

Art and Design, B.F.A.

Degree Offered

- Bachelor of Fine Arts

Nature of the Program

This cross-disciplinary studio major is designed to allow students to gain experience in all areas of the visual arts while pursuing a focused area of emphasis (AoE choices include: ceramics, graphic design, painting, photography, printmaking, sculpture, or time-based art) to prepare them for the arts professions and graduate study. Students take a total of 74 hours of ART along with a minimum of 12 credit hours in art history (ARHS). 20 of the 74 ART hours are the foundation courses common to all areas of emphasis. 6 hours of 200-level courses are required in the student's focus area along with 6 hours of ART classes in additional studio areas. 18 hours of ART courses at the 300-level are required for the student's area of emphasis. 18 hours of additional ART or ARHS electives along with a 6-hour senior capstone in ART are required for the major. Including the variable 36 hours of General Education Foundation requirements, the major can be completed in 120 hours (students usually take 3-9 hours of open elective to reach 120 hours).

Admissions

The School of Art and Design requires a portfolio review for the Bachelor of Fine Arts program. This evaluation is conducted by the art faculty and is designed to ensure that all students entering the BFA program have certain basic competencies and skills. Students are encouraged to apply and complete the portfolio review at the earliest possible date. Applicants should visit the School website: <http://artanddesign.wvu.edu/academics> (<https://artanddesign.wvu.edu/academics/>) or phone the School office at (304) 293-2552 to receive detailed instructions and portfolio review application material. Applicants are to contact the CCA Office of Recruitment at (304) 293-4339 to schedule an audition.

ADMISSION REQUIREMENTS 2024-2025

The Admission Requirements above will be the same for the 2024-2025 Academic Year.

Major Code: 2565

Curriculum Requirements

Code	Title	Hours
	University Requirements	36
	School of Art and Design Program Requirements	30
	Art and Design Major Requirements	54
	Total Hours	120

University Requirements

Code	Title	Hours
	General Education Foundations (GEF) 1, 2, 3, 4, 5, 6, 7, and 8 (31-37 Credits)	
	Outstanding GEF Requirements 1, 2, 3, 4, 5, 7, and 8	28
ART 191	First-Year Seminar	2
	General Electives	6
	Total Hours	36

School of Art and Design Program Requirements

Code	Title	Hours
	A minimum grade of C- is required in all ART and ARHS courses.	
ARHS 120	Survey of Art History 1 (GEF 6)	3
ARHS 160	Survey of Art History 2 (GEF 8)	3
	Studio Foundation Core	
ART 111S	Drawing 1	3
ART 121S	Visual Foundations 1	3
ART 122S	Visual Foundations 2	3
	Studio Foundation Exploration	
	Select five of the following: *	15

ART 213S	Painting 1
ART 223S	Introduction to Graphic Design
ART 226S	Introduction to Sculpture
ART 230S	Printmaking - Intaglio and Relief
ART 232S	Photography 1
ART 235S	Introduction to Silkscreen
ART 240S	Ceramics
ART 270S	Introduction to Electronic Media 1
ART 273S	Beginning 3D Animation
Global Positioning Studies (GPS) Requirement **	
Writing Portfolio Requirement ***	
Total Hours	
30	

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For students enrolled in the Area of Emphasis in Graphic Design, three-hours must include ART 232S.

**
Global Positioning Studies (GPS) is an interdisciplinary visual arts initiative within the School of Art and Design. It positions students at the crossroads between a local sense of place and a global understanding of that place in the world. Through direct experience, GPS courses encourage students to engage the world as a fertile ground for art making and critical research. BFA Art and Design majors are required to take at least one GPS-designated course to count toward degree requirements. See course details at artanddesign.wvu.edu/gps.

The School of Art and Design values and supports written communication abilities and critical thinking skills developed through iterative writing experiences across the curriculum and within the discipline. To meet this goal students must pass with a B- or better a writing portfolio requirement that includes examples of academic, professional, and reflective writing they have produced in their ART and ARHS courses.

Art and Design Major Requirements

Code	Title	Hours
A minimum grade of C- is required in all ARHS and ART courses.		
ARHS at the 200/300/400 Level *		6
ART 200 Level (Dependent on Area of Emphasis) **		3
Select one of the following:		
ART 214S	Painting 2	
ART 224S	Graphic Design 2	
ART 227S	Sculpture	
ART 231S	Printmaking - Lithography	
ART 234S	Photography 2	
ART 241S	Ceramics	
ART 271S	Introduction to Electronic Media 2	
ART or ARHS at the 200/300/400 Level ***		21
ART Senior Capstone		6
ART 413S	Senior Projects in Painting	
ART 425S	Graphic Design: Senior Project	
ART 426S	Senior Projects in Sculpture	
ART 430S	Senior Projects in Printmaking	
ART 435S	Senior Projects in Photography	
ART 440S	Senior Projects in Ceramics	
ART 470S	Senior Projects in Intermedia	
Studio Area of Emphasis		18
Ceramics		
Graphic Design		
Painting		
Photography		
Printmaking		

Sculpture

Time-Based Art

Total Hours	54
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Excludes ARHS 411, ARHS 412, ARHS 413 and ARHS 414. For students enrolled in the Area of Emphasis in Graphic Design, three-hours must include ARHS 406.

