BFA/3-Dimensional Studio

The BFA degree in 3D Studio Concentration is intended for those students who are interested in pursuing a career or educational advancement in the area of sculpture and ceramics. 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.

Historically ceramics ranged from hand-building, wheel throwing and glazing/firing techniques. Sculpture spans a variety of traditional sculpting process such as constructing, casting, carving and more. Three-dimensional media also includes the exploration of a variety of media and processes culminating into works of art. Three-dimensional work may be kinetic or static or even integrated with electronic devices for sound and motion.
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 a 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.

**3D Studio 1—4** mainly directed toward materials, techniques, processes and concepts in making art through three 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** is 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 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 Examination** which provides students the greatest opportunity to showcase their skill, 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.