

Bachelor of Fine Arts: Art & Design

Emphasis in Sculpture and Ceramics

2023-2024 Catalog Year

Suggested Course Sequence Sheet

For more information please contact the School of the Arts Advisement Office: 801.863.5397

To book an appointment or check advisor drop in hours, see this link: <https://www.uvu.edu/arts/advisors/>

	Freshman Fall	Credits
	ENGL 1010/ ENGH 1005 Introduction to Writing	3
	MAT 1030/1035 Quantitative Reasoning	3
	Humanities Distribution	3
	ART 1340 Sculpture I or 1350 Ceramics I	3
	Art Core Elective	3
	TOTAL	15

	Sophomore Fall	Credits
	Ethics & Values Distribution (PHIL 250G is highly recommended)	3
	Biology Distribution	3
	EXSC 1097/HLTH 1100	2
	ARTH 2710 Art History to Renaissance	3
	ART 1130 3D Design	3
	TOTAL	14

	Junior Fall	Credits
	ART 2630 Painting I	3
	ART 3005 Ceramic History Trends & Practices	3
	ART 335R Ceramics III	3
	Art Core Elective	3
	ART 3810 Ceramic Technologies	3
	ART 200R Art & Design Lectures	1
	TOTAL	16

	Senior Fall	Credits
	ART 2680 Printmaking I	3
	ART 4370 Handbuilding	3
	ARTH Elective	3
	ART 499R BFA Project	3
	Art Core Elective	3
	TOTAL	15

	Freshman Spring	Credits
	ENGL 2010 Intermediate Writing	3
	Social Science Distribution	3
	Physical Science Distribution	3
	ART 1120 2D Design	3
	ART 1340 or 1350 (one not already taken)	3
	TOTAL	15

	Sophomore Spring	Credits
	Third Science Distribution	3
	American Institutions Distribution	3
	ARTH 2720 Art History from Renaissance	3
	ART 2340 Sculpture II	3
	ART 2350 Ceramics II	3
	TOTAL	15

Internship Prep

	Junior Spring	Credits
	ART 1650 Watermedia I	3
	ARTH Upper Division Elective	3
	ART/ARTH Elective	2
	ART 3800 Low-Fire Ceramics	3
	ART 334R Sculpture III	3
	ART 200R Art & Design Lectures	1
	TOTAL	15

Apply for formal admission into BFA program

	Senior Spring	Credits
	ART 4360 Mold Making	3
	ART 499R BFA Project	3
	ARTH 334R Sculpture III or 335R Ceramics III	3
	ART/ARTH Upper Division Elective	4
	ART/ARTH Elective	2
	Total	15

DEGREE TOTAL CREDITS: 120

Course Color Code

Spring Only Courses

Fall Only Courses

BFA Formal Admission Requirements:

For specific information about the formal admission process, see this link: <https://www.uvu.edu/artdesign/students/>

Internship Prep

You can complete up to 6 credits of an Art & Design internship that will count toward your upper division elective requirements. It is recommended that you complete an internship as part of your professional development and skill building.

To reach this professional milestone, please do the following:

1. Create a digital portfolio on behance.com or other portfolio website (include best works only).
2. Come up with a list of 5 companies you want to work for after graduation and 5 companies you consider to be dream-job companies.
3. Research the jobs/companies on your list and figure out if they hire interns (keep a record of their website & contact info)
4. Contact the School of the Arts Internship Coordinator, (AFTER steps 1-3 have been completed) and talk about where to go from here. Their information can be found online at: https://www.uvu.edu/internships/students/credit_and_scholarships/apply_for_credit.html, or call 801.863.5712 or visit LC410M

Graduation Requirements

1. Completion of minimum of 120 semester credits. 40 of which MUST be Upper Division Coursework.
2. Over 2.0+ GPA; with 3.0 or above in Art/ArH courses. Courses within area of emphasis must be completed with a C grade or above.
3. Complete these courses with a B- or higher: ART 1110, 1120, 1130, 1400 and either ART 1750 or 1350 or 1420 or 1650.
4. Residency hours: minimum of 30 credits completed through course attendance at UVU, at least 10 hours earned in the last 45 hours.
5. Completion of General Education and specified department requirements.
6. Graduation Portfolio submission is required during your senior year.
7. Successful completion of at least 1 Global/Intercultural course.

Looking for More Information?

1. For information
2. Looking for information on department scholarships? That can be found on the A&D website as well: <http://www.uvu.edu/artdesign/>