

B.F.A. IN ART

Curriculum Requirements

Code	Title	Credit Hours
General Foundation Courses		
ART 101	Introduction to Drawing I	3
ART 104	Intro to 3D Design	3
ART 109	Introduction to Electronic Media	3
Art History Courses		
ARH 131	Survey of Western Art I	3
ARH 132	Survey of Western Art II	3
ARH 343	Modern Art	3
or ARH 344	Contemporary Art	
ARH 346	History of Graphic Design (required for Graphic Design/ Multimedia majors.)	
ARH 207	History of Photography (required for Photography majors.)	
ARH Electives		6
Art Studio Electives		
Select 12 credit hours to be taken in the Department outside of area of specialization.		12
Areas of Concentration		
Primary concentrations		
Select six courses from the sequence:		18
Painting		
Printmaking		
Graphic Design/Multimedia		
Photography/Digital Imaging		
Ceramics		
Sculpture		
Secondary concentrations		
Select six courses from the sequence:		18
Painting		
Printmaking		
Graphic Design/Multimedia		
Photography/Digital Imaging		
Ceramics		
Sculpture		
Portfolio Review *		
BFA Exhibition **		
General Education Requirements		
Written Communication Skills:		
WRS 105	First-Year Writing I	3
ENG 106	Writing About Literature and Culture	3
or WRS 106	First-Year Writing II	
Quantitative Skills:		
MTH 113	Finite Mathematics ¹	3
Areas of Knowledge:		
Arts & Humanities Cognate (9 credits) (fulfilled through the major)		
People and Society Cognate		9
STEM Cognate		9
Additional Required Courses		
UMX 100	The University of Miami Experience	0

Electives and/or Writing Courses	21
ARH 207 History of Photography	3
Total Credit Hours	123

¹ MTH 113 or appropriate level Math course.

* **BFA Exhibition**

Unless otherwise instructed, each BFA candidate will take part in an exhibition of work screened and approved by a faculty member from their area of specialization, accomplished as an art major at the University of Miami, in the Fall or Spring semester of the senior year. The BFA exhibitions are held in the College Gallery.

At the time the candidates BFA exhibition is hung, a formal critique will be arranged between the student and the art faculty.

** **BFA Minor in Art History**

All BFA studio majors automatically minor in art history. A minor outside the department is not required.

Maximum Credits in Studio Areas

A BFA student is limited to a maximum of 21 credit hours in any one studio area – Painting, Printmaking, Graphic Design/Multimedia, Photo/Digital, Ceramics, and Sculpture.

Minimum Major GPA

Students must maintain at least a 3.0 average in their major.

Suggested Plan of Study

Year One		Credit Hours
Fall		
ART 101	Introduction to Drawing I	3
ART 109	Introduction to Electronic Media	3
WRS 105	First-Year Writing I	3
MTH 113	Finite Mathematics ¹	3
UMX 100	The University of Miami Experience	0
Elective		3
Credit Hours		15
Spring		
ART 104	Intro to 3D Design	3
ARH 131	Survey of Western Art I	3
WRS 106 or ENG 106	First-Year Writing II or Writing About Literature and Culture	3
ART - Studio Elective		3
Elective		3
Credit Hours		15
Year Two		
Fall		
ARH 132	Survey of Western Art II	3
ART - Studio Primary		3
ART - Studio Secondary		3
ART - Studio Elective		3
People and Society Cognate Course		3
Credit Hours		15
Spring		
ARH 343 or 344	Modern Art or Contemporary Art	3
ART - Studio Primary		3
ART - Studio Secondary		3
STEM Cognate Course		3
Elective or Writing		3
Credit Hours		15

Year Three	
Fall	
ART - Studio Primary	3
ART - Studio Secondary	3
ART - Studio Elective	3
ARH Elective	3
People and Society Cognate Course	3
Credit Hours	15
Spring	
ART - Studio Primary	3
ART - Studio Secondary	3
ART - Studio Elective	3
STEM Cognate Course	3
Elective or Writing	3
Credit Hours	15
Year Four	
Fall	
ART - Studio Primary	3
ART - Studio Secondary	3
ARH Elective	3
People and Society Cognate Course	3
Elective or Writing Course	3
Credit Hours	15
Spring	
ART - Studio Primary	3
ART - Studio Elective	3
Elective or Writing	3
Elective or Writing	3
STEM Cognate Course	3
Credit Hours	15
Total Credit Hours	120

¹ MTH 113 or appropriate level Math course.

Mission

The Art Department is dedicated to the promotion of excellence in the visual arts by encouraging originality, discovery, creativity, and critical inquiry. The department provides an educationally diverse environment where students can acquire the critical perspectives, historical knowledge, and technical skills that will prepare them for a variety of professional careers in the arts. The BFA program, as opposed to the BA-Studio program, requires twice as many credits in the major and fewer general education requirements, allowing the students to focus more on their study of fine arts; the emphasis in the BFA is to work in-depth on a primary and secondary studio major, with some electives, whereas the BA stresses trying a variety of media. BFA students usually either continue with their studies or find arts-related employment after graduation.

Student Learning Outcomes

- Students will demonstrate knowledge on the relationship between materials and concepts, apply this knowledge in a variety art media and processes, and be able to problem solve in visual arts. They will acquire skills in a primary and secondary studio major which will constitute their portfolio, to be exhibited at the end of their final semester.
- Students will demonstrate proficient written and communication skills.
- Students will demonstrate knowledge of traditional and contemporary aesthetic positions, and working knowledge of the history of art from the pre-historic period to the present. BFA students minor in Art History, as opposed to BA students who only take the two beginning surveys plus an elective, so the expectation for BFA students is higher; should they go on to graduate work, a thorough knowledge of Art History will be necessary.