# STUDIO ART, BFA: SINGLE DISCIPLINE FOCUS

## **Overview**

Our Bachelor of Fine Arts in Studio Art program is a pre-professional degree focusing on studio practice and research, preparing you to become successful studio practitioners and professionals in the arts. From the First Year Program coursework through the senior capstone project, you are encouraged to explore a wide variety of studio practice.

During your sophomore year, you'll choose between the two BFA Studio Art degree plans: Single Discipline Focus and Dual Discipline Focus.

The Single Discipline Focus curriculum is for students who wish to develop their studio research in one studio discipline. Single Discipline students can choose from the following studio media for their focus: Jewelry & Metalsmithing, Painting & Drawing, Photography & Imaging, Printmaking & Book Arts, or Sculpture.

Request Info (https://uwm.edu/arts/request-information/) | Visit (https:// uwm.edu/arts/visit/) | Apply (https://uwm.edu/arts/apply/)

# **Faculty and Staff**

Our inspirational faculty and staff make sure students feel welcome and empowered to think outside the box and explore all possibilities of making art at UWM. Visit the Peck School of the Arts directory (https:// uwm.edu/arts/directory/) to meet these artists, explore their biographies and engage with recent work.

# **Scholarships and Aid**

Financial constraints shouldn't hinder your artistic dreams. Our comprehensive range of scholarships and aid programs (https://uwm.edu/arts/students/scholarships-aid/) is designed to empower and support artists like you.

# **Study Abroad**

We believe that a complete education in the arts should take you beyond the classroom and the local community. By studying abroad, you'll gain more than a change of scenery. You'll embark on a transformative educational experience and bring a global perspective to your field of study. Explore upcoming trips (https://uwmilwaukee.studioabroad.com/? FuseAction=Programs.AdvancedSearch) offered in partnership with the Center for International Education.

# Requirements Admission Requirements

Undergraduate applicants must meet general University admission requirements (https://catalog.uwm.edu/admission-costs/undergraduate-admission/) in addition to specific program requirements found on the Peck School of the Arts apply page (https://uwm.edu/arts/apply/).

# **Undergraduate Advising**

Academic advising is a collaborative process that empowers students to realize their maximum educational potential. Students are encouraged to visit the Peck School of the Arts Advising & Student Services page (https://uwm.edu/arts/students/advising/) to meet with your advisor prior to each semester's registration period. Advisors provide students

with individualized appointments to assist with degree requirements, course selection, campus resources, college success strategies, graduation assessment, academic policies and more.

# Laptop Requirement

Preparing for a future defined by digital technology is an important step in developing artists. Our digitally integrated curriculum helps you achieve a professional level with leading art-related software and practices.

Laptop ownership is strongly recommended for *all* students. However, it's required for most majors. For more information, please visit the Peck School of the Arts admission page (https://uwm.edu/arts/apply/).

# Advance to Major and Retention

Students accepted into the Art & Design program receive priority registration over non-art majors. To advance to the major students must complete the following requirements within the first 45 credits:

- 1. Complete First Year Program courses.
- 2. Complete general degree requirements.
- 3. Maintain a 2.5+ cumulative GPA.
- 4. Students pursuing a BFA in Design & Visual Communication (DVC) have additional requirements: complete ART 124 (https:// catalog.uwm.edu/search/?P=ART%20124) with a grade of C or better, and ART 221 (https://catalog.uwm.edu/search/?P=ART%20221) and ART 223 (https://catalog.uwm.edu/search/?P=ART%20223) with a grade of B- or better, and pass the DVC portfolio review.

## **Enrollment Management**

To maintain the highest quality of service to students, Art & Design programs or studios may select their own enrollment management mechanisms. These may include portfolio review, gateway courses, registration prioritizing (ex: majors only), higher GPA for the area of concentration, or others as appropriate. Students who successfully matriculate as BFA degree candidates should familiarize themselves with area requirements and discuss them with area faculty to ensure comprehension.

# **Credits and Courses**

Code	Title	Credits
University Core (p. 1)		45
First Year Program (p. 2)		15
Art & Design Core (p. 2)		12
Degree Requirements (p.	2)	51
Total Credits		123

## **University Core**

The minimum number of credits required to complete the Bachelor of Arts is 120; the minimum number of credits required to complete the Bachelor of Fine Arts is 123. Students who need background preparation courses in math, English, and foreign language may need additional credits.

