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

60
CORE CREDIT HOURS

42
MAJOR CREDIT HOURS

24
ELECTIVE CREDIT HOURS

ADD A CERTIFICATE

- Arts Management
- Museum Studies
- Public History
### 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**

**MILESTONES:**
- 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 paths.

**TERM 2: SPRING**

**A1:** ENGL 1102  
English Composition II  
**3 CREDIT HOURS**

**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**

**MILESTONES:**
- Complete ENG 1101.
- Complete ART 1006 & 1009 (C or Better).
- Earn 18 or more credit hours.

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

### YEAR 2

#### 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**

**MILESTONES:**
- Earn 15 or more credit hours (C or better in ART classes)

#### TERM 2: SPRING

**ART 3801**  
Printmaking & Survey  
**3 CREDIT HOURS**

**ART 3901**  
Introductory Sculpture  
**3 CREDIT HOURS**

**ART 3601 OR 3602**  
Painting I Watercolor or Painting II  
**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:**
- Student should apply to the BFA in ART (Painting).
- Earn 18 or more credit hours (C or better in ART classes)

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

### FIND YOUR PLACE

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

### FOCUS ON CAREER

- Focus on time management and making 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.
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### PAVES YOUR PATH

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### BROADEN YOUR PERSPECTIVES

- Visit the Carnegie Art Center, Southeastern Quilt & Textile Museum, or local gallery.
- Attend School of the Arts lectures and events; if you are not on the WarEagle carousel, be sure to visit the Vault Gallery.
- Focus on time management and making 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.

### OFF-CAMPUS

- Take part in the Art Atelier.
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- Take part in the Art Atelier.

### TAKE CARE OF YOURSELF

- Use the free and confidential resources at the campus Counseling Center if needed.
- Take a group fitness class, explore the outdoors, or utilize the free and confidential resources at the campus Counseling Center if needed.
- Volunteer to help out at Art Infuse and Art Incend.
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### FIND YOUR PLACE

- Participate in Critique with a Visiting Artist.
- Attend a visiting artist lecture.
- Initiate an SRAP grant with art faculty.

### PAVES 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 Atelier.
- Apply for a Student Assistant position.

### TAKE CARE OF YOURSELF

- Meet with art mentor.
- Meet with art mentor.
- Meet with art mentor.
- Meet with art mentor.
- Meet with art mentor.

### PAVES YOUR PATH

- Earn 15 or more credit hours (C or better in ART classes)
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### OFF-CAMPUS

- Visit Atlanta, see what it has to offer: The High Museum, MoCA GA, Atlanta Contemporary Arts Center, Binders, Sam Flax, etc.
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### FOCUS ON CAREER

- 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.

### OFF-CAMPUS

- 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.
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YEAR 3

TERM 1: FALL

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title Description</th>
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<tbody>
<tr>
<td>ART 4603 OR 4604</td>
<td>Painting II or Experimental Process</td>
</tr>
<tr>
<td>ART 3701</td>
<td>Intro to Photography</td>
</tr>
<tr>
<td>ART 4078</td>
<td>Mid Program Review</td>
</tr>
<tr>
<td>ART STUDIO ELECTIVE</td>
<td>Any 3000/4000 Level Art Studio Class</td>
</tr>
<tr>
<td>ART HISTORY ELECTIVE</td>
<td>Any 3000/4000 Level Art History Class</td>
</tr>
<tr>
<td>B1: ART 2000</td>
<td>Recommended Oral Communication and the Visual Arts</td>
</tr>
</tbody>
</table>

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 2302.

TERM 2: SPRING

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title Description</th>
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</thead>
<tbody>
<tr>
<td>ART 4603 OR 4604</td>
<td>Painting II or Experimental Process</td>
</tr>
<tr>
<td>ART 4605</td>
<td>Advanced Painting 1</td>
</tr>
<tr>
<td>ART STUDIO ELECTIVE</td>
<td>Any 3000/4000 Level Art Studio Class</td>
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<tr>
<td>PAINTING ELECTIVE</td>
<td>Any 3000/4000 Painting Class</td>
</tr>
<tr>
<td>B1: ART 2000</td>
<td>Recommended Oral Communication and the Visual Arts</td>
</tr>
</tbody>
</table>

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.

TERM 4

TERM 1: FALL

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title Description</th>
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</thead>
<tbody>
<tr>
<td>ART 4998</td>
<td>Senior Capstone Experience I</td>
</tr>
<tr>
<td>ART 4605</td>
<td>Advanced Painting 2</td>
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<tr>
<td>ART STUDIO ELECTIVE</td>
<td>Any 3000/4000 Level Art Studio Class</td>
</tr>
<tr>
<td>PAINTING ELECTIVE</td>
<td>Any 3000/4000 Painting Class</td>
</tr>
<tr>
<td>B1: ART 2000</td>
<td>Recommended Oral Communication and the Visual Arts</td>
</tr>
</tbody>
</table>

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.

TERM 2: SPRING

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 4999</td>
<td>Senior Capstone Experience II</td>
</tr>
<tr>
<td>ART 4605</td>
<td>Advanced Painting 3</td>
</tr>
<tr>
<td>ART STUDIO ELECTIVE</td>
<td>Any 3000/4000 Level Art Studio Class</td>
</tr>
<tr>
<td>PAINTING ELECTIVE</td>
<td>Any 3000/4000 Painting Class</td>
</tr>
<tr>
<td>B1: ART 2000</td>
<td>Recommended Oral Communication and the Visual Arts</td>
</tr>
</tbody>
</table>

CRUSH YOUR COURSEWORK

- Visit the Office of Career and Graduate School Connections to help you determine next steps for your academic or professional goals.
- Prepare Resume/Portfolio.
- Apply for Jobs/Graduate School.
- Explore residency opportunities.

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

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