BFA/2-Dimensional Studio

The BFA degree in 2D Studio Concentration is intended for those students who are interested in pursuing a career or educational advancement in the areas of drawing, painting, printmaking and mixed media. The BFA degree is widely considered to be the professional degree of choice for those students who desire to advance into the practice of fine arts or continuing graduate education.

Due to the professional expectations of the BFA degree-seeking student, successful completion of a portfolio review process is required before full admission into the program is allowed.

Two-dimensional work has historically ranged from a variety of painting, printmaking, drawing and collage processes. Two-dimensional media also includes the exploration of a variety of media, concepts and processes culminating into works of art.

PROGRAM AT A GLANCE:

Entry Requirements: Acceptance into the professional degree program will require a portfolio review 30 hours into the program. Further information can be obtained on the department website or by contacting a studio arts advisor.

Art/Design Foundation Courses:
- Digital Tools
- Foundations of Form and Space
- Foundations of Time and Space
- Introductory Drawing
- Survey of Art History I
- Survey of Art History II

Core Studio Courses:
- Color and Technology
- 2D Studio I & II
- 3D Studio I & II
- Photo Studio I
- Principles of Digital Design
- Life Drawing
- Conceptual Drawing
- Modern and Contemporary Art History
- Research and Criticism

2D Studio Concentration:
- 2D Studio III
- 2D Studio IV
- Collaborative Studio
- Internship

Upper Level Courses:
- Portfolio Design
- The Business of Art/Design
- Exhibition Techniques
- Seminar in Art/Design
- Senior Exhibition

MAJOR COURSES: 59 hrs
GENERAL STUDIES: 61 hrs
TOTAL: 120 hrs
The main courses within this program are:

**Foundation Courses** comprised of basic courses in drawing, computer applications, design, color science, and art history to prepare the studio arts major for more advanced exploration in the making of visual art. These courses are: Digital Tools, Introductory Drawing (or e-Drawing), Foundations of Form and Space, Foundations of Time and Space, Color and Technology and Art History 1 & 2.

**2D Studio 1–4** mainly directed towards materials, techniques, processes and concepts in making art through two dimensional media.

**Collaborative Studio** provides the pre-professional studio major the opportunity to create thematic bodies of work challenged by the notion of collaboration and inter-media exploration. Bodies of work created are generally geared around one particular theme, topic, or process and students are expected to present final works in exhibition and portfolio format.

**Conceptual Drawing** the exploration of image making that expands drawing from direct observation to a more conceptual approach.

**Life Drawing** drawing the human form with emphasis on rendering mood and expression while learning skeletal and muscular structure.

**Research and Criticism** focuses on the critical reflection of works of art from times past as well as contemporary trends and issues in art. Students learn to carry out research on topics and artists as well as write sophisticated papers about such.

**Internship in Art** provides a valuable opportunity for students to gain field experience in either a professional studio situation, a gallery or museum, or some other professional art-related venue where students gain practical and vocational experience in the field of visual arts.

**Senior Exhibition** which provides students the greatest opportunity to showcase their skills, knowledge and passion. Each student generates a comprehensive body of work geared around an approved proposal topic/theme. Students also create a promotional kit for themselves to market which includes a letter of application or inquiry, a professional resume, a digital portfolio, a material portfolio, and business card. Students also write a comprehensive report/manifesto about their research and artwork as well as write an artist’s statement.