



BFA IN STUDIO ART

(This is a general curriculum guide and does not apply to every student. It is essential to meet with your advisors.)

1. UNDERSTANDING YOUR 4-YEAR PLAN

You need a minimum of 120 credits to graduate with a BFA in Studio Art. Your 4-year plan will probably look like this:

YEARS 1 and 2 – EXPLORATION

Studio courses in years 1 and 2 may be taken in any sequence but must be completed for the Second Year Review. Students must complete Foundations Courses, 3D Studio Elective, Film/Photo Course, 3 Studio Electives, and 2 Pathway Courses.

YEAR 1 – FALL SEMESTER (16 CREDITS)	CREDITS	YEAR 1 – WINTER SEMESTER (16 CREDITS)	CREDITS
Studio	3	Studio	3
Studio	3	Studio	3
Studio	3	Studio	3
Gen. Ed. Philosophy/Literature	3	Gen. Ed. Social/Behavioral Science	3
WRT 150	4	MTH 110	4
YEAR 2 – FALL SEMESTER (16/17 CREDITS)	CREDITS	YEAR 2 – WINTER SEMESTER (15 CREDITS)	CREDITS
Studio	3	Studio	3
Studio	3	Studio	3
Studio	3	ART 222 - SWS Survey of Art History II	3
ART 221 - SWS Survey of Art History I	3	Gen. Ed. Mathematical Science	3
Gen. Ed. Phys./Life Science with Lab	4-5	Gen. Ed. Social/Behavioral Science	3
		Year 2 Milestone - Second Year Review	0

YEAR 3 – FOCUSED PREPARATION

Studio courses in year 3 combine courses in the student's emphasis area and elective courses that enrich their practice.

YEAR 3 – FALL SEMESTER (15 CREDITS)	CREDITS	YEAR 3 – WINTER SEMESTER (15 CREDITS)	CREDITS
Studio	3	Studio	3
Studio	3	Studio	3
Studio	3	Studio	3
Art History Elective I	3	Art History Elective II	3
Gen. Ed. Phys./Life Science without Lab	3	Gen. Ed. Issues	3
		Year 3 Milestone - Junior Review	0

YEAR 4 – CULMINATION

Studio courses in year 4 are a combination of emphasis courses, electives, and courses that prepare for life after graduation.

YEAR 4 – FALL SEMESTER (15 CREDITS)	CREDITS	YEAR 4 – WINTER SEMESTER (15 CREDITS)	CREDITS
Studio	3	Studio	3
Studio	3	Senior Project Course (ART 498/415/416)	3
Professional Practice Course (ART 401/413/415)	3	ART 495 - Issues in Art (Capstone)	3
Gen. Ed. Historical Analysis	3	Gen. Ed. US Diversity	3
Gen. Ed. Global Perspectives	3	Gen. Ed. Issues	3
		Year 4 Milestone - Senior Exhibition and Review	0



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2. UNDERSTANDING YOUR DEGREE REQUIREMENTS

You are responsible for ensuring that your coursework meets the requirements of your degree. This checklist should help.

STUDIO COURSES (69 CREDITS)

FOUNDATIONS COURSES (12 CREDITS)

- ART 150: Foundations: 2D Design and Color
- ART 151: Foundations: 3D Design
- ART 153: Foundations: Making & Meaning
- ART 155: Foundations: Intro to Drawing I

FILM AND VIDEO/PHOTO COURSE (3 CREDITS)

- 1 studio course in Film and Video or Photography. See Emphasis Information for more details.

3D STUDIO ELECTIVE (3 CREDITS)

- 1 course in Ceramics, Jewelry/Metalsmithing, or Sculpture. *Must be completed for Second Year review.*

EMPHASIS PATHWAY COURSES (15 CREDITS)

- 5 studio courses required by the emphasis pathway. See Emphasis Information for more details.

STUDIO ELECTIVES (27 CREDITS)

- 9 studio elective courses. Students should consider:
 - Coursework in 3 different areas
 - At least 2 courses in 2 areas

- See catalog for a full list of options.
- Students can choose from any course offered in the Studio Art major, except ART 149, 159, 209, and 350. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements.
- Each emphasis can recommend up to 3 electives.
- Students can take 3 more credits in PHO or FVP

CULMINATING COURSES (9 CREDITS)

- Professional Practice Course (ART 401/413/414)
- Senior Project Course (ART 498/415/416)
- ART 495: Issues in Art (Capstone) (*)

(*) ART 495 can only be taken after the 4 Art History courses are completed.

ART HISTORY COURSES (12 CREDITS)

- ART 221- Survey of Art History I
- ART 222 - Survey of Art History II
- Art History Elective I (300-level or above) (**)
- Art History Elective II (300-level or above)

(**) Students in Graphic Design must take ART 218; Students in Illustration must take ART 219.

