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

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

HAVE A QUESTION? CHECK IN WITH YOUR ADVISOR!

VISIT WOLFWATCH FOR MORE INFORMATION.
YEAR 1

TERM 1: FALL

A1: ENGL 1101
English Composition I
3 CREDIT HOURS

E1: HIST 1111 OR 1112
World History
3 CREDIT HOURS

B2: XIDS 2002
Recommended First-Year Seminar
2 CREDIT HOURS

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

F: ART 1007
Drawing I
3 CREDIT HOURS

C1: FINE ARTS
3 CREDIT HOURS

TERM 2: FALL

A2: MATH 1001 OR 1111
Quantitative Skills & Reasoning or College Algebra
3 CREDIT HOURS

E2: HIST 2111 OR 2112
US History
3 CREDIT HOURS

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

F: ART 1008
Drawing I
3 CREDIT HOURS

C2: HUMANITIES
3 CREDIT HOURS

TERM 1: SPRING

A1: ENGL 1102
English Composition II
3 CREDIT HOURS

E1: HIST 1111 OR 1112
World History
3 CREDIT HOURS

B2: XIDS 2002
Recommended First-Year Seminar
2 CREDIT HOURS

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

F: ART 1007
Drawing I
3 CREDIT HOURS

C1: FINE ARTS
3 CREDIT HOURS

TERM 2: SPRING

A2: MATH 1001 OR 1111
Quantitative Skills & Reasoning or College Algebra
3 CREDIT HOURS

E2: HIST 2111 OR 2112
US History
3 CREDIT HOURS

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

F: ART 1008
Drawing I
3 CREDIT HOURS

C2: HUMANITIES
3 CREDIT HOURS

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.

MILESTONES:
• COMPLETE ENG, 1101.
• COMPLETE ART 1006 & 1007 (C OR BETTER),
• EARN 18 OR MORE CREDIT HOURS.

FIND YOUR PLACE

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

MILESTONES:
• COMPLETE ENG, 1101.
• COMPLETE ART 1006 & 1007 (C OR BETTER),
• EARN 18 OR MORE CREDIT HOURS.

BROADEN YOUR PERSPECTIVES

• Visit the Cartoon 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.
• 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.

MILESTONES:
• COMPLETE ENG, 1102.
• COMPLETE ART 1006 & 1009 (C OR BETTER),
• EARN 18 OR MORE CREDIT HOURS.

TAKE CARE OF YOURSELF

• Investigate the concentrations offered in ART.
• Explore the University’s Wellness Hub.

MILESTONES:
• COMPLETE ENG, 1102.
• COMPLETE ART 1006 & 1009 (C OR BETTER),
• EARN 18 OR MORE CREDIT HOURS.

PAVE YOUR PATH

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

TERM 1: FALL

ART 3301
Beginning Ceramics
3 CREDIT HOURS

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

F: ART 2201 OR 2202
History of Western Art
3 CREDIT HOURS

E4: SOCIAL SCIENCE
3 CREDIT HOURS

D1: SCIENCE + LAB
4 CREDIT HOURS

• STUDENT SHOULD APPLY TO THE BFA IN ART (CERAMICS),
• EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).

TERM 2: SPRING

ART 3801
Printmaking & Sculpture
3 CREDIT HOURS

ART 3901
Introductory Sculpture
3 CREDIT HOURS

ART 3302, 4302, OR 4303
Intermediate Ceramics Courses
3 CREDIT HOURS

E3: POLS 1101
American Government
3 CREDIT HOURS

F: ART 2201 OR 2202
History of Western Art
3 CREDIT HOURS

D1: NON-LAB SCIENCE
3 CREDIT HOURS

MILESTONES:
• COMPLETE ENG, 1102.
• COMPLETE ART 1006 & 1009 (C OR BETTER),
• 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

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 Inconnu.
• 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 SRAP 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 Flax, etc.
• Participate in Art Semester