Code	Title	Credits
General Education Requi	irements <sup>1</sup>	
Compentencies <sup>1</sup>		
English Parts A & B $^2$		
Math Parts A & B <sup>2</sup>		

Foreign Language<sup>2</sup>

Total Credits		45
ART 309	Issues in Contemporary Art:	3
Art in PSOA		
Select 3 areas in PSOA	outside Art & Design <sup>4</sup>	9
Advanced Art History		
ART 152	Photography Survey	
ART 124	Design Survey	
Select one of the follow	ing:	3
ART 509	Art & Design Seminar.	3
Art & Design History		
General Electives outsid	le PSOA	9
Electives		
Cultural Diversity <sup>2</sup>		
Natural Science (1 cours	se with lab)	6
Social Science		6
ARTHIST 102	Renaissance to Modern Art and Architecture (counts as Humanities GER)	3
ARTHIST 101	Ancient and Medieval Art and Architecture (counts as Humanities GER)	3
Distribution Requirement	s <sup>1</sup>	
r oreign Eurigaage		

<sup>1</sup> Learn more about the General Education Requirements (https://catalog.uwm.edu/policies/undergraduate-policies/ #bachelorsdegreegeneraleducation).

<sup>2</sup> Credit may be utilized in required curriculum areas.

<sup>3</sup> Any Art History course above ARTHIST 102.

<sup>4</sup> In 3 different Art areas: Dance, Film, Music, Theatre.

### **First Year Program**

Code	Title	Credits
2.5 cumulative GPA requ	uired:	
ART 101	Drawing I	3
ART 106	Art Survey: Creative Practice, Culture and Context	3
ART 108	2D Studio: Concept, Color and Composition	3
ART 109	3D Studio: Form, Idea and Technique	3
ART 118	Digital Arts: Culture, Theory, Practice	3
Total Credits		15

## Art & Design Core

Code	Title	Credits
200 Level Studio Elective	s <sup>1</sup>	
Select 12 credits of the fo	5	12
ART 201	Drawing II <sup>2</sup>	
ART 212	Introduction to Creative Technologies: Computer Games and Interactive Art <sup>3</sup>	
ART 218	Moving Images and Sound in Art & Design <sup>3</sup>	
ART 221	Introduction to Design <sup>2, 3</sup>	
ART 223	Introduction to Typography <sup>2, 3</sup>	

ART 231	Introduction to Fibers <sup>4</sup>
ART 243	Introduction to Painting <sup>2</sup>
ART 253	Introduction to Photography <sup>2, 3</sup>
ART 261	Introduction to Sculpture <sup>4</sup>
ART 271	Introduction to Jewelry and Metalsmithing <sup>4</sup>
ART 277	Introduction to Digital Fabrication <sup>2, 3, 4</sup>
ART 278	Introduction to Making for Digital Fabrication <sup>2, 3, 4</sup>
ART 281	Introduction to Ceramics <sup>4</sup>
ART 291	Introduction to Printmaking & Book Arts 2, 3

12

#### **Total Credits**

<sup>1</sup> Complete 12 credits total, with 3 credits in a 2D-focused course, 3 credits in a 3D-focused course, and 3 credits in a Digitally-focused course.

<sup>2</sup> Counts as 2D-focused course.

<sup>3</sup> Counts as Digital-focused class.

<sup>4</sup> Counts as 3D-focused course.

#### **Degree Requirements**

## Studio Concentration: Choose Option 1 or Option 2

Option 1: Single Discipline Focus	
Code Title	Credits
Primary Focus	18
Minimum of 18 credits taken at the 300+ level in Art and Design from one of the listed disciplines. (See the studio discipline list for Single Discipline media options.) $^2$	
Art and Design Electives	24
Any course offered in Art and Design at the 200+ level. A minimum of 12 credits must be taken at the 300+ level.	
Total Credits	42
1	

<sup>1</sup> Note: If a listed discipline does not offer enough courses to fulfill the 18 credit hour requirement for a single discipline focus then the student must choose Option 2.

<sup>2</sup> The following courses may not count towards the student's Primary Focus (18 credits): ART 309, ART 501, ART 509, ART 601, and ART 604. A full list of eligible courses will be available each semester.

#### **Single Discipline Focus Studio Disciplines**

- Jewelry/Metalsmithing
- Painting/Drawing
- Photography/Imaging
- Printmaking/Book Arts
- Sculpture

#### **Option 2: Dual-Discipline Focus**

Code	Title	Credits
Primary Focus		12
from one of the listed dis	aken at the 300+ level in Art and Design cciplines. (See the studio discipline list ry focus media options.) <sup>1</sup>	
Secondary Focus		9

Minimum of 9 credits taken at the 300+ level in Art and Design	
from one of the listed disciplines. (See the studio discipline list	
for Dual-Discipline secondary focus media options.) <sup>1</sup>	
Art and Design Electives	21
Any course offered in Art and Design at the 200+ level. A	

minimum of 12 credits must be taken at the 300+ level.

