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, 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 3 CREDIT HOURS
English Composition I

S1: HIST 1111 OR 1112 3 CREDIT HOURS
World History

I2: XIDS 2002 2 CREDIT HOURS
(Recommended) First-Year Seminar

F: ART 1006 OR 1009 3 CREDIT HOURS
Design I (2D)/Design II (3D)

MILESTONES:
• Complete ENG 1101.
• Complete ART 1006 & 1009 (C or better), EARN 18 OR MORE CREDIT HOURS.

TERM 2: SPRING

C2: ENGL 1102 3 CREDIT HOURS
English Composition II

M: MATH 1001 OR 1111 3 CREDIT HOURS
Quantitative Skills & Reasoning or College Algebra

P1: HIST 2111 OR 2112 3 CREDIT HOURS
US History

F: ART 1006 OR 1009 3 CREDIT HOURS
Design I (2D)/Design II (3D)

F: ART 1008 3 CREDIT HOURS
Drawing I

A: HUMANITIES 3 CREDIT HOURS
MILESTONES:
• Complete ENG 1102.
• Complete ART 1006 & 1009 (C or better), EARN 18 OR MORE CREDIT HOURS.

FINISH YOUR COURSEWORK

• Enroll in Art Foundations Courses.
• Start taking University Core courses such as ART 1201, it is important to take all of these courses to graduate on time.
• Meet with your Art Mentor (one will be assigned).
• Enroll in classes that foster your growth as an artist.
• Meet with your Art Mentor (one will be assigned).
• Enroll in classes that foster your growth as an artist.

FIND YOUR PLACE

• Join the Art Student Union.
• Complete the Art Student Seminar.
• Visit the Art Galleries.
• Meet with your Art Mentor (one will be assigned).
• Enroll in classes that foster your growth as an artist.

BROADEN YOUR PERSPECTIVES

• Go to an Art Exhibition Reception.
• Complete the Art Student Seminar.
• Visit the Art Galleries.
• Meet with your Art Mentor (one will be assigned).
• Enroll in classes that foster your growth as an artist.

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 UWG’s Wellness Hub.
• Connect with UWG’s Wellness Hub.
• Start looking for campus opportunities to get involved.
• Explore UWG’s Wellness Hub.

TAKE CARE OF YOURSELF

• Investigate the concentrations offered in ART.
• Find a minor within CACSI.

PAVE YOUR PATH

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

TERM 1: FALL

ART 3901 3 CREDIT HOURS
Introductory Sculpture

ART 3601 OR 3602 3 CREDIT HOURS
Painting I Watercolor or Painting II

MILESTONES:
• Student should apply to the BFA in Art (sculpture).
• Earn 15 or more credit hours (C or better in Art classes).

TERM 2: SPRING

ART 3801 3 CREDIT HOURS
Printmaking I Survey

ART 3301 3 CREDIT HOURS
Beginning Ceramics

ART 3902, 3903, OR 4903 3 CREDIT HOURS
History of Western Art

MILESTONES:
• Earn 18 or more credit hours (C or better in Art classes).

PAVE YOUR PATH

16 FALL CREDIT HOURS + 18 SPRING CREDIT HOURS = 34 CREDIT HOURS
## YEAR 3

### TERM 1: FALL

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<tr>
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<th>Course Title</th>
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<tbody>
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<td>ART 3210, 4211, OR 4215</td>
<td>Non-Western Art, Japanese Art, or Art of the African Diaspora</td>
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<td>Sculpture I, II, or III</td>
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<td>ART 3701</td>
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<tr>
<td>ART 2000</td>
<td>Arts (Recommended) Oral Communication and the Visual Arts</td>
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### MILESTONES:
- Complete Mid Program Review, BFA in Art
- EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).
- Take ART 2000, ART 2201 and 2202.
- 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 4

### TERM 1: FALL

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<td>Advanced Sculpture (3)</td>
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<td>T3: STEM COURSE</td>
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### MILESTONES:
- Complete Capstone I.
- Apply for graduation.
- Earn 13 or more credit hours (C or better in art classes).

### TERM 2: SPRING

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### MILESTONES:
- Complete Capstone II.
- Earn 14 or more credit hours (C or better in art classes).
- Complete 126 credit hours (graduate).

### TERM 2: SPRING

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### MILESTONES:
- Complete Capstone II.
- Earn 14 or more credit hours (C or better in art classes).
- Complete 126 credit hours (graduate).

### 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 Inseed.
- Continue meeting with art mentor.
- Attend visiting artist presentation.
- 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.

### CONNECT OFF-CAMPUS

- Earn 15 or more credit hours (C or better in art classes).
- Continue meeting with art mentor.
- Attend visiting artist presentation.
- Volunteer to help out at Art Infuse and Art Incend.

### TAKE CARE OF YOURSELF

- 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.

### PAVE YOUR PATH

- Prepare Resume/Portfolio.
- Apply for Jobs/Graduate School.
- Plan to stay connected to UWG after you graduate.

### PAVE 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.

### TERM 1: FALL

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### MILESTONES:
- Complete Capstone I.
- Apply for graduation.
- Earn 13 or more credit hours (C or better in art classes).

### TERM 2: SPRING

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### MILESTONES:
- Complete Capstone II.
- Earn 14 or more credit hours (C or better in art classes).
- Complete 126 credit hours (graduate).

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### MILESTONES:
- Complete Capstone II.
- Earn 14 or more credit hours (C or better in art classes).
- Complete 126 credit hours (graduate).

### TERM 1: FALL

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### MILESTONES:
- Complete Capstone I.
- Apply for graduation.
- Earn 13 or more credit hours (C or better in art classes).

### TERM 2: SPRING

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### MILESTONES:
- Complete Capstone II.
- Earn 14 or more credit hours (C or better in art classes).
- Complete 126 credit hours (graduate).