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!
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**
A: HUMANITIES  
3 CREDIT HOURS

**MILESTONES:**  
- Complete ENGL 1101; Required to earn C or higher.  
- Complete ART 1008, 1009 (C or better).  
- Earn 18 or more 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**
I: INSTITUTIONAL OPTIONS  
3 CREDIT HOURS

**P1: US HISTORY**
3 CREDIT HOURS

**MILESTONES:**  
- Complete ENGL 1102; Required to earn C or higher.  
- Complete ART 1006, 1009 (C or better).  
- Earn 18 or more credit hours.

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

TERM 1: FALL

**ART 3301, 3601 (OR 3602), 3701, 3801 OR 3901**
(Choose 2 courses: Beginning Ceramics, Painting I or II, Intro to Photography, Printmaking I, Introductory Sculpture)  
9 CREDIT HOURS

**F: ART 2201 OR 2202**
History of Western Art I or II  
3 CREDIT HOURS

**T1: SCIENCE + LAB**
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 2 courses: Beginning Ceramics, Painting I or II, Intro to Photography, Printmaking I, Introductory Sculpture)  
9 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)

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.

**FIND YOUR PLACE**

- Join the Art Student Union.  
- Attend Art Inclusive and Art Incend.  
- Meet with art mentor.  
- Explore what the University has to offer, Ingram Library, UREC, etc.

**CRUSH YOUR COURSEWORK**

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

**CONNECT-OFF-CAMPUS**

- 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 Newnan campus, be sure to visit the Vault Gallery.

**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 URR’s Wellness Hub.

**TAKING ON THE WORLD**

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

**BROADEN YOUR PERSPECTIVES**

- Visit the Textile Museum, or local gallery.  
- Attend School of the Arts lectures and events; if you are not on the Newnan campus, be sure to visit the Vault Gallery.  
- Attend School of the Arts lectures and events; if you are not on the Newnan campus, be sure to visit the Vault Gallery.

**CRUSH YOUR COURSEWORK**

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

**FIND YOUR PLACE**

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

**TAKING ON THE WORLD**

- Use 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.

**BROADEN YOUR PERSPECTIVES**

- Take part in the Art Atelier.  
- Submit work to the Juried Student Exhibition.  
- Develop your professional development (experience, skills, exhibitions).  
- Draft Artist Statement and think about Resume development (experience, skills, exhibitions).  
- Submit work to the Juried Student Exhibition.  
- Take part in the Art Atelier.  
- Apply for a Student Assistant position.
ART STUDIO ELECTIVE
Sculpture II or III
ART 3902 OR 3903
I1: ART 2000
Oral Communication and the Visual Arts

MILESTONES:
• Complete MID PROGRAM REVIEW (GENERAL FINE ARTS)
• Earn 15 or more credit hours (C or better in ART CLASSES)
• Student must develop and submit a plan that outlines how they will complete their GFA STUDIO SEQUENCE for approval as part of the MID-PROGRAM REVIEW.

TERM 1: FALL
ART 3302, 4302, OR 4303
Intermediate Ceramics
3 CREDIT HOURS
ART 3601 (OR 3602), 3605, OR 4604
Funding
3 CREDIT HOURS
ART 3700, 3702, 3703, 3704, OR 3705
Photography
3 CREDIT HOURS
ART 4078
Mid Program Review
0 CREDIT HOURS
ART HISTORY ELECTIVE
Any 3000/4000 Level Art History Class
3 CREDIT HOURS
11: ART 2000
GENERAL FINE ART ELECTIVE
Any 3000/4000 Level Art Studio Class
3 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 Inamed.
• Continue meeting with art mentor.
• Attend visiting artist presentations.
• Enter work into The Electric.

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.

TAKE CARE OF YOURSELF
• Use the gym at University Recreation.
• Take a group fitness class, explore the outdoors, or use a gym technique.

PAVE YOUR PATH
• Draft Artist Statement and think about future development (independence, skills, exhibitions).
• Submit work to the Juried Student Exhibition.
• Take part in the Art Auction.
• Apply for a Student Assistant position.

TERM 2: SPRING
ART 3802, 4803, OR 4804
Relief Printmaking, Intaglio, or Lithography
3 CREDIT HOURS
ART 3902 OR 3903
Sculpture II or III
3 CREDIT HOURS
ART STUDIO ELECTIVE
Any 3000/4000 Level Art Studio Class
3 CREDIT HOURS
GENERAL FINE ART ELECTIVE
Any 3000/4000 Level Art Studio Class
3 CREDIT HOURS
S2: SOCIAL SCIENCE
3 CREDIT HOURS

MILESTONES:
• Earn 15 or more credit hours (C or better in ART CLASSES)
• Discuss with advisor and faculty mentor how the student will fulfill the 12 hrs. of the required ART GENERAL FINE ART STUDIO CLASSES 4304 AND OR 4605 AND OR 4706 AND OR 4805 AND OR 4904

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

TERM 4: FALL
ART 4998
Senior Capstone Experience I
1 CREDIT HOUR
ART STUDIO ELECTIVE
Any 3000/4000 Level Art Studio Class
3 CREDIT HOURS
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.)
6 CREDIT HOURS
T3: STEM COURSE
3 CREDIT HOURS

MILESTONES:
• COMPLETE CAPSTONE I
• APPL FOR GRADUATION
• EARN 13 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES)

Note:
At the conclusion of the 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.

TERM 2: SPRING
ART 4999
Senior Capstone Experience II
2 CREDIT HOURS
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.)
6 CREDIT HOURS
ART STUDIO ELECTIVE
Any 3000/4000 Level Art Studio Class
3 CREDIT HOURS
ART STUDIO ELECTIVE
Any 3000/4000 Level Art Studio Class
3 CREDIT HOURS

MILESTONES:
• COMPLETE CAPSTONE II
• Earn 14 or more credit hours (C or better in Art classes)
• COMPLETE 126 CREDIT HOURS (GRADUATE)

13 FALL CREDIT HOURS + 14 SPRING CREDIT HOURS = 27 CREDIT HOURS

TERM 1: FALL
• Finish University Core classes.
• Capstone I & II.

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
• Enter a national or regional juried exhibition.
• Travel to a professional Symposium/Conference. The Office of Undergraduate Research can help you find funding if needed.

BROADEN YOUR PERSPECTIVES
• Go to a Conference or Symposium.
• Organize a gallery trip.
• Be part of a UWG volunteer program.

TAKE CARE OF YOURSELF
• Practice mindfulness and stress reduction techniques.
• Connect with like-minded peers on campus through the Center for Student Involvement and Inclusion.
• Plan to stay connected to UWG after you graduate.

PAVE YOUR PATH
• Prepare Resume/Portfolio.
• Apply for John/Guadalupe Balsez.
• Hold a leadership position (i.e. ASU President).
• Explore residency opportunities.