#### **Total Credits**

<sup>1</sup> The following courses may not count towards the student's Primary or Secondary Foci in the Dual Focus option (18 credits): ART 309, ART 501, ART 509, ART 601, and ART 604. A full list of eligible courses will be available each semester.

42

#### **Dual Discipline Focus (Primary) Studio Disciplines**

- Ceramics
- Creative Technologies
- Digital Fabrication
- Fibers
- · Jewelry/Metalsmithing
- Painting/Drawing
- Photography/Imaging
- Printmaking/Book Arts
- Sculpture

#### **Dual Discipline Focus (Secondary) Studio Disciplines**

- Ceramics
- Creative Technologies
- Design
- · Digital Fabrication
- Fibers
- Jewelry/Metalsmithing
- Painting/Drawing
- Photography/Imaging
- Printmaking/Book Arts
- Sculpture

#### Senior Capstone

Code	Title	Credits
ART 501	Studio Research, Practice, and Portfolio	3
ART 601	BFA Project and Exhibition	3
ART 604	Professional Practices	3
Total Credits		9

#### **Sophomore Proficiency Review**

All sophomores are required to participate in the sophomore proficiency review after accumulating 30-60 credits. The review is designed to serve as an advisement opportunity to provide students direction as to how they might proceed through the program. Upon completing the review, students will plan their coursework within their chosen studio pathway.

# Sample Plan of Study

#### Year 1 Fall

ART 101

Credits

3

(Includes OWC-A and QL-A Requirements.) Students must be aware of the prerequisites for the 200-level course they wish to take in the second semester of the First Year and enroll in the appropriate First Year Program courses in fall.

