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

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

HONORS COLLEGE

Consider joining if you have an Overall GPA of 3.2 and earned 15 college credit hours!
**TERM 1: FALL**

**C1: ENGL 1101**

- English Composition I
- 3 CREDIT HOURS

**M: MATH 1001 OR 1111**

- Quantitative Skills & Reasoning or College Algebra
- 3 CREDIT HOURS

**F: ART 1006 OR 1009**

- Design I (2D)/Design II (3D)
- 3 CREDIT HOURS

**F: ART 1007**

- Drawing I
- 3 CREDIT HOURS

**S1: WORLD HISTORY**

- 3 CREDIT HOURS

**A: HUMANITIES**

- 3 CREDIT HOURS

**TERM 2: SPRING**

**C2: ENGL 1102**

- English Composition II
- 3 CREDIT HOURS

**F: ART 1006 OR 1009**

- Design I (2D)/Design II (3D)
- 3 CREDIT HOURS

**F: ART 1008**

- Drawing II
- 3 CREDIT HOURS

**A: HUMANITIES**

- 3 CREDIT HOURS

**I2: INSTITUTIONAL OPTIONS**

- 2 CREDIT HOURS

**P1: US HISTORY**

- 3 CREDIT HOURS

**MILESTONES:**

- Complete ENGL 1101; Required to earn C or Higher.
- Complete ART 1006, 1007 (C or Better).
- Earn 15 or More credit hours.

**TERM 1: FALL**

**ART 3301, 3601 (OR 3602), 3701, 3801 OR 3901**

- Choose 3 courses: Beginning Ceramics, Painting I or II, Intro to Photography, Printmaking I, or Introductory Sculpture
- 9 CREDIT HOURS

**F: ART 2201 OR 2202**

- History of Western Art I or II
- 3 CREDIT HOURS

**T1: SCIENCE + LAB**

- 4 CREDIT HOURS

**MILESTONES:**

- Student should apply to the BFA in Art (General Fine Art)
- Earn 15 or More Credit Hours (C or Better in Art Classes)

**TERM 2: SPRING**

**ART 3301, 3601 (OR 3602), 3701, 3801 OR 3901**

- Choose 3 courses: Beginning Ceramics, Painting I or II, Intro to Photography, Printmaking I, or Introductory Sculpture
- 6 CREDIT HOURS

**F: ART 2201 OR 2202**

- History of Western Art I or II
- 3 CREDIT HOURS

**P2: POLS 1101**

- American Government
- 3 CREDIT HOURS

**T2: NON-LAB SCIENCE**

- 3 CREDIT HOURS

**MILESTONES:**

- Earn 18 or More Credit Hours (C or Better in Art Classes)

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

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

PAVE YOUR PATH

- 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 an advisor.
- Explore what the University has to offer, Ingram Library, UREC etc.

FIND YOUR PLACE

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

BROADEN YOUR PERSPECTIVES

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

CONNECT OFF-CAMPUS

- 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 UREC's Wellness Hub.

TAKE CARE OF YOURSELF

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

TAKING CARE OF YOURSELF

- Apply for a Student Assistant position.
- Take part in the Art Ascetic.
- Apply for a Student Assistant position.

PAVE YOUR PATH

- 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.
**YEAR 3**

**TERM 1: FALL**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>ART 3302, 4302, OR 4303</td>
<td>Intermediate Ceramics</td>
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<tr>
<td>ART 3601 (OR 3602), 3605, OR 4604</td>
<td>Painting</td>
<td>3</td>
</tr>
<tr>
<td>ART 3700, 3702, 3703, 3704, OR 3705</td>
<td>Photography</td>
<td>3</td>
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<tr>
<td>ART 4078</td>
<td>Mid Program Review</td>
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</tr>
<tr>
<td>ART HISTORY ELECTIVE Any 3000/4000 Level Art History Class</td>
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<tr>
<td>ART 2000</td>
<td>Oral Communication and the Visual Arts</td>
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**TERM 2: SPRING**

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<td>ART 3802, 4803, OR 4804</td>
<td>Relief Printmaking, Intaglio, or Lithography</td>
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<tr>
<td>ART 3902 OR 3903</td>
<td>Sculpture II or III</td>
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<tr>
<td>ART STUDIO ELECTIVE Any 3000/4000 Level Art Studio Class</td>
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<tr>
<td>GENERAL FINE ART ELECTIVE Any 3000/4000 Level Art Studio Class</td>
<td>3</td>
<td></td>
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<tr>
<td>S2: SOCIAL SCIENCE</td>
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**YEAR 4**

