

Art and Design - Sculpture and Ceramics Emphasis, B.F.A.

UVU's BFA in ceramics and sculpture helps students build a strong foundation of design fundamentals, technical skills, and the use of materials. Whether throwing clay on a potter's wheel or listening to a class lecture, students discover endless sources of creative ideas while taking courses in low-fire ceramics, mold making, casting, ceramic technologies, and more.

Matriculation Requirements

1. AA, AS, or AAS Degree or equivalent in Art and Design or advisor approval (Graphic Design Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Graphic Design; Illustration Emphasis B.F.A. candidates must complete the AAS Degree or equivalent in Illustration)
2. Portfolio Review

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		120
Art and Design Requirements		61 Credits
Complete the requirements		61
Emphasis Requirements		59 Credits
Students emphasizing 3-D art complete the following (either ART 334R or ART 335R must be repeated):		
ART 1340	Sculpture I FF	3
ART 1350	Ceramics I FF	3
ART 1650	Watercolor FF	3
ART 2340	Sculpture II	3
ART 2350	Ceramics II	3
ART 2630	Painting I	3
ART 2680	Printmaking I	3
ART 3800	Low-Fire Ceramics	3
ART 3810	Ceramic Technologies	3
ART 4360	Mold Making and Casting	3
ART 4370	Hand Building Ceramics	3
ART 3005	Ceramic History Trends and Practices WE	3
Complete 9.0 credits of the following, with no more than 6.0 credits in one course.		9
ART 334R	Sculpture III (3)	
ART 335R	Ceramics III (3)	
Emphasis Elective Requirements		
Two upper-division Art History classes (6 credits).		6
Complete any ART/ARTH courses not already used (4 credits must be upper division).		8

Core Requirements

Code	Title	Credit Hours
Total Credit Hours		61
General Education Requirements		35 Credits
ENGL 1010 or ENGL 1005	Introduction to Academic Writing CC Literacies and Composition Across Contexts CC	3
ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following: (Note: A higher level MATH course may substitute for this requirement)		3
MAT 1030	Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)	

MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
Complete one of the following:		3
HIST 2700 & HIST 2710	US History to 1877 AS and US History since 1877 AS (6)	
HIST 1700	American Civilization AS (3)	
HIST 1740	US Economic History AS (3)	
POLS 1000	American Heritage AS (3)	
POLS 1100	American National Government AS (3)	
Complete the following:		
PHIL 2050	Ethics and Values IH	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE Fitness for Life TE	2
Distribution Courses:		
Biology		3
Physical Science		3
Additional Biology or Physical Science		3
Humanities		3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
Social/Behavioral Science		3
Discipline Core Requirements	Courses taken to fulfill individual program emphases will not also count toward the Discipline Core Requirements (credit will not count twice)	26 Credits
ART 1120	2D Design	3
ART 1130	3D Design	3
ART 200R	Art and Design Lecture Series (1) (Must be taken 2 times)	2
ART 499R	BFA Project WE (3) (Must be taken in two consecutive semesters)	6
ARTH 2720	Renaissance Through Contemporary Art History FF	3
Complete 9 credits from the following list (please note: ART 1210 is required for Illustration BFA degrees, ART 1110 is required for Painting/Drawing BFA degrees, ART 1400 is required for Graphic Design and Illustration BFA degrees, ART 1750 is required for Photography BFA degrees):		9
ART 1110	Drawing I (3)	
ART 1210	Observational Drawing (3)	
ART 1350	Ceramics I FF (3)	
ART 1400	Graphic Computer Applications (3)	
ART 1420	Graphic Design I (3)	
ART 1750	Intro to Digital Imaging (3)	
ART 2630	Painting I (3)	

Graduation Requirements

1. Completion of a minimum of 120 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in all Art and Design courses.
3. Residency hours--minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements.
5. Portfolio submission required during senior year.
6. Successful completion of at least one Global/Intercultural course.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (<http://www.uvu.edu/wolverinetrack/>).

First Year

Semester 1

Complete one of following:

		Credit Hours
MAT 1030	Quantitative Reasoning QL	3

MAT 1035	Quantitative Reasoning with Integrated Algebra QL	
STAT 1040	Introduction to Statistics QL	
STAT 1045	Introduction to Statistics with Algebra QL	
MATH 1050	College Algebra QL	
MATH 1090	College Algebra for Business QL	
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Contexts CC	3
ART 1120	2D Design	3
ART 1110	Drawing I	3
ARTH 2710	Prehistoric Through Gothic Art History FF	3
Credit Hours		15
Semester 2		
ENGL 2010	Intermediate Academic Writing CC	3
ART Elective		3
ART 1130	3D Design	3
ART 1340 or ART 1350	Sculpture I FF or Ceramics I FF	3
or Ceramics I FF		
ARTH 2720	Renaissance Through Contemporary Art History FF	3
Credit Hours		15
Second Year		
Semester 3		
PHIL 205G	Ethics and Values IH GI	3
Humanities GE		3
Art Core Elective		3
ART 1340 or ART 1350	Sculpture I FF or Ceramics I FF	3
or Ceramics I FF		
ART/ARTH Elective		3
Credit Hours		15
Semester 4		
Biology GE		3
ART 2350	Ceramics II	3
ART 2340	Sculpture II	3
ART 2680	Printmaking I	3
ART/ARTH Elective		3
Credit Hours		15
Third Year		
Semester 5		
Physical Science GE		3
ARTH Upper Division Elective		3
ART 3005	Ceramic History Trends and Practices WE	3
ART 334R or ART 335R	Sculpture III or Ceramics III	3
or Ceramics III		
ART 3800	Low-Fire Ceramics	3
ART 200R	Art and Design Lecture Series	1
Credit Hours		16
Semester 6		
Biology or Physical Science GE		3
ARTH Upper Division Elective		3
ART 3810	Ceramic Technologies	3
ART 1650	Watercolor FF	3
ART 334R or ART 335R	Sculpture III or Ceramics III	3
or Ceramics III		
Credit Hours		15
Fourth Year		
Semester 7		
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2
ART 4370	Hand Building Ceramics	3
ART 2630	Painting I	3

ART 334R or ART 335R	Sculpture III or Ceramics III	3
ART 499R	BFA Project WE	3
ART 200R	Art and Design Lecture Series	1
Credit Hours		15
Semester 8		
Social Science GE		3
American Institutions GE		3
ART 499R	BFA Project WE	3
ART 4360	Mold Making and Casting	3
ART/ARTH Elective		2
Credit Hours		14
Total Credit Hours		120

Program Learning Outcomes

1. VISUAL LITERACY: Demonstrate with proficiency the ability to articulate elements and principles of design. Demonstrate with proficiency the ability to control the given (material) media.
2. PROFESSIONAL EXCELLENCE: Demonstrate with proficiency technical knowledge of studio maintenance and proper use of space and materials. Demonstrate with proficiency the ability to produce a quality sculpture/ceramics portfolio to facilitate admission into graduate schools, to approach galleries, to enter shows, or to establish other means of marketing student's work.
3. CREATIVE DIVERSITY: Demonstrate with proficiency the exploration of a range of concept development, originality, historical research, and creativity.