Drawin
Diawiii

	Art Survey: Creative Practice, Culture and Context	
ART 108	2D Studio: Concept, Color and Composition	3
or ART 109	or 3D Studio: Form, Idea and Technique	
University Core		3
University Core		3
	Credits	15
Spring		
ART 109	3D Studio: Form, Idea and Technique	3
or ART 108	or 2D Studio: Concept, Color and Composition	
ART 118	Digital Arts: Culture, Theory, Practice	3
200-level studio in Art <sup>2</sup>	Anniana and Mardinard Antonial Analytic struct	3
ARTHIST 101	Ancient and Medieval Art and Architecture	3
University Core	Credits	3
Year 2	Credits	15
Fall		
	a stall First Vacy Dyagram accuracy must be completed in the	
first 45 credits (usually in	nat all First Year Program courses must be completed in the n Fall semester of sophomore year).	
200-level studio in Art <sup>2</sup>		3
200-level studio in Art <sup>2</sup>		3
Art & Design Elective		3
ART 309	Issues in Contemporary Art: (Art & Design Lecture Series)	3
University Core <sup>1</sup>		3
	Credits	15
Sophomore Proficiency F Sophomore Scholarship faculty members to mee	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed	
Sophomore Scholarship faculty members to mee to give students critical f opportunity to provide st program. Upon completi	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus.	
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical f opportunity to provide st program. Upon completi 300-level and above Stud	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus.	
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stur 200-level studio in Art <sup>2</sup>	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup>	3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus.	3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup>	: : :
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed reedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup>	3
Sophomore Proficiency R Sophomore Scholarship faculty members to mee to give students critical f opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup>	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup>	3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical f opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed reedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup>	3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical f opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3 Fall	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits	3 3 3 1
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3 Fall 300-level and above Stud	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits	3 3 3 1 1 5
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3 Fall 300-level and above Stud 300-level and above Stud	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits	3 3 3 1 5 1 5 3 3 3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stuu 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3 Fall 300-level and above Stuu 300-level and above Stuu Art & Design Elective	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits	3 3 3 1 5 7 5 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stuu 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> <b>Year 3</b> <b>Fall</b> 300-level and above Stuu 300-level and above Stuu Art & Design Elective University Core <sup>1</sup>	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits	3 3 3 3 1 5 3 3 3 3 3 3 3 3 3 3 3 3 3 3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stuu 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3 Fall 300-level and above Stuu 300-level and above Stuu Art & Design Elective	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup>	3 3 3 1 5 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stuc 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> <b>Year 3</b> <b>Fall</b> 300-level and above Stuc 300-level and above Stuc Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup>	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits	3 3 3 1 5 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> <b>Year 3</b> <b>Fall</b> 300-level and above Stud 300-level and above Stud Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> Spring	Acredits Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. tio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits tio Focus <sup>3</sup> Credits	
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stuc 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> <b>Year 3</b> Fall 300-level and above Stuc 300-level and above Stuc Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> Spring 300-level and above Stuc	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup> dio Focus <sup>3</sup>	() () () () () () () () () () () () () (
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stuc 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> <b>Year 3</b> Fall 300-level and above Stuc 300-level and above Stuc Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> Spring 300-level and above Stuc ART 509	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. dio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup> Art & Design Seminar:	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stuc 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3 Fall 300-level and above Stuc Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> Spring 300-level and above Stuc ART 509 Art & Design History cho	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. tio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup> dio Focus <sup>3</sup> Art & Design Seminar: ice:	() () () () () () () () () () () () () (
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> <b>Year 3</b> <b>Fall</b> 300-level and above Stud Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> Spring 300-level and above Stud ART 509 Art & Design History cho ART 124	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. tio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup> dio Focus <sup>3</sup> Art & Design Seminar: ice: Design Survey	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> <b>Year 3</b> Fall 300-level and above Stud Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> University Core <sup>1</sup> Spring 300-level and above Stud ART 509 Art & Design History cho ART 124 ART 152	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. tio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup> dio Focus <sup>3</sup> Art & Design Seminar: ice: Design Survey Photography Survey	() () () () () () () () () () () () () (
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical f opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3 Fall 300-level and above Stud Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> University Core <sup>1</sup> Spring 300-level and above Stud ART 509 Art & Design History cho ART 124 ART 152 or any Art History co	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. tio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup> dio Focus <sup>3</sup> Art & Design Seminar: ice: Design Survey	: : : : : : : : : : : : : : : : : : :
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical f opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> Year 3 Fall 300-level and above Stud 300-level and above Stud Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> Spring 300-level and above Stud ART 509 Art & Design History cho ART 124 ART 152 or any Art History co	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. tio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup> dio Focus <sup>3</sup> Art & Design Seminar: ice: Design Survey Photography Survey	2 2 2 15 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
Sophomore Proficiency I Sophomore Scholarship faculty members to mee to give students critical to opportunity to provide st program. Upon completi 300-level and above Stud 200-level studio in Art <sup>2</sup> ARTHIST 102 Art & Design Elective University Core <sup>1</sup> <b>Year 3</b> Fall 300-level and above Stud Art & Design Elective University Core <sup>1</sup> University Core <sup>1</sup> University Core <sup>1</sup> Spring 300-level and above Stud ART 509 Art & Design History cho ART 124 ART 152	Review: All sophomores are required to participate in the Competition. Students will be assigned a minimum of two t with to review their submitted artwork. The review is designed feedback over their artwork and to serve as an advisement udents direction as to how they might proceed through the ng the review, students may declare their focus. tio Focus <sup>3</sup> Renaissance to Modern Art and Architecture <sup>4</sup> Credits dio Focus <sup>3</sup> dio Focus <sup>3</sup> dio Focus <sup>3</sup> Art & Design Seminar: ice: Design Survey Photography Survey	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

Students are encouraged to choose a 300-level and above Studio Focus course for their final semester that will support their Capstone.				
300-level and above Studio Focus <sup>3</sup>				
ART 501	Studio Research, Practice, and Portfolio	3		
Select one of following based on your degree:				

	Credits	15
University Core <sup>1</sup>		3
University Core <sup>1</sup>		
ART 604	Professional Practices	
Select one of the follo	owing:	3
300-level and abo	ve Studio Focus (Dual Focus BFA)	
Art & Design Elect	tive (Single Focus BFA)	

#### Spring

Students are encouraged to choose a 300-level and above Studio Focus course for their final semester that will support their Capstone.

	Total Credits	123
	Credits	15
University Core <sup>1</sup>		
ART 604	Professional Practices	
Select one of the followi	ng:	3
Art & Design Elective		3
Art & Design Elective		3
ART 601	BFA Project and Exhibition	3
300-level and above Stud	dio Focus <sup>3</sup>	3

<sup>1</sup> Consult your academic advisor in the Peck School of the Arts Student Services Office for requirements in the Core Curriculum. PSOA Arts Distribution Requirement is part of the 45-credit Core: 9 credits outside of Art & Design, in 3 of the 4 other departments in PSOA: Dance, Music, Theatre, or Film, Video, Animation, and New Genres.