MILESTONE REQUIREMENTS (0 CREDITS)

- Second Year Review
 - Foundations Courses
 - Film and Video / Photo Studio Course
 - 3D Studio Elective
 - 2 Pathway courses
 - 3 Studio Electives in different areas
- Junior Review
 - 1 year before completing Senior Project
- Senior Exhibition and Review

GENERAL EDUCATION COURSES (40-41 CREDITS)

- WRT 150/120/130
- MTH 110
- Physical Sciences
- Life Sciences
- Science Lab
- Arts (*fulfilled by ART 153*)
- Mathematical Sciences
- Philosophy and Literature
- Historical Analysis
- Social and Behavioral Sciences I and II (6 credits)
- Global Perspectives
- U.S. Diversity
- Issues I and II (6 credits)

SUPPLEMENTAL WRITING SKILLS COURSES (AFTER WRT 150)

- SWS I and II (*fulfilled by ART 221 and 222*)

BFA IN STUDIO ART

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3. YOUR EXPLORATION PHASE (YEARS 1 AND 2)

Exploration spans the first two years of study and culminates in the Second Year Review when students confirm their Emphasis on the Studio Art Major. Students should plan to complete the 11 required courses below:

- Foundations Courses (ART 150, ART 151, ART 153, ART 155)
- Film and Video/Photography Studio Course (*)
- 3D Studio Elective Course (see list of options)
- 3 Studio electives in 3 different areas
- 2 Pathway courses

() When choosing the Film and Video/Photography Studio course, keep your intended emphasis in mind as the requirements for this course vary on a per-emphasis basis. Lecture courses will not apply to this requirement.*

STUDIO ART COURSES WITH NO PREREQUISITES

AREA	NUMBER	NAME
Foundations (not an emphasis)	ART 150	Foundations: 2D Design & Color
	ART 151	Foundations: 3D Design
	ART 153	Foundations: Making & Meaning
	ART 155	Foundations: Intro to Drawing I
Ceramics	ART 275	Ceramics: The Basics
Drawing		
Graphic Design		
Illustration		
Jewelry and Metalsmithing	ART 245	Fabricating Adornment: Jewelry Basics and Design
	ART 246	Liquid Metal: Fluidity in Small Form
	ART 348	The Body Adorned: Constructing Identity
Painting	ART 260	Introduction to Painting
Printmaking	ART 263	Screenprint & Relief
	ART 264	Etching & Monotype
Sculpture	ART 270	Sculpture: Creating/Building/Making
	ART 271	Sculpture: Digital 3-D Modeling and Design
	ART 371	Materials and Making: Digital Fabrication and Sculpture
	ART 372	Moldmaking and Casting: Digital Foundry in Sculpture
Visual Studies	ART 293	Image Studio: Art, Production, Meaning, Display
	ART 295	Space Studio; Art, Installation, Environment, Site
	ART 296	Time Studio; Art, Video, Sound, Action

BFA IN STUDIO ART

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STUDIO ART COURSES WITH ONE PREREQUISITE BEYOND FOUNDATIONS

AREA	NUMBER	NAME	PREREQUISITE
Foundations	ART 157	Foundations: Intro to Drawing II	ART 155
Ceramics	ART 376	Ceramics: Process	ART 275
	ART 377	Ceramics: Idea	ART 275
	ART 378	Ceramics: Concept	ART 275
	ART 379	Ceramics: Material	ART 275
Drawing	ART 257	Life Drawing	ART 157
	ART 258	Intermediate Drawing	ART 157
Graphic Design	ART 210	Graphic Design Studio I: Intro to Typography	ART 150, and Studio/Art Ed. Major
	ART 214	Experience Design Studio I: Digital Interfaces	ART 210
	ART 310	Graphic Design Studio II: Typographic Systems	ART 210
Illustration	ART 281	Fundamentals of Illustration: Ideation and Sequence	Studio Art/Art Ed. Major
	ART 282	Fundamentals of Illustration: Materials and Techniques	Studio Art/Art Ed. Major
	ART 383	Intermediate Illustration: World Building	ART 281 or 282
	ART 384	Intermediate Illustration: Applied Design	ART 281 or 282
Jewelry and Metalsmithing	ART 347	The Functional Object in the Domestic Space	ART 245
	ART 349	Jewelry and Metalsmithing: Process for Production	ART 245
Painting	ART 361	Intermediate Painting I	ART 260
Printmaking	ART 363	Screenprint & Relief (stacked)	ART 263
	ART 364	Etching & Monotype (stacked)	ART 264
Sculpture	ART 373	Design and Materiality: Objects and Sculpture	Junior Standing
Visual Studies	ART 391	Civic Studio: Art In Public (Junior Standing)	Junior Standing
	ART 392	Curatorial Studio: Art, Exhibitions, Events	Junior Standing
	ART 394	Interactive Studio: Art, Interface, Collaboration	Junior Standing

EXPLORATION PHASE MILESTONE: SECOND YEAR REVIEW

The Second Year Review marks the conclusion of the introductory part of the program and supports the student with advising and planning for the remainder of their studies. A faculty review panel will assess craft, technique, strengths, and interests evident in the studio work from completed and in-progress courses. This advisory review happens near the end of the semester when students will have completed (or transferred) the 11 required courses.



