minor within CACSI.

### TERM 2: FALL

<table>
<thead>
<tr>
<th>ART 3301, 3601 (OR 3602), 3701, 3801 OR 3901</th>
<th>6 CREDIT HOURS</th>
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Choose 2 courses: Beginning Ceramics, Painting I or II, Intro to Photography, Printmaking I, or Introductory Sculpture

<table>
<thead>
<tr>
<th>ART 3350</th>
<th>3 CREDIT HOURS</th>
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</thead>
<tbody>
<tr>
<td>Intro to Digital and Sequential Arts</td>
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<table>
<thead>
<tr>
<th>F: ART 2201 OR 2202</th>
<th>3 CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>History of Western Art I or II</td>
<td></td>
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</table>

**T1: SCIENCE + LAB**
- 4 CREDIT HOURS

**MILESTONES:**
- **STUDENT SHOULD APPLY TO THE BFA IN ART (AIDA)**
- **EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES)**

### TERM 2: SPRING

<table>
<thead>
<tr>
<th>ART 3301, 3601 (OR 3602), 3701, 3801 OR 3901</th>
<th>9 CREDIT HOURS</th>
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</table>

Choose 2 courses: Beginning Ceramics, Painting I or II, Intro to Photography, Printmaking I, or Introductory Sculpture

<table>
<thead>
<tr>
<th>F: ART 2201 OR 2202</th>
<th>3 CREDIT HOURS</th>
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<tbody>
<tr>
<td>History of Western Art I or II</td>
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</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>P2: POLS 1101</th>
<th>3 CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>American Government</td>
<td></td>
</tr>
</tbody>
</table>

**T2: NON-LAB SCIENCE**
- 3 CREDIT HOURS

**MILESTONES:**
- **EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES)**

### YEAR 2

**18 FALL CREDIT HOURS + 17 SPRING CREDIT HOURS = 35 CREDIT HOURS**

**16 FALL CREDIT HOURS + 18 SPRING CREDIT HOURS = 34 CREDIT HOURS**

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### Take Care of Yourself
- **Secondary Art Core.**
- **Complete Art Core.**
- **Complete your concentration.**
- **Mid-Program Review.**
- **Continue meeting with art mentor.**

- **Take ART 2201 and 2202.**

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### Find Your Place
- **Volunteer to help out at Art Infuse and Art Incend.**
- **Continue meeting with art mentor.**
- **Attend visiting artist presentations.**
- **Enter work into The Eclectic.**

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### Broaden Your Perspectives
- **Participate in Critique with a Visiting Artist.**
- **Attend a visiting artist lecture.**
- **Initiate an SRAP grant with art faculty.**
- **GPA 3.2 or above? Consider applying to the Honors Program.**

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### Connect Off-Campus
- **Seek out an Internship.**
- **Study Abroad.**
- **Visit Atlanta, see what it has to offer: The High Museum, MoCA GA, Atlanta Contemporary Arts Center, Binders, Sam Flax, etc.**
- **Participate in Art Takeover.**

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### Take Care of Yourself
- **Draft Artist Statement and think about future development (independence, skills, exhibitions).**
- **Submit work to the Juried Student Exhibition.**
- **Talk with your mentor about the BA and BFA degree plans.**
- **Consider applying to the Honors Program.**

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### Pave Your Path
- **Utilize the free and confidential resources at the campus Counseling Center if needed.**
- **Take part in the Art Council.**
- **Apply for a Student Assistant position.**
YEAR 3

TERM 1: FALL

ART 3551, 3060, 3065, 3552, OR 3553
Animation Studio, Illustration Studio, Intro to Scientific Illustration, Intermediate Digital & Sequential Arts, or Stop-Motion Animation

ART STUDIO ELECTIVE
Any 3000/4000 Level Art Studio Class

ART 4078
Mid Program Review

ART HISTORY ELECTIVE
Any 3000/4000 Level Art History Class

11: ART 2000
Oral Communication and the Visual Arts

TERM 2: SPRING

ART 4559
Advanced Animation and Illustration Studio

AIDA ELECTIVE
3000/4000 Level Art Class

ART STUDIO ELECTIVE
Any 3000/4000 Level Art Studio Class

ART HISTORY ELECTIVE
Any 3000/4000 Level Art History Class

S2: SOCIAL SCIENCE

MILESTONES:
- Complete Mid Program Review (AIDA)
- Earn 15 or More Credit Hours (C or Better in Art Classes)

