STUDIO ART AND DESIGN (B.F.A.)

The B.F.A. is a four-year degree divided into two parts: the preprofessional program (freshman and sophomore years) and the professional program (junior and senior years). Majors are eligible to apply for the professional program when they have completed the art core, are in the process of completing the 200-level art course requirements, and have earned a minimum 2.75 GPA. Applications for the professional BFA program will be requested each semester; students must be admitted to the professional BFA through the review process before being admitted to ART 490 and ART 495. Transcripts and a portfolio of the student's art work must accompany the application. Students accepted into the professional program must complete 15 credits of 300-level studio courses with at least 6 of the 15 credits in one sequential studio area and 12 credits of art history before enrolling in ART 490 and ART 495. Students must maintain a minimum GPA of 2.75 and receive a grade of 'C' or better in the 300- and 400-level art courses. Students may reapply for entry into the professional program any semester after their sophomore year.

**Computer Equipment:** Beginning with the first year of the program, all art and design students are required to have their own laptop computer and appropriate software for use in their courses. Please refer to the College of Art and Architecture's [website](http://www.uidaho.edu/caa/) for specifics.

Required coursework includes the university requirements (see regulation J-3 [link](https://catalog.uidaho.edu/general-requirements-academic-procedures/#j3)); the art core; and a studio emphasis (all the 200-level and 300-level courses in a specific studio area) in graphic design, interaction design, painting, sculpture, printmaking, or photography/digital imaging; and:

- **Select 15 credits from the following 200-level Studio courses:**
  - ART 205 Visual Culture
  - ART 207 Visual Studies
  - ART 211 Life Drawing
  - ART 216 Digital Tools
  - ART 217 Introduction to Graphic Design
  - ART 222 Introduction to Typography
  - ART 231 Painting I
  - ART 241 Sculpture I
  - ART 251 Printmaking I
  - ART 261 Ceramics I
  - ART 271 Introduction to Interaction Design
  - ART 272 Introduction to Experiential Design
  - ART 280 Understanding Photography
  - ART 321 Graphic Design: Concepts
  - ART 322 Graphic Design: Studio
  - ART 330 Intermediate/Advanced Painting
  - ART 340 Intermediate/Advanced Sculpture
  - ART 350 Intermediate/Advanced Printmaking
  - ART 360 Intermediate/Advanced Ceramics
  - ART 370 Interaction/Experiential Design: Concepts
  - ART 373 Interaction/Experiential Design: Studio
  - ART 380 Digital Imaging
  - ART 404 Special Topics
  - ART 488 Faculty Directed Internship

**Select 15 credits from 300-400 level Studio courses:**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>ART 404</td>
<td>Faculty Directed Internship</td>
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</tbody>
</table>

**Total Hours 59**

**Courses to total 120 credits for this degree**

At least 6 credits must be taken in one studio area for a Studio Emphasis, i.e., ART 330; no more than 6 credits in one studio area may be counted toward this requirement.

No more than a combined total of 9 credits of the following courses may be applied toward a B.F.A. degree: ART 404, ART 488, ART 497, ART 498, and ART 499.

**Fall Term 1**

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>ART 100</td>
<td>Introduction to Art: Why Art Matters</td>
<td>3</td>
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<tr>
<td>ART 111</td>
<td>Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>ART 121</td>
<td>Integrated Design Process</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 101</td>
<td>Writing and Rhetoric I</td>
<td>3</td>
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<tr>
<td>Mathemathical Ways of Knowing Course</td>
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**Spring Term 1**

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<tbody>
<tr>
<td>ART 112</td>
<td>Drawing II</td>
<td>3</td>
</tr>
<tr>
<td>ART 123</td>
<td>Art &amp; Design Process</td>
<td>3</td>
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<tr>
<td>ENGL 102</td>
<td>Writing and Rhetoric II</td>
<td>3</td>
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<tr>
<td>COMM 101</td>
<td>Fundamentals of Oral Communication</td>
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<tr>
<td>Fundamentals of Oral Communication</td>
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**Fall Term 2**

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<tr>
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<th>Title</th>
<th>Hours</th>
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<tr>
<td>ART 205</td>
<td>Visual Culture</td>
<td>3</td>
</tr>
<tr>
<td>200-Level Studio</td>
<td>3</td>
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<tr>
<td>200-Level Studio</td>
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<td></td>
</tr>
<tr>
<td>Social and Behavioral Ways of Knowing Course</td>
<td>3</td>
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</tbody>
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Spring Term 2
200-Level Studio 3
200-Level Studio 3
Art History Elective 3
Humanistic and Artistic Ways of Knowing Course (Non-Art) 3
Scientific Ways of Knowing Course 4

Fall Term 3
300-Level Studio 3
300-Level Studio 3
300-Level Studio 3
Art History Elective 3
Social and Behavioral Ways of Knowing Course 3

Spring Term 3
300-Level Studio 3
300-Level Studio 3
American Diversity Course 3
Upper Division Elective 3
Upper Division Elective 2

Fall Term 4
ART 407 New Media 3
ART 490 BFA Art/Design Studio 6
ART 495 Critical Art Writing Seminar 3
Upper Division Elective 3

Spring Term 4
ART 410 Professional Practices 2
ART 490 BFA Art/Design Studio 6
Upper Division Elective 3
Upper Division Elective 3

The degree map is a guide for the timely completion of your curricular requirements. Your academic advisor or department may be contacted for assistance in interpreting this map. This map is not reflective of your academic history or transcript and it is not official notification of completion of degree or certificate requirements. Please contact the Registrar’s Office regarding your official degree/certificate completion status.

1. Students should acquire and possess the ability to think, speak, and write clearly and effectively, and to communicate with precision, cogency, and rhetorical force.

2. Students should acquire and demonstrate technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in the work.

3. Students should demonstrate a broad working knowledge of various aesthetic issues, processes, and media and their relationship to the conceptualization, development, and completion of works of art and design within various specializations.

4. Students should demonstrate competence by conceiving and creating a body of work for evaluation in a major area of study using design principles and technical skills to support work in the student’s particular specialization.