BFA IN STUDIO ART

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4. YOUR FOCUSED PREPARATION AND CULMINATION PHASES (YEARS 3-4)

After the Second Year Review, you will have a confirmed emphasis area in the major.

Each emphasis area requires:

- 5 pathway courses in the studio emphasis
- 3 studio culminating courses
- 7-10 studio elective courses

FOCUSED PREPARATION PHASE MILESTONE: JUNIOR REVIEW

The Junior Review assesses your progress in the emphasis area and in the broader skill set you have acquired up to this moment. A faculty review panel will assess craft, technique, strengths, and interests evident in the studio work from completed and in-progress courses. This review should happen one year before completing your Senior project.

In your last year, you will work on transitioning your practice to life after graduation. You will finalize your emphasis requirements and take culmination courses as required by your emphasis.

CULMINATION PHASE MILESTONE: SENIOR EXHIBITION AND REVIEW

To complete their Senior Project (ART 415, 416, or 498), graduating B.F.A. students must present their work in either a group exhibition or solo exhibition, reviewed by Studio Art faculty and earn a grade of at least a C.



BFA IN STUDIO ART

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5. DECLARING YOUR BFA IN STUDIO ART DEGREE ON BANNER

Starting in the Fall 2022 semester, any student can declare a BFA in Studio Art Degree directly on Banner. You will later be assigned a faculty advisor from Studio Art as well. To declare a BFA in Studio Art, follow these instructions:

1. Log into myBanner from the GVSU homepage
2. Once logged in select "Student", "Student Records", and then, "Change Major"
3. Click on the "Change Major 1/Program" box
4. Click on the down arrow in the box next to "New Major 1/Program," from here scroll down and choose "Studio Art-BFA "
5. You will need to declare an emphasis to complete this process. You must choose between Ceramics, Graphic Design, Illustration, Jewelry and Metalsmithing, Painting, Printmaking, Sculpture, and Visual Studies. The Studio Art BFA Major considers this your preliminary Emphasis Selection. You can change your emphasis later if you wish to do so.
6. Click "Submit" and then "Change to New Program"
7. Your request will be sent to Registration for processing and back to the VMA Department for approval. Approval may take up to 2 business days.
8. After completing all specific requirements, a faculty panel will assess your work during the Second Year review. At this time, you will need to confirm your BFA emphasis designation.

6. PURSUING MORE THAN ONE EMPHASIS IN THE STUDIO ART BFA DEGREE

If you wish to do so, you can pursue a second emphasis in your BFA degree, as long as you fulfill the requirements for both emphases. These will include:

- The required 5 Pathway Courses.
- The required Photo or Film and Video Production course, if it differs in each emphasis.
- The required culmination classes, possibly including two senior projects.

A second emphasis is a decision not to take lightly. It will mean a deeper engagement with art practice and may require a time commitment beyond the usual 4-year college experience. It may also have financial aid implications. Consult with an advisor before doing this.

7. TAKING STUDIO ART COURSES BEYOND THE MINIMUM REQUIREMENTS

If you have met your requirements and would like to take more courses in Studio Art before graduating, you are welcome to take other Studio Art Courses! Credits earned beyond the 81 specified above will apply toward the GVSU 120-credit baccalaureate degree requirement and may help satisfy general education requirements.

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8. SELECTING A BFA EMPHASIS AREA

(This section was adapted from the document [Choosing/Changing a Major: Identifying Interest and Skills](#), written by the University of Portland)

Choosing an emphasis area in the Studio Art major is a major decision to make. Mostly because you cannot earn a BFA without having chosen one. Therefore, it is important that you practice some self-reflection when engaging in this process.

YOUR EMPHASIS CHOICE

As a reminder, the emphasis you choose upon declaring the major is a preliminary choice. At the end of exploration coursework, you can choose to keep your emphasis, or change to a new one that you may have discovered a passion or an interest for.

FINDING YOUR INTERESTS

First, you can consider some (or all) of these questions:

- What interests do you have? Think broadly here and consider subjects as well as other activities (e.g.: building things, art criticism, computer-based works, research, drawing, writing, public speaking, reading, community service, baking, sewing, etc.)
- What motivates you to pursue this degree?
- Do you have hobbies or a side project that you think can inform your emphasis choice?
- Which skills do you have, or would like to develop?

IDENTIFYING YOUR SKILLS

You already have way more skills than you think you may have. At the same time, just because you do something well, it does not mean you will always enjoy doing it. You can find out about your skills by looking at past experiences you may have had. Some questions that you can consider include:

- In what activities do you excel?
- Which skills would you like to use in your future occupation?
- In which academic areas have you excelled in the past? Where do you need the most improvement?
- Have you been recognized for a skill you may have? (note: this isn't just art awards. Do your roommates admire and rely on you for your organization? That's a valuable skill in any career!)