- <sup>2</sup> Four 200-level Art Studio Electives are required; one 2D-focused, one 3D-focused, one Digital-focused, and the last from another 2D, 3D, or Digital area.
- <sup>3</sup> Students in the Single Focus BFA must choose 18 credits of 300-level Art Studio courses in their focus area. Students in the Dual Focus BFA must choose 12 credits of 300-level Art Studio courses in their Primary Focus area and 9 credits of 300-level Art Studios in their Secondary Focus area.
- <sup>4</sup> Six credits (ARTHIST 101 and ARTHIST 102) count as Humanities GER.

## **Studio Art, BFA Learning Outcomes**

Students graduating with the BFA in Studio Art from the Art & Design Department will be able to:

- Apply technical expertise and proficiency of craft in handling tools and materials from multiple disciplines, with fluency in at least one medium.
- Produce a focused body of creative works that demonstrate consistency and cohesiveness.
- Communicate concepts and intentions through studio works, and in written and oral forms.
- Synthesize skills specific to the broader context of contemporary art practice through critical and creative thinking and research.
- Analyze historical and contemporary artistic influences through critique and creative practice.
- Employ professional practices in the field with familiarity and confidence.

# **Policies and Regulations**

## **Academic Regulations**

For information on University-wide Academic Action Policy and honors for scholarship, see Academic Policies (https://catalog.uwm.edu/ policies/undergraduate-policies/).

### **Auditing Courses**

No studio or performance courses may be audited.

### **Declaration of Submajor**

In most instances, after two years of basic preparatory courses in the major, students choose an area of specialization within their respective departments, known as a submajor. Students must declare a submajor after they have accumulated 45 to 75 credits to assure completion of the appropriate curriculum requirements for graduation.

### **Grievance and Appeal Procedures**

If you have concerns about a class or a grade, or if you've been dropped from a program and would like to appeal, follow the grievance procedures found under the resources section on the Peck School of the Arts Advising & Student Services page (https://uwm.edu/arts/students/ advising/).

### **Independent Study**

Under special conditions, juniors and seniors are permitted to take courses in independent study. For regulations on independent study, see the departmental advisor.

### **Program Changes**

All program changes must be signed by the instructor and the Peck School of the Arts Office of Student Services. Certain other courses may also require this approval indicated in the semester's *Schedule of Classes*.

### Second Bachelor's Degree Candidates

Students with good scholastic records who wish to earn a second bachelor's degree in the Peck School of the Arts must obtain the recommendation of the Peck School of the Arts department in which they wish to major before they can be accepted. Upon acceptance, students must earn in residence a minimum of 30 credits beyond the studies for the first degree and must satisfy all curriculum requirements.

### Semester Credit Load

A full-time Peck School of the Arts student is one who takes a minimum of 12 credits per semester. Typically, Peck School of the Arts students are not permitted to carry more than 18 credits per semester. Students who have a 3.0+ cumulative GPA may, with the permission of the Peck School of the Arts Office of Student Services, carry up to 21 credits per semester.

#### **Transfer Students**

Transfer students from other universities and colleges or UWM units are accepted by the Peck School of the Arts provided they meet the UWM admissions criteria and have a 2.0+ cumulative GPA.

## Honors in the Major

- Honors in the Major is granted to students who have earned a GPA of 3.500 or greater in the major and the academic department's recommendation.
- High Honors in the Major is granted to students who have earned a cumulative GPA of 3.500 or greater and the academic department's recommendation.
- Departmental Honors are granted to students recommended by their academic department for Honors excellence in performance not reflected in the GPA.
- **Dean's Honors** are granted to students with major achievements in one or more of the arts.

# College of the Arts and Architecture Dean's Honor List

GPA of 3.750 or above, earned on a full-time student's GPA on 12 or more graded credits in a given semester.

## Honors College Degree and Honors College Degree with Distinction

Granted to graduating seniors who complete Honors College requirements, as listed in the Honors College (https://catalog.uwm.edu/ honors-college/) section of this site.

# **Commencement Honors**

Students with a cumulative GPA of 3.500 or above, based on a minimum of 40 graded UWM credits earned prior to the final semester, will receive all-university commencement honors and be awarded the traditional gold cord at the December or May Honors Convocation. Please note that for honors calculation, the GPA is **not** rounded and is truncated at the third decimal (e.g., 3.499).

# **Final Honors**

Earned on a minimum of 60 graded UWM credits: Cum Laude - 3.500 or above; Magna Cum Laude - 3.650 or above; Summa Cum Laude - 3.800 or above.

## **Contact Information**

Advising & Student Services Theatre Building, Room 120

https://uwm.edu/arts/contact/