Bachelor of Fine Arts in Studio Art (BFA)

Program Description
An education in Visual Arts can be defined as the process whereby one learns how to produce art; engage in the aesthetic and critical analysis of art, and to talk, read, and write about art. Students at Utah Tech will be exposed to numerous concepts and activities involved in becoming visually and aesthetically literate. As part of their artistic study students will become proficient in their art discipline. Students will have opportunity to visit major regional art museums and exhibit artwork both on and off campus.

Admission Requirements
PLEASE CONTACT A FINE ARTS ACADEMIC ADVISOR REGARDING BFA PROGRAM ADMISSION PRIOR TO BEGINNING COURSEWORK.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 1001</td>
<td>FYE: Art and Design</td>
<td>2</td>
</tr>
<tr>
<td>ART 1110</td>
<td>Drawing and Composition (FA)</td>
<td>3</td>
</tr>
<tr>
<td>ART 1120</td>
<td>2-Dimensional Design (FA)</td>
<td>3</td>
</tr>
<tr>
<td>ART 1130</td>
<td>3-Dimensional Design I</td>
<td>3</td>
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</table>

The Art faculty will conduct a portfolio and grade review for each student wishing to enroll in the BFA program. Assignments from the following courses will make up the portfolio:

Students must maintain an overall GPA of 2.0 and earn at least a B- in all pre-BFA portfolio courses in order to be eligible to proceed.

Program Curriculum
120 credits

Utah Tech General Education Requirements
All Utah Tech General Education requirements must be fulfilled. A previously earned degree may fulfill those requirements, but courses must be equivalent to Utah Tech's minimum General Education standards in American Institutions, English, and Mathematics.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>English</td>
<td></td>
<td>3-7</td>
</tr>
<tr>
<td>Mathematics</td>
<td></td>
<td>3-5</td>
</tr>
<tr>
<td>American Institutions</td>
<td></td>
<td>3-6</td>
</tr>
<tr>
<td>Life Sciences</td>
<td></td>
<td>3-10</td>
</tr>
<tr>
<td>Physical Sciences</td>
<td></td>
<td>3-5</td>
</tr>
<tr>
<td>Laboratory Science</td>
<td></td>
<td>0-1</td>
</tr>
<tr>
<td>Fine Arts</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Literature/Humanities</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Social &amp; Behavioral Sciences</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Exploration</td>
<td></td>
<td>3-5</td>
</tr>
</tbody>
</table>

BFA Foundation Requirements

<table>
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<tr>
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<td>3</td>
</tr>
<tr>
<td>ART 1130</td>
<td>3-Dimensional Design I</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 2710</td>
<td>Prehistoric to Gothic Art History (FA)</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 2720</td>
<td>Renaissance to Contemporary Art History (FA)</td>
<td>3</td>
</tr>
</tbody>
</table>
# Bachelor of Fine Arts in Studio Art (BFA)

## BFA Core Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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</tr>
</thead>
<tbody>
<tr>
<td>ART 2060</td>
<td>Digital Photography (FA)</td>
<td>3</td>
</tr>
<tr>
<td>or ART 1050</td>
<td>Intro to Photography</td>
<td></td>
</tr>
<tr>
<td>ART 2110</td>
<td>Intermediate Drawing</td>
<td>3</td>
</tr>
<tr>
<td>ART 2120</td>
<td>Digital Art</td>
<td>3</td>
</tr>
<tr>
<td>ART 2190</td>
<td>Intro to Sculpture</td>
<td>3</td>
</tr>
<tr>
<td>ART 2210</td>
<td>Intro to Oil Painting</td>
<td>3</td>
</tr>
<tr>
<td>ART 2570</td>
<td>Intro to Ceramics</td>
<td>3</td>
</tr>
</tbody>
</table>

## BFA Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Art History Requirements</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>Complete two (2) upper-division Art History courses</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Upper Division Art Electives</td>
<td>36</td>
</tr>
<tr>
<td></td>
<td>Complete 36 credits of upper-division ART coursework</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Junior Review</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The Art faculty will conduct a junior review for each student enrolled in the BFA program. Students should contact their academic advisor for more information.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>BFA Exhibition</td>
<td></td>
</tr>
<tr>
<td>ART 4800R</td>
<td>Senior Exhibition</td>
<td>1</td>
</tr>
<tr>
<td>ART 4800R</td>
<td>Senior Exhibition</td>
<td>1</td>
</tr>
</tbody>
</table>