IDENTIFYING YOUR LIFE GOALS

Your choice of emphasis will shape your academic experience, and the beginning of your professional trajectory. Some questions that you can consider include:

- What's your ideal workplace environment?
- Who is a person you know that has a really cool job or art practice?
- Do you have broader concerns that can impact your education and professional trajectory?

If you need further assistance to define your Studio Art interests, you can do the following:

1. **Take a class:** There are many options in the major that allow you to learn more about a mode of practice you may not have heard of before.
2. **Meet with a Studio Art Professor or a CLAS advisor:** any faculty member in the major, or the CLAS Advisors can assist you in understanding the realm of possibilities that a Studio Art BFA can open for you.
3. **Stay curious:** see the artworks on display at the Calder Arts Center, come to exhibition openings and guest lectures.
4. **Visit the Student Clubs:** Pay attention to student club announcements about their meetings. You can meet a lot of new friends, and understand each program more while at it.

BFA IN STUDIO ART

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8.1. THE CERAMICS EMPHASIS

Ceramics students will transform clay while being transformed by it. Incorporating traditional through contemporary methods of working with clay, you will learn broad applications of ceramic art: as function, as design, as sculpture, as mixed-media, and as a concept. Students will be encouraged and challenged to explore clay as a medium, drawing from diverse areas in art and design. You will strengthen your technical and conceptual skills through rigorous courses focused on developing each student’s individualized approach to integrating ideas, materials, processes, and concept.

REQUIRED STUDIO COURSES (15 CREDITS)	STUDIO ELECTIVES (27 CREDITS)
ART 275 - Ceramics: The Basics ART 376 - Ceramics: Process ART 377 - Ceramics: Idea ART 378 - Ceramics: Concept ART 379 - Ceramics: Material NOTES ON PRE-REQUISITES AND SEQUENCING <ul style="list-style-type: none"> ART 275 is the prerequisite for ART 376, ART 377, ART 378, and ART 379. Students may enroll in more than one 300-level Ceramics course in the same semester. 	Students can choose from any courses offered in the Studio Art major. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements. For students desiring more engagement in the Ceramics emphasis, ART 478 (Ceramics: Advanced Studio) is suggested as an optional studio elective class. This course is repeatable and up to 6 credits in Ceramics will be applied toward the B.F.A. degree. For students desiring more depth in Photography or Film and Video Production, additional studio work in either program is encouraged. Up to 3 additional credits in Photography or Film and Video Production will be applied toward the B.F.A. degree.
3D STUDIO ELECTIVE (3 CREDITS)	FILM AND VIDEO/PHOTO COURSE (3 CREDITS)
Students may select any course in Jewelry/Metalsmithing or Sculpture.	Students may select any studio course in Film/Video Production or Photography.
ART HISTORY COURSES (12 CREDITS)	CULMINATING COURSES (9 CREDITS)
ART 221 - Survey of Art History I ART 222 - Survey of Art History II ART History Elective (300-level or above) ART History Elective (300-level or above)	ART 401 – Senior Seminar ART 495 – Issues in Art (Capstone) ART 498 – Senior Project (3 credits)

BFA IN STUDIO ART

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8.2. THE GRAPHIC DESIGN EMPHASIS

Designers collaborate with multiple professionals to improve the function and appearance of messages and experiences. The graphic design professional uses text, imagery, and graphic symbols to craft artifacts that will demand an audience's attention, invite dialog, and promote memorability. Designers work on the computer or by hand to create communication materials (magazines, packaging, ads) and experiences (brands, websites, apps) that will fit clients' wants and needs. A degree from GVSU offers students the intellectual and professional training needed to become the creative leaders of the future. After four years, students show competency in critical thinking, the use of technology, and practical experience.

REQUIRED STUDIO COURSES (15 CREDITS)

ART 210 - Graphic Design Studio I: Intro to Typography
 ART 214 - Experience Design Studio I: Digital Interfaces
 ART 310 - Graphic Design Studio II: Typogr. Systems
 ART 314 - Experience Design Studio II: Integr. Systems
 ART 410 - Graphic Design Studio III: Branding & Service Design

NOTES ON PRE-REQUISITES AND SEQUENCING

- ART 150 is the prerequisite for ART 210
- Students must be Studio Art majors

STUDIO ELECTIVES (27 CREDITS)

Students can choose from any courses offered in the Studio Art major. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements.

For students desiring more engagement in Graphic Design any additional Graphic Design courses are suggested. Up to 9 additional credits in Graphic Design will be applied toward the B.F.A. degree. These include:

- ART 217 - Graphic Design Internship Seminar (1 cr.)
- ART 313 - Graphic Design for 3D Experiences (3 cr.)
- ART 318 - Graphic Design Forum (3 credits)
- ART 491 - Internship in Studio Art (2 credits)

For students desiring more depth in Photography or Film and Video Production, additional studio work in either program is encouraged. Up to 3 additional credits in Photography or Film and Video Production will be applied toward the B.F.A. degree.

