SCULPTURE

Bachelor of Fine Arts

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.

VISIT WOLFWATCH FOR MORE INFORMATION.

HAVE A QUESTION? CHECK IN WITH YOUR ADVISOR!

HONORS COLLEGE

Consider joining if you have an Overall GPA of 3.2 and earned 15 college credit hours!

60 CORE CREDIT HOURS

60 MAJOR CREDIT HOURS

0 ELECTIVE CREDIT HOURS

UNIVERSITY OF WEST GEORGIA

2026-2027

YEAR 1

TERM 1: FALL

C1: ENGL 1101 English Composition I	3 CREDIT HOURS
S1: HIST 1111 OR 1112 World History	3 CREDIT HOURS
I2: XIDS 2002 (Recommended) First-Year Seminar	2 CREDIT HOURS
F: ART 1006 OR 1009	3 CREDIT HOURS
F: ART 1007	3 CREDIT HOURS
ART 1017	0 CREDIT HOURS
A: HUMANITIES	3 CREDIT HOURS

MILESTONES:
- COMPLETE ENGL 1101.
- COMPLETE ART 1006 & 1007 (C OR BETTER).
- EARN 17 OR MORE CREDIT HOURS.

TERM 2: SPRING

C2: ENGL 1102 English Composition II	3 CREDIT HOURS
M: MATH 1001 OR 1111 Quantitative Skills & Reasoning or College Algebra	3 CREDIT HOURS
P1: HIST 2111 OR 2112 US History	3 CREDIT HOURS
F: ART 1006 OR 1009	3 CREDIT HOURS
F: ART 1008	3 CREDIT HOURS
ART 1018	0 CREDIT HOURS

MILESTONES:
- COMPLETE ENGL 1102.
- COMPLETE ART 1008 & 1009 (C OR BETTER).
- EARN 15 OR MORE CREDIT HOURS.

17 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS = 32 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.

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

BROADEN YOUR PERSPECTIVES
- 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 Carrollton 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 UWG's Wellness Hub.

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

YEAR 2

TERM 1: FALL

ART 3901	3 CREDIT HOURS
ART 3301, 3601, 3701, OR 3801	3 CREDIT HOURS
F: ART 2201 OR 2202	3 CREDIT HOURS
S2: SOCIAL SCIENCE	3 CREDIT HOURS
T1: SCIENCE + LAB	4 CREDIT HOURS

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 3301, 3601, 3701, OR 3801	6 CREDIT HOURS
ART 3902, 3903, 3904, 4902, OR 4903	3 CREDIT HOURS
F: ART 2201 OR 2202	3 CREDIT HOURS
T2: NON-LAB SCIENCE	3 CREDIT HOURS

MILESTONES:
- EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES)

16 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS = 31 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 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.

CONNECT OFF-CAMPUS
- 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

TAKE CARE OF YOURSELF
- 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.

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 Atelier.
- Apply for a Student Assistant position.

YEAR 3

TERM 1: FALL

ART 3210, 4211, OR 4215	3 CREDIT HOURS
ART 3902, 3903, 3904, 4902, OR 4903	3 CREDIT HOURS
ART 4078	0 CREDIT HOURS
ART 3301, 3601, 3701, OR 3801	3 CREDIT HOURS
I1: ART 2000	3 CREDIT HOURS
A: HUMANITIES	3 CREDIT HOURS

MILESTONES:
- COMPLETE MID PROGRAM REVIEW, BFA IN ART (SCULPTURE).
- EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).

TERM 2: SPRING

ART 4904	3 CREDIT HOURS
ART HISTORY ELECTIVE See Advisor for Approved List of Electives	3 CREDIT HOURS
ART STUDIO ELECTIVE See Advisor for Approved List of Electives	3 CREDIT HOURS
SCULPTURE ELECTIVE See Advisor for Approved List of Electives	3 CREDIT HOURS
ART 3902/3903/3904/4902/4903	3 CREDIT HOURS

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

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

CONNECT OFF-CAMPUS
- 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

TAKE CARE OF YOURSELF
- 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.

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 Atelier.
- Apply for a Student Assistant position.

YEAR 4

TERM 1: FALL

ART 4998	0 CREDIT HOURS
ART 4904	3 CREDIT HOURS
ART STUDIO ELECTIVE See Advisor for Approved List of Electives	3 CREDIT HOURS
SCULPTURE ELECTIVE See Advisor for Approved List of Electives	3 CREDIT HOURS
P2: POLS 1101 American Government	3 CREDIT HOURS
T3: STEM COURSE	3 CREDIT HOURS

MILESTONES:
- COMPLETE CAPSTONE I.
- APPLY FOR GRADUATION.
- EARN 15 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).

TERM 2: SPRING

ART 4999	0 CREDIT HOURS
ART STUDIO ELECTIVE See Advisor for Approved List of Electives	3 CREDIT HOURS
SCULPTURE ELECTIVE See Advisor for Approved List of Electives	3 CREDIT HOURS
ART 4904	3 CREDIT HOURS
ART 4904	3 CREDIT HOURS

MILESTONES:
- COMPLETE CAPSTONE II.
- EARN 12 OR MORE CREDIT HOURS (C OR BETTER IN ART CLASSES).
- COMPLETE 120 CREDIT HOURS (GRADUATE).

15 FALL CREDIT HOURS + 12 SPRING CREDIT HOURS = 27 CREDIT HOURS

CRUSH YOUR COURSEWORK
- Finish University Core classes.
- Capstone 1 & 2.

FIND YOUR PLACE
- 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.

BROADEN YOUR PERSPECTIVES
- 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.

CONNECT OFF-CAMPUS
- 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. Visit the UWG Alumni Association.

PAVE YOUR PATH
- Prepare Resume/Portfolio.
- Apply for Jobs/Graduate School.
- Hold a leadership position (i.e. ASU President).
- Explore residency opportunities.