## Graduation Requirements

1. Complete a minimum of 120 college-level credits (1000 and above).
2. Complete at least 40 upper-division credits (3000 and above).
3. Complete at least 30 upper-division credits at Utah Tech for institutional residency.
4. Cumulative GPA 2.0 or higher.
5. Grade B- or higher in all BFA required courses.

## Graduation Plan

### 1st Year

#### Fall Semester

<table>
<thead>
<tr>
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<td>ART 1130</td>
<td>3-Dimensional Design I</td>
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</tr>
<tr>
<td>ENGL 1010</td>
<td>Introduction to Writing (EN)</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 2710</td>
<td>Prehistoric to Gothic Art History (FA)</td>
<td>3</td>
</tr>
<tr>
<td>General Elective</td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

#### Spring Semester

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>MATH 1030</td>
<td>Quantitative Reasoning (MA) (General Education (Mathematics) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext))</td>
<td>3</td>
</tr>
<tr>
<td>ART 1120</td>
<td>2-Dimensional Design (FA)</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 2010</td>
<td>Interm Writing Selected Topics: (EN)</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 2720</td>
<td>Renaissance to Contemporary Art History (FA)</td>
<td>3</td>
</tr>
<tr>
<td>General Elective</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

#### Hours

| 15 |

### 2nd Year

#### Fall Semester

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Education (Life Sciences) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext)</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

#### Hours

| 3 |
General Education (American Institutions) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext) 3
ART 2060  Digital Photography (FA) 3
ART 2110  Intermediate Drawing 3
ART 2190  Intro to Sculpture 3

Hours 15

Spring Semester
General Education (Physical Sciences/Lab) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext) 4
ART 2120  Digital Art 3
ART 2210  Intro to Oil Painting 3
ART 2570  Intro to Ceramics 3
ARTH 3XXX Upper Division Art History 3

Hours 16

3rd Year
Fall Semester
General Education (Fine Arts) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext) 3
General Education (Literature/Humanities) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext) 3
ART 3XXX Any Upper Division Art Course 3
ARTH 3XXX Upper Division Art History 3

Junior Review - Contact your academic advisor for junior review requirements.

Hours 15

Spring Semester
General Education (Social & Behavioral Sciences) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext) 3
General Education (Exploration) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext) 3
ART 3XXX Any Upper Division Art Course 3
ARTH 3XXX Upper Division Art History 3

Hours 15

4th Year
Fall Semester
ART 3XXX Any Upper Division Art Course 3
ART 4XXX Any Upper Division Art Course 3
ART 4XXX Any Upper Division Art Course 3
ART 4XXX Any Upper Division Art Course 3
ART 4800R  Senior Exhibition 1
General Elective 3

Hours 16

Spring Semester
General Education (GLOCUP) (catalog.dixie.edu/programs/generaleducation/#gerequirementstext) 3
ART 4XXX Any Upper Division Art Course 3
ARTH 4XXX Any Upper Division Art Course 3
ARTH 4XXX Any Upper Division Art Course 3
ARTH 4800R  Senior Exhibition 1

Hours 13

Total Hours 120

BFA Program Learning Outcomes

At the successful conclusion of this program, students will be able to:

1. Produce a body of work (portfolio) suitable for post-baccalaureate creative practice, graduate study, and career opportunities in art and design.
2. Solve complex problems related to the conceptual process of creating art in more than one fine arts area.
3. Express artistic concepts and intent using visual, oral, and written communication amongst more than one fine arts area.
4. Evaluate artistic work using visual language to explain basic design principles and concepts.
5. Employ principles of visual analysis and visual literacy in class presentations and/or papers to demonstrate a critical understanding of the composition and socio-historical context of art works that reflects their informed evaluation and ability to place evidence and perspectives discussed in priority order.