3D STUDIO ELECTIVE (3 CREDITS)

Students may select any course in Ceramics, Jewelry/Metalsmithing or Sculpture.

FILM AND VIDEO/PHOTO COURSE (3 CREDITS)

Students may select between one of the two courses:
 PHO 170 - Introduction to Photography
 FVP 125 - Media Production I

ART HISTORY COURSES (12 CREDITS)

ART 221 - Survey of Art History I
 ART 222 - Survey of Art History II
 ART 218 - Design History
 ART History Elective (300-level or above)

CULMINATING COURSES (9 CREDITS)

ART 413 - Graphic Design Professional Practice Seminar
 ART 415 - Graphic Design Senior Project
 ART 495 - Issues in Art (Capstone)



BFA IN STUDIO ART

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8.3. THE ILLUSTRATION EMPHASIS

Illustrators have the power to entertain, evoke emotion, and inform through their images. Illustrators work in various media and styles to bring stories, concepts, characters, and ideas to life. GVSU Illustration students emphasize conceptual thinking, combined with traditional and digital methods to create innovative visual solutions. Professional areas within illustration include editorial, comics and sequential narrative, children’s books, visual development for film and animation, surface design, advertising, and gallery work.

REQUIRED STUDIO COURSES (15 CREDITS)

ART 281 - Fund. of Illustration: Ideation and Sequence
 ART 282 - Fund. of Illustration: Materials and Techniques
 ART 383 - Intermediate Illustration: World Building
 ART 384 - Intermediate Illustration: Applied Design
 ART 481 - Advanced Illustration: Narrative, or
 ART 484 - Advanced Illustration: Commentary

NOTES ON PRE-REQUISITES AND SEQUENCING

- Illustration courses are divided into three levels: Fundamentals, Intermediate and Advanced. Students may take one class from each tier following this sequence: Fundamentals to Intermediate to Advanced Illustration. However, to be awarded an illustration emphasis, both courses in the Fundamentals and Intermediate tiers and one Advanced course should be completed before Senior Project.

STUDIO ELECTIVES (27 CREDITS)

Students can choose from any courses offered in the Studio Art major. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements.

For students desiring more engagement in the Illustration emphasis, additional Illustration courses are suggested. Up to 9 additional credits in Illustration will be applied toward the B.F.A. These include:

- ART 389 - Illustration Mentorship
- ART 481 - Advanced Illustration: Narrative
- ART 484 - Advanced Illustration: Commentary

For students desiring more depth in Photography or Film and Video Production, additional studio work in either program is encouraged. Up to 3 additional credits in Photography or Film and Video Production will be applied toward the B.F.A. degree.

3D STUDIO ELECTIVE (3 CREDITS)

Students may select any course in Ceramics, Jewelry/Metalsmithing, or Sculpture.

FILM AND VIDEO/PHOTO COURSE (3 CREDITS)

Students may select between one of the two courses:
 PHO 170 - Introduction to Photography
 FVP 325 - Animation I (contains pre-requisites)

ART HISTORY COURSES (12 CREDITS)

ART 221 - Survey of Art History I
 ART 222 - Survey of Art History II
 ART 219 - History of Illustration
 ART History Elective (300-level or above)

CULMINATING COURSES (9 CREDITS)

ART 414 - Portfolio: Illustration
 ART 416 - Senior Project: Illustration
 ART 495 - Issues in Art (Capstone)

BFA IN STUDIO ART

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8.4. THE JEWELRY AND METALSMITHING EMPHASIS

From early humans to punk rockers, we have been adorning ourselves and using jewelry as a way of asserting our identity and making sense of our world since the dawn of civilization. Adornment is a profound statement of identity and an artistic and personal statement whose distinguishing characteristic is that it is an intimate art form that activates the body and is found in our everyday lives. Through the creation of jewelry and functional objects students will engage with precious and semi-precious metals, traditional and non-traditional metalsmithing, and mixed media techniques, with a strong focus on exploring innovative and experimental making, as well as an emphasis on design development, critical thinking, and acquiring technical skills to be successful in the field.