PAVE YOUR PATH

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

MILESTONES:
• COMPLETE ENG, 1102.
• COMPLETE ART 1006 & 1009 (C OR BETTER),
• EARN 18 OR MORE CREDIT HOURS.
YEAR 3

TERM 1: FALL

ART 3302, 4302, OR 4303 3 CREDIT HOURS
Intermediate Ceramics

ART 3701 3 CREDIT HOURS
Intro to Photography

ART 4078 0 CREDIT HOURS
Mid Program Review

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

ART 3210, 4211, OR 4215 3 CREDIT HOURS
East-Western Art, Japanese Art, or Art of the African Diaspora

B1: ART 2000 3 CREDIT HOURS
(Recommended: Oral Communication and the Visual Arts)

MILESTONES:
• Complete your concentration.
• Mid-Program Review.
• Continue meeting with art mentor.
• Take ART 2201 and 2202.

TERM 2: SPRING

ART 3302, 4302, OR 4303 3 CREDIT HOURS
Intermediate Ceramics

ART 4304 3 CREDIT HOURS
Advanced Ceramics (1)

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

ART HISTORY ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Art History Class

MILESTONES:
• Earn 15 or more credit hours (C or better in art classes).

YEAR 4

TERM 1: FALL

ART 4998 1 CREDIT HOUR
Senior Capstone Experience I

ART 4304 3 CREDIT HOURS
Advanced Ceramics (2)

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

CERAMICS ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Ceramics Class

D2: MATH, SCIENCE, & TECHNOLOGY

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

TERM 2: SPRING

ART 4999 2 CREDIT HOURS
Senior Capstone Experience II

ART 4304 3 CREDIT HOURS
Advanced Ceramics (3)

ART 4304 3 CREDIT HOURS
Advanced Ceramics (4)

ART STUDIO ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Level Art Studio Class

CERAMICS ELECTIVE 3 CREDIT HOURS
Any 3000/4000 Ceramics Class

MILESTONES:
• Complete Capstone II.
• Earn 14 or more credit hours (C or better in art classes).
• Complete 128 credit hours (Graduate).

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

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 an Assistantship position.

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

PAVE YOUR PATH

• Finish University Core classes.
• Capstone 1 & 2.
• 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

• Volunteer to help out at Art Infuse and Art Incend.
• 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 SRAP grant with art faculty.
• GPA 3.2 or above? Consider applying to the Honors Program.

CONNECTIONS TO HELP YOU DETERMINE NEXT STEPS FOR YOUR ACADEMIC OR PROFESSIONAL GOALS

• Complete Mid Program Review, BFA in Art (CERAMICS).
• Earn 15 or more credit hours (C or better in art classes).

APPLY FOR GRADUATION.

• Volunteer for a Student Assistant position.
• Submit work to the Juried Student Exhibition.
• Develop a professional development (experience, skills, exhibitions).
• Consider attending a national or regional juried exhibition.
• Travel to a professional Symposium/Conference.
• Organize a gallery trip.
• Go to a Conference or Symposium.
• Be part of a UWG volunteer program.

FINISH UNIVERSITY Core classes.

• Apply for a Student Assistant position.
• Explore residency opportunities.

• 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.
• Visit the UWG Alumni Association.

COMPLETE UNIVERSITY Core classes.

• Explore residency opportunities.
• Prepare Resume/Portfolio.
• Apply for John Graduate Fellowship.
• Hold a leadership position (i.e. ASU President).
• Participate in Art Takeover Center, Binders, Sam Flax, etc.
• Organize a gallery trip.
• Be part of a UWG volunteer program.

COMPLETE CAPSTONE II.

• Complete Mid Program Review, BFA in Art (CERAMICS).
• Earn 15 or more credit hours (C or better in art classes).

COMPLETE CAPSTONE I.

• Meet with your art mentor, talk about your post-graduation goals.
• Consider becoming a Peer Tutor.

COMPLETE 126 CREDIT HOURS (GRADUATE).

• Complete Mid Program Review, BFA in Art (CERAMICS).
• Earn 15 or more credit hours (C or better in art classes).

EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).

EARN 14 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).

EARN 13 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).

COMPLETE 126 CREDIT HOURS (GRADUATE).

COMPLETE 126 CREDIT HOURS (GRADUATE).

COMPLETE 126 CREDIT HOURS (GRADUATE).

COMPLETE 126 CREDIT HOURS (GRADUATE).