

Painting

Bachelor of Fine Arts in Painting

Traditional and experimental oil and acrylic painting in figurative and abstract imagery are explored to their fullest potential for each student. The painting program is designed to introduce students to the historic and contemporary foundations of painting media. Learning is both one-on-one and collaborative, so that personal exploration and wider aesthetic discourse are heightened. The program emphasizes both craft and conceptualization.

Classes encourage open, diverse criteria for critique and evaluation. Students are invited to consider interdisciplinary media and multicultural sources of inspiration in order to find the most fluent and expressive voice for their work. Careful individualized advisement prepares painters to comprehend and engage the gallery market, trends in critical thinking, and reputable graduate programs for further study and other professional opportunities.

Click here to view the Suggested Plan of Study (p. 2)

General Education Foundations

Please use this link to view a list of courses that meet each GEF requirement. (<http://registrar.wvu.edu/gef>)

NOTE: Some major requirements will fulfill specific GEF requirements. Please see the curriculum requirements listed below for details on which GEFs you will need to select.

General Education Foundations

F1 - Composition & Rhetoric		3-6
ENGL 101 & ENGL 102 or ENGL 103	Introduction to Composition and Rhetoric and Composition, Rhetoric, and Research Accelerated Academic Writing	
F2A/F2B - Science & Technology		4-6
F3 - Math & Quantitative Skills		3-4
F4 - Society & Connections		3
F5 - Human Inquiry & the Past		3
F6 - The Arts & Creativity		3
F7 - Global Studies & Diversity		3
F8 - Focus (may be satisfied by completion of a minor, double major, or dual degree)		9
Total Hours		31-37

Please note that not all of the GEF courses are offered at all campuses. Students should consult with their advisor or academic department regarding the GEF course offerings available at their campus.

Degree Requirements

A grade of C- or higher must be earned in all ART and ARHS courses.

GEF Requirements		28
Lower-Level Sequence		
ART 191	First-Year Seminar	2
ART 111	Drawing 1	3
ART 112	Drawing 2	3
ART 121	Visual Foundations 1	3
ART 122	Visual Foundations 2	3
ARHS 120	Survey of Art History 1 (may fulfill GEF 6)	3
ARHS 160	Survey of Art History 2 (may fulfill GEF 8)	3
ART 211	Figure Drawing	3
ART 212	Multi Media	3
ARHS 200/300/400 level		6
ART 213	Painting 1	3
ART 214	Painting 2	3
Studio Non-Emphasis Courses		
Choose two of the following ART 200-level electives:		6

2 Painting

ART 240 or ART 241 or ART 242	Ceramics Ceramics Life Modeling	
ART 223 or ART 224	Introduction to Graphic Design Graphic Design 2	
ART 270 or ART 271	Introduction to Electronic Media 1 Introduction to Electronic Media 2	
ART 232 or ART 234	Photography Digital Photography	
ART 230 or ART 231	Printmaking - Intaglio and Relief Printmaking - Lithography	
ART 226 or ART 227	Introduction to Sculpture Sculpture	
Painting		18
ART 313	Painting 3 (Repeated)	
ART 413	Senior Projects in Painting	6
ART 200/300/400 or ARHS 200/300/400 level		18
Writing Portfolio Requirement *		
Electives		6
Total Hours		120

* 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 C- or better a writing portfolio requirement that includes examples of academic, professional, and reflective writing they have produced in their regular courses. The writing portfolio replaces the Writing Intensive "W" credit for all incoming students beginning Fall 2016. Students graduating Spring or Summer 2016 must complete a "W" course. Please contact the School of Art and Design undergraduate major advisor, Professor Kristina Olson, for more information.

Suggested Plan of Study

First Year

Fall	Hours Spring	Hours
ART 111	3 ART 112	3
ART 121	3 ART 122	3
ARHS 120 (GEF 6)	3 ARHS 160 (GEF 8)	3
ART 191 (University Requirement)	2 GEF 2	4
ENGL 101 (GEF 1)	3 GEF 5	3
GEF 4	3	
	17	16

Second Year

Fall	Hours Spring	Hours
ART 211	3 ART 212	3
ART 213	3 ART 214	3
ARHS 200/300/400 level	3 ART 200-level Elective	3
ART 200-level Elective	3 GEF 3	3
ENGL 102 (GEF 1)	3 ARHS 200/300/400 level	3
	15	15

Third Year

Fall	Hours Spring	Hours
ART 313	6 ART 313	6
Elective	3 ART or ARHS 200/300/400 level	6
GEF 7	3 Elective	3
	12	15

Fourth Year

Fall	Hours Spring	Hours
ART 313	6 ART 413	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

Major Learning Outcomes**PAINTING**

The Bachelor of Fine Arts (B.F.A.) is a professional degree with an intensive focus on an area of the Arts supported by a program in general studies. The intent of the B.F.A. is to prepare for professional practice in the area of the degree.

- The ability to think, speak, and write clearly and effectively, and to communicate with precision, cogency and rhetorical force.
- An informed acquaintance with the mathematical and experimental methods of the physical and biological sciences, and with the main forms of analysis of the historical and quantitative techniques needed for investigating the workings and developments of modern society.
- An ability to address culture and history from a variety of perspectives.
- Understanding of, and experience in thinking about, moral and ethical problems.
- The ability to respect, understand and evaluate work in a variety of disciplines.
- The capacity to explain and defend views effectively and rationally.

Additional specific goals related to the painting degree:

- Understanding of basic principles of design and color, concepts, media and formats, and the ability to apply them to a specific aesthetic intent. This includes functional knowledge of the traditions, conventions, and evolution of the discipline as related to issues of representation illusion, and meaning.
- Ability to synthesize the use of drawing, two-dimensional design, and color.
- Knowledge and skills in the use of basic tools, techniques, and processes sufficient to work from concept to finished product, including knowledge of paints and surfaces.
- Exploration of the expressive possibilities of various media, and the diverse conceptual modes available to the painter.