REQUIRED STUDIO COURSES (15 CREDITS)	STUDIO ELECTIVES (27 CREDITS)
<p>ART 245 - Fabricating Adornment: Jewelry Basics and Design ART 246 - Fluidity in Small Form: Jewelry Casting ART 347 - The Functional Metal Object in the Domestic Space ART 348 - The Body Adorned: Constructed Identity ART 349 - Jewelry and Metalsmithing: Process for Production</p> <p>NOTES ON PRE-REQUISITES AND SEQUENCING</p> <ul style="list-style-type: none"> • Students may enroll in ART 245 and ART 246 in the same semester. • ART 245 is the prerequisite for ART 347 and 349. • There is no prerequisite for ART 348. 	<p>Students can choose from any courses offered in the Studio Art major. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements.</p> <p>For students desiring more engagement in the Jewelry and Metalsmithing emphasis (also known as JEM), both ART 347 and ART 349 may be repeated once. No more than 6 additional JEM credits may be applied toward the B.F.A. degree. Students are also encouraged to take ART 271 (Sculpture: Digital 3-D Modeling and Design).</p> <p>For students desiring more depth in Photography or Film and Video Production, additional studio work in either program is encouraged. Up to 3 additional credits in Photography or Film and Video Production will be applied toward the B.F.A. degree.</p>
3D STUDIO ELECTIVE (3 CREDITS)	FILM AND VIDEO/PHOTO COURSE (3 CREDITS)
<p>Students may select any course in Ceramics or Sculpture.</p>	<p>PHO 170 (Introduction to Photography)</p>
ART HISTORY COURSES (12 CREDITS)	CULMINATING COURSES (9 CREDITS)
<p>ART 221 - Survey of Art History I ART 222 - Survey of Art History II ART History Elective (300-level or above) ART History Elective (300-level or above)</p>	<p>ART 401 – Senior Seminar ART 495 – Issues in Art (Capstone) ART 498 – Senior Project (3 credits)</p>

BFA IN STUDIO ART

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8.5. THE PAINTING EMPHASIS

The painting emphasis encourages and supports a broad range of stylistic and conceptual exploration, nurturing your unique artistic voice. Painting students seek meaning and ask questions within their work, contributing to a creative world of thought in image making. In the painting curriculum, a solid foundation of skill building with oil paint provides the jumping-off point for experimentation and individual development with a range of painting media and approaches.

REQUIRED STUDIO COURSES (15 CREDITS)	STUDIO ELECTIVES (27 CREDITS)
<p>ART 260 - Introduction to Painting ART 361 - Intermediate Painting I ART 362 - Intermediate Painting II ART 462 - Advanced Painting I ART 463 - Advanced Painting II</p> <p>NOTES ON PRE-REQUISITES AND SEQUENCING</p> <ul style="list-style-type: none"> • ART 260 is the entry point to the Painting emphasis. • Courses in Painting are sequential 	<p>Students can choose from any courses offered in the Studio Art major. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements.</p> <p>For students desiring more depth in Photography or Film and Video Production, additional studio work in either program is encouraged. Up to 3 additional credits in Photography or Film and Video Production will be applied toward the B.F.A. degree.</p>
3D STUDIO ELECTIVE (3 CREDITS)	FILM AND VIDEO/PHOTO COURSE (3 CREDITS)
<p>Students may select any course in Ceramics, Jewelry/Metalsmithing, or Sculpture.</p>	<p>Students may select any studio course in Film/Video Production or Photography.</p>
ART HISTORY COURSES (12 CREDITS)	CULMINATING COURSES (9 CREDITS)
<p>ART 221 - Survey of Art History I ART 222 - Survey of Art History II ART History Elective (300-level or above) ART History Elective (300-level or above)</p>	<p>ART 401 – Senior Seminar ART 495 – Issues in Art (Capstone) ART 498 – Senior Project (3 credits)</p>

BFA IN STUDIO ART

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8.6. THE PRINTMAKING EMPHASIS

The Printmaking area features a comprehensive curriculum that includes etching, monotype, woodcut, and screenprint. These processes are historical antecedents of both graphic design and illustration, and continue to enhance studies in those areas, while also serving artists in search of their own unique visual language. The program provides access to technologies for image replication dating from the 1st century A.D. to the present day, including presses for etching and relief, a digital lab, and a dedicated darkroom.

REQUIRED STUDIO COURSES (15 CREDITS)	STUDIO ELECTIVES (27 CREDITS)
<p>ART 263 - Screenprint & Relief ART 264 - Etching & Monotype ART 363 - Screenprint & Relief II: Mashups, Mutations, & Multiples ART 364 - Etching & Monotype II: Mashups, Mutations, & Multiples ART 465 - Print Media Mixed: Signs, Series, & Stories</p> <p>NOTES ON PRE-REQUISITES AND SEQUENCING</p> <ul style="list-style-type: none"> • Students may enroll in ART 263 and ART 264 in the same semester. • ART 263 is the prerequisite for ART 363, while ART 264 is the prerequisite for ART 364. • Students may take either ART 363 or ART 364 as the prerequisite for ART 465. 	<p>Students can choose from any courses offered in the Studio Art major. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements.</p> <p>For students desiring more engagement in the Printmaking emphasis, ART 368 (Alternative Photographic Print Processes) is suggested as a studio elective class. Students are also encouraged to take ART 293 (Image Studio: Art, Production, Meaning, Display).</p> <p>For students desiring more depth in Photography or Film and Video Production, additional studio work in either program is encouraged. Up to 3 additional credits in Photography or Film and Video Production will be applied toward the B.F.A. degree.</p>
3D STUDIO ELECTIVE (3 CREDITS)	FILM AND VIDEO/PHOTO COURSE (3 CREDITS)
<p>Students may select any course in Ceramics, Jewelry/Metalsmithing, or Sculpture.</p>	<p>Students may select between one of the two courses: PHO 170 - Introduction to Photography FVP 125 - Media Production I</p>
ART HISTORY COURSES (12 CREDITS)	CULMINATING COURSES (9 CREDITS)
<p>ART 221 - Survey of Art History I ART 222 - Survey of Art History II ART History Elective (300-level or above) ART History Elective (300-level or above)</p>	<p>ART 401 – Senior Seminar ART 495 – Issues in Art (Capstone) ART 498 – Senior Project (3 credits)</p>

BFA IN STUDIO ART

(This is a general curriculum guide and does not apply to every student. It is essential to meet with your advisors.)