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Must be second 200-level ART course in Area of Emphasis.

For students enrolled in the Area of Emphasis in Graphic Design, three-hours must include ART 234S.

SUGGESTED PLAN OF STUDY

First Year

Fall	Hours	Spring	Hours
ART 191		2 ART Foundations Exploration	3
ART 111S		3 ART Foundations Exploration	3
ART 121S		3 ARHS 160 (GEF 8)	3
ART 122S		3 GEF 2A or 2B	3
ARHS 120 (GEF 6)		3 GEF 4	3
ENGL 101		3	
		17	15

Second Year

Fall	Hours	Spring	Hours
ART Foundations Exploration		3 ART Foundations Exploration	3
ART Foundations Exploration		3 ART Studio Major Area 2	3
ARHS 200/300/400 Level		3 ART/ARHS 200+ Studio Elective	3
GEF 5		3 GEF 3	3
ENGL 102 (GEF 1)		3 ARHS 200+	3
		15	15

Third Year

Fall	Hours	Spring	Hours
ART 300 Level (AOE)		6 ART 300 Level (AOE)	6
GEF 2A or Elective		3 ART or ARHS 200+ Studio Elective	6
GEF 7		3 Elective	4
		12	16

Fourth Year

Fall	Hours	Spring	Hours
ART 300 Level (AOE)		6 Senior Project	6
ART or ARHS 200/300/400 Level		6 ART or ARHS 200/300/400 Level	6
GEF 8		3 GEF 8	3
		15	15

Total credit hours: 120

Areas of Emphasis

- Ceramics (p. 4)
- Graphic Design (p. 4)
- Painting (p. 4)
- Photography (p. 4)
- Printmaking (p. 4)
- Sculpture (p. 4)
- Time-Based Art (p. 5)

Studio Emphasis: Ceramics Area of Emphasis Requirements

Code	Title	Hours
Art 300-level Studio Emphasis Area		18
ART 340S	Ceramics	
ART 341S	Ceramic Production Methods	
Total Hours		18

Studio Emphasis: Graphic Design Area of Emphasis Requirements

Code	Title	Hours
ART 323S	Graphic Design 3	6
ART 324S	Graphic Design 4	6
or ART 425S	Graphic Design: Senior Project	
ART 325S	Design for Web and Screen	3
ART 328S	Advanced Typography	3
Total Hours		18

Studio Emphasis: Painting Area of Emphasis Requirements

Code	Title	Hours
Art 300-level Studio Emphasis Area		18
ART 313S	Painting 3	
Total Hours		18

Studio Emphasis: Photography Area of Emphasis Requirements

Code	Title	Hours
Art 300-level Studio Emphasis Area		18
ART 332S	Intermediate Photography	
or ART 331	GPS-Jackson Hole Photography Workshop	
or ART 333S	Alternative Photography	
or ART 335S	Advanced Photography	
Total Hours		18

Studio Emphasis: Printmaking Area of Emphasis Requirements

Code	Title	Hours
Art 300-level Studio Emphasis Area		18
ART 330S	Printmaking	
Total Hours		18

Studio Emphasis: Sculpture Area of Emphasis Requirements

Code	Title	Hours
Art 300-level Studio Emphasis Area		18
ART 326S	Sculpture	
Total Hours		18

Studio Emphasis: Time-Based Art Area of Emphasis Requirements

Code	Title	Hours
Minimum grade of C- or higher for all ART and ARHS courses required.		
Art 300-level Studio Emphasis Area		18
ART 370S	Intermediate Electronic Media	
or ART 371S	Interactive Art	
or ART 372S	Interactive Design	
Total Hours		18

Major Learning Outcomes

ART AND DESIGN

Students graduating from the BFA Art and Design program will be able to:

- Understand basic principles of two- and three-dimensional design, color, concepts, media and formats, and demonstrate the ability to apply them to a specific aesthetic and conceptual intent.
- Explore the expressive possibilities of various media, and the diverse conceptual modes available to the visual artist.
- Have a functional knowledge of the diverse histories, traditions, conventions, and evolution of the visual arts in a global context.
- Demonstrate advanced knowledge and skills in the use of essential tools, techniques, and processes sufficient to work from concept to finished product in a studio area of emphasis.
- Present compositional principles and conceptual ideas from visual work effectively in oral and written forms.