TERM 4

TERM 1: FALL

ART 4998
Senior Capstone Experience I

ART 4559
Advanced Animation and Illustration Studio

ART 3551, 3060, 3065, 3552, OR 3553
Animation Studio, Illustration Studio, Intro to Scientific Illustration, Intermediate Digital & Sequential Arts, or Stop-Motion Animation

ART STUDIO ELECTIVE
Any 3000/4000 Level Art Studio Class

T3: STEM COURSE

MILESTONES:
- Complete Capstone I
- Apply for Graduation
- Earn 13 or More Credit Hours (C or Better in Art Classes)

TERM 2: SPRING

ART 4999
Senior Capstone Experience II

ART 4559
Advanced Animation and Illustration Studio

ART STUDIO ELECTIVE
Any 3000/4000 Level Art Studio Class

AIDA ELECTIVE
3000/4000 Level Art Class

AIDA ELECTIVE
3000/4000 Level Art Class

MILESTONES:
- Complete Capstone II
- Earn 14 or More Credit Hours (C or Better in Art Classes)
- Complete 126 Credit Hours (Graduate)

TERM 3

TERM 1: FALL

15 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS = 30 CREDIT HOURS

CRUSH YOUR COURSEWORK

- Continue taking University Core classes.
- Secondary Art Core.
- Choose your concentration.
- Mid-Program Review.
- Continue meeting with art mentor.
- Take ART 2000, ART 2201 and 2202.

FIND YOUR PLACE

- Volunteer to help out at Art Infuse and Art Incend.
- Continue meeting with art mentor.
- Attend visiting artist presentations.
- Enter work into The Eclectic.

BROADEN YOUR PERSPECTIVES

- Participate in Critique with a Visiting Artist.
- Attend a visiting artist lecture.
- Initiate an SRAF grant with art faculty.
- GPA 3.2 or above? Consider applying to the Honors Program.

TAKE CARE OF YOURSELF

- Seek out an Internship.
- Study Abroad.
- Visit Atlanta, see what it has to offer: The High Museum, MoCA GA, Atlanta Contemporary Arts Center, Binders, Sam Flox, etc.
- Participate in Art Takeover

CONNECT OFF-CAMPUS

- Utilize the free and confidential resources at the campus Counseling Center if needed.
- Take a group fitness class, explore the outdoors, or use the gym at University Recreation.

PAVE YOUR PATH

- Draft Artist Statement and think about resume development (experience, skills, exhibitions).
- Submit work to the Juried Student Exhibition.
- Take part in The Art Auction.
- Apply for a Student Assistant position.

TERM 2: SPRING

15 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS = 30 CREDIT HOURS

CRUSH YOUR COURSEWORK

- Visit the Office of Career and Graduate School Connections to help you determine next steps for your academic or professional goals.
- Present your art or art history research at Scholars’ Day.
- Meet with your art mentor, talk about your post-graduation goals.
- Consider becoming a Peer Tutor.

FIND YOUR PLACE

- Complete Capstone II
- Apply for Graduation
- Earn 13 or More Credit Hours (C or Better in Art Classes)

BROADEN YOUR PERSPECTIVES

- Explore residency opportunities.
- Hold a leadership position (i.e. ASU President).
- Apply for Jobs/Graduate School.
- Prepare Resume/Portfolio.

TAKE CARE OF YOURSELF

- Go to a Conference or Symposium.
- Practice mindfulness and stress reduction techniques.

CONNECT OFF-CAMPUS

- Organize a gallery trip.
- Plan to stay connected to UWG after you graduate.

PAVE YOUR PATH

- Visit the UWG Alumni Association.
- Connect with like-minded peers on campus through the Center for Student Involvement and Inclusion.
- Prepare Resume/Portfolio.
- Apply for Jobs/Graduate School.
- Hold a leadership position (i.e. ASU President).
- Explore residency opportunities.