8.7. THE SCULPTURE EMPHASIS

Sculpture combines traditional methods, tools, and processes of making alongside the latest digital 3D output technology. Innovative and state-of-the-art facilities become the backdrop for learning. Students engage in conceptual and material problem-solving and develop research strategies that connect Liberal Arts Education and real-world professional skills. Studying sculpture prepares a student for a broad range of careers in teaching, public art, industrial design, wood and metal fabrication, and set design.

REQUIRED STUDIO COURSES (15 CREDITS)	STUDIO ELECTIVES (27 CREDITS)
<p>ART 270 - Sculpture: Creating/Building/Making ART 271 - Sculpture: Digital 3-D Modeling and Design ART 371 - Materials and Making: Digital Fabrication in Sculpture ART 372 - Mold Making and Casting: Digital Foundry in Sculpture ART 373 - Design and Materiality: Objects in Sculpture, or ART 295 - Space Studio: Art, Installation, Environment, or ART 296 - Time Studio: Art, Video, Sound, Action</p> <p>NOTES ON PRE-REQUISITES AND SEQUENCING</p> <ul style="list-style-type: none"> • There are no prerequisites for ART 270, 272, 371, or 372 • ART 373 is a Gen.Ed. Issues course, which requires Junior Standing. 	<p>Students can choose from any courses offered in the Studio Art major. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements.</p> <p>For students desiring further engagement in Sculpture, both ART 371 (Materials and Making: Digital Fabrication in Sculpture) and ART 372 (Mold Making and Casting: Digital Foundry in Sculpture) may be repeated once. No more than 6 additional Sculpture credits may be applied toward the B.F.A. degree. Students are also encouraged to take either ART 245 (Fabricating Adornment: Jewelry Basics and Design) or ART 275 (Ceramics: The Basics) as a studio elective course.</p> <p>For students desiring more depth in Photography or Film and Video Production, additional studio work in either program is encouraged. Up to 3 additional credits in Photography or Film and Video Production will be applied toward the B.F.A. degree.</p>
3D STUDIO ELECTIVE (3 CREDITS)	FILM AND VIDEO/PHOTO COURSE (3 CREDITS)
<p>Students may select any course in Jewelry/Metalsmithing or Ceramics.</p>	<p>Students may select any studio course in Film/Video Production or Photography.</p>
ART HISTORY COURSES (12 CREDITS)	CULMINATING COURSES (9 CREDITS)
<p>ART 221 - Survey of Art History I ART 222 - Survey of Art History II ART History Elective (300-level or above) ART History Elective (300-level or above)</p>	<p>ART 401 - Senior Seminar ART 495 - Issues in Art (Capstone) ART 498 - Senior Project (3 credits)</p>

BFA IN STUDIO ART

(This is a general curriculum guide and does not apply to every student. It is essential to meet with your advisors.)

8.8. THE VISUAL STUDIES EMPHASIS

The Visual Studies area emphasizes real-world skills to equip you for future employment and work as a practicing artist. You will acquire skills including digital imaging, curating, exhibition, project organization/management, and video/sound production. The curriculum is structured to allow students to gain concentrated experience in other department areas. Visual Studies alumni exhibit their work, curate exhibits in many public venues and are active members in the community.

REQUIRED STUDIO COURSES (15 CREDITS)

Students may combine their required coursework as such:

- 5 Visual Studies courses *or*
- 4 Visual Studies courses, and a related Studio course

VISUAL STUDIES COURSES

ART 293- Image Studio: Art, Production, Meaning, Display
 ART 295- Space Studio: Art, Installation, Environment, Site
 ART 296- Time Studio: Art, Video, Sound, Action
 ART 391- Civic Studio: Art in Public
 ART 392- Curatorial Studio: Art, Exhibitions, Events
 ART 394- Interactive Studio: Art, Interface, Collaboration

RELATED STUDIO COURSES

ART 270, ART 271, ART 371, ART 372, ART 373, ART 361, ART 363, ART 364

NOTES ON PRE-REQUISITES AND SEQUENCING:

- Working with their advisor, students design individualized learning plans that include required and elective courses in the major, and can be developed together with other scholarly, community, experiential, and career objectives.
- ART 391, 392, and 394 are Gen.Ed. Issues courses, which require Junior Standing.
- There are no prerequisites for ART 293, 295, or 296.