**TERM 1: FALL**

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<td>ART 4998</td>
<td>Senior Capstone Experience I</td>
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<td>ART STUDIO ELECTIVE Any 3000/4000 Level Art Studio Class</td>
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<td>GENERAL FINE ART STUDIO 4304 or 4605 or 4706 or 4805 or 4904 Classes in this block may be repeatable up to 6 total hrs. for graduation.)</td>
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<td>T3: STEM COURSE</td>
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**TERM 2: SPRING**

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<th>Course Code</th>
<th>Title</th>
<th>Credits</th>
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<tr>
<td>ART 4999</td>
<td>Senior Capstone Experience II</td>
<td>2</td>
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<tr>
<td>GENERAL FINE ART STUDIO 4304 or 4605 or 4706 or 4805 or 4904 Classes in this block may be repeatable up to 6 total hrs. for graduation.)</td>
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<tr>
<td>ART STUDIO ELECTIVE Any 3000/4000 Level Art Studio Class</td>
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</tr>
<tr>
<td>ART STUDIO ELECTIVE Any 3000/4000 Level Art Studio Class</td>
<td>3</td>
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</tr>
</tbody>
</table>

**MILESTONES:**
- Complete a Mid Program Review (General Fine Arts)
- Earn 13 or more credit hours (C or better in art classes)
- Graduate.)

**Note:** At the conclusion of Mid Program Review Students must:
- Choose and submit a plan that outlines how they will complete their GFA Studio Sequence for approval as part of the Mid-Program Review.
- GPA 3.2 or above? Consider applying to the Honors Program.
- Attend a visiting artist lecture.
- Initiate an SRAP grant with art faculty.
- Attend visiting artist presentation.
- Enroll in the Art Elective.

**CRUSH YOUR COURSEWORK**
- 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.

**FIND YOUR PLACE**
- Volunteer to help out at Art Infuse and Art Inbound.
- Continue meeting with art mentor.
- Attend visiting artist presentation.
- Enter work into The Eclectic.

**BROADEN YOUR PERSPECTIVES**
- 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.
- 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.

**TAKE CARE OF YOURSELF**
- Draft Artist Statement and think about resume development (template, skills, exhibitions).
- Submit work to the Juried Student Exhibition.
- Take part in the Art 2100.
- Apply for a Student Assistant position.

**PAY YOUR PATH**
- Complete Mid-Program Review (General Fine Arts).
- Earn 13 or more credit hours (C or better in art classes).
- Graduate.)

**COMPLETE 126 CREDIT HOURS (GRADUATE)**

**COMPLETE CAPSTONE I**
- Complete SRAP grant with art faculty.
- Attend visiting artist presentation.
- Enter work into The Eclectic.

**COMPLETE CAPSTONE II**
- Complete SRAP grant with art faculty.
- Attend visiting artist presentation.
- Enter work into The Eclectic.

**COMPLETE 14 Credit Hours (C or Better in Art Classes)**
- **TERM 1: FALL**
- **TERM 2: SPRING**
- **COMPLETE CAPSTONE I**
- **COMPLETE SRAP Grant with Art Faculty**
- **COMPLETE 126 Credit Hours (Graduate)**

**COMPLETE MID PROGRAM REVIEW (GENERAL FINE ARTS)**
- Earn 13 or more credit hours (C or better in art classes).
- Graduate.)

**CREATE YOUR PATH**
- 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.

**PAY YOUR PATH**
- Complete an Internship.
- Prepare Resume/Portfolio.
- Go to a Conference or Symposium.
- Organize a gallery trip.
- Be part of a UWG volunteer program.

**COMPLETE 126 CREDIT HOURS (GRADUATE)**

**COMPLETE CAPSTONE II**
- Complete SRAP grant with art faculty.
- Attend visiting artist presentation.
- Enter work into The Eclectic.

**COMPLETE 14 Credit Hours (C or Better in Art Classes)**
- **TERM 1: FALL**
- **TERM 2: SPRING**
- **COMPLETE CAPSTONE I**
- **COMPLETE SRAP Grant with Art Faculty**
- **COMPLETE 126 Credit Hours (Graduate)**

**COMPLETE 13 Fall Credit Hours + 14 Spring Credit Hours = 27 Credit Hours**

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