STUDIO ELECTIVES (27 CREDITS)

Students can choose from any courses offered in the Studio Art major. Some elective courses may have prerequisites. Students are encouraged to work with their advisors in determining which courses will be appropriate for their interests and requirements.

For students desiring more engagement in the Visual Studies emphasis, any additional Visual Studies courses are suggested. Up to 9 additional credits in Visual Studies will be applied toward the B.F.A. degree. Visual Studies courses can be repeated once.

For students desiring more depth in Photography or Film and Video Production, additional studio work in either program is encouraged. Up to 3 additional credits in Photography or Film and Video Production will be applied toward the B.F.A. degree.

3D STUDIO ELECTIVE (3 CREDITS)

Students may select any course in Ceramics, Jewelry/Metalsmithing, or Sculpture.

FILM AND VIDEO/PHOTO COURSE (3 CREDITS)

Students may select between one of the two courses:
 PHO 170 - Introduction to Photography
 FVP 125 - Media Production I

ART HISTORY COURSES (12 CREDITS)

ART 221 - Survey of Art History I
 ART 222 - Survey of Art History II
 ART History Elective (300-level or above)
 ART History Elective (300-level or above)

CULMINATING COURSES (9 CREDITS)

ART 401 – Senior Seminar
 ART 495 – Issues in Art (Capstone)
 ART 498 – Senior Project (3 credits)

BFA IN STUDIO ART

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9. COMBINING A STUDIO ART BFA DEGREE WITH A MINOR

Adding a minor to your BFA degree can strengthen your education and develop a side passion. Many factors may affect your decision when choosing to do so, including but not limited to:

- Improving employment prospects in a specific industry
- Introducing you to new ideas
- Developing a side passion
- Academic Requirements
- Resources (Time, Energy, Cost)

Think carefully about this idea. Some questions to ask yourself when considering adding a minor are:

- Is this a subject you love, and you can't fit into your major?
- How can this minor benefit you in the long and short term?
- Can I complete the requirements without any or with little added time toward graduation?
- Can you afford the time, the energy, and the money?

A minor consists of anything from 15 to 24 credits. Due to the high credit count in a BFA degree, fitting a minor into your degree requires planning to avoid any graduation delays. One strategy to fit a minor with your degree is to "double dip" your classes. There are many courses in the Department of Visual and Media Arts and in the General Education curriculum that are required both by your major and the university or by your major and by the minor. Past Studio Art students have pursued minors in various fields.

FREQUENTLY-CHOSEN MINORS

Some of the most common minors in Studio Art are

- Advertising & Public Relations
- Art History
- Business-oriented Minors: General Business; Management; Marketing; Accounting, etc.
- Computer Science
- Humanities Minors: Anthropology, Sociology, Psychology, Political Science, Writing, etc..
- Interdisciplinary Studies Minors: Environmental Studies; Digital Studies; LGBTQ+ Studies; Latin American and Latino/a Studies
- Languages: French, Spanish, German, Chinese, etc.
- Performing Arts Minors: Music, Dance, Theater
- Photography
- Science Minors: Chemistry, Biology, etc.

For a full list of minors, go to <https://www.gvsu.edu/catalog/type/minor.htm>

BFA IN STUDIO ART

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10. COMBINING A STUDIO ART BFA DEGREE WITH A SECOND MAJOR (DOUBLE MAJOR)

Pursuing double majors can strengthen your education in the arts and potentially develop a hybrid practice where both majors inform and enhance each other. A BFA combined with another major is among the biggest academic commitments in your undergraduate career. Many factors may affect your decision when choosing to do so, including but not limited to:

- Developing employment prospects in a specific industry
- Introducing you to new ideas
- Acquiring a second body of knowledge
- Academic Requirements
- Resources (Time, Energy, Cost) - *A double major can result in more than 4 years at the university.*

Think carefully about this idea. Some questions to ask yourself when considering adding a minor are:

- Is this a subject you love and you can't fit into your major?
- How can a second major benefit you in the long and short term?
- Can I complete the requirements without any or with little added time toward graduation?
- Can you afford the time, the energy, and the money?

THE GUIDING WORD FOR A DOUBLE-MAJOR: PLANNING

Major credit requirements vary considerably among all the GVSU options. Due to the high credit count in a BFA degree, fitting a second major into your degree requires careful planning, and will likely require more time as an undergraduate. Strategies to pursue your academic studies in two majors include:

- Starting at GVSU with various dual-enrollment or AP credits
- Optimizing your General Education Courses (double-dipping)
- Taking courses in the Spring/Summer semesters that fulfill all requirements
- Planning for an education that will take longer than 4 years

OTHER THINGS TO NOTE

If you are pursuing two degrees simultaneously at GVSU should note the following information:

- You must meet all specified requirements for both degree programs.
- You must complete a minimum of 30 semester hours in residence at Grand Valley beyond that required for the first degree. (very important)
- You must meet the separate requirements for each degree program but not the additional residence requirement and may have both majors recorded on your academic record.

For a full list of majors go to <https://www.gvsu.edu/acad-index.htm>