

Bachelor of Fine Arts In Studio Arts Ceramics/Sculpture Emphasis				
Course Number and Title	Credits	Course	Semester	Grade
General Education Core (see catalog)				
Core Course Requirements (English 2010 must be Writing about Art)	17-18	3 ENGL 1010		
		3 ENGL 2010:Writing about Art		
		MATH		
		1 LM 1010		
		1 UNIV 1000		
		3 CSIS 1000		
		3 [AI]		
Knowledge Areas Requirements (must include GEO 1010 & 1015 plus at least two of the following: Art 1010, ARTH 2300 and PVA 1040)	19	3 ART 1010 (Fine Arts Gen Ed)		
		3 PVA 1040 (Interdisciplinary Gen Ed)		
		3 ARTH 2300 (Humanities Gen Ed)		
		3 GEO 1010 Physical Geology		
		1 GEO 1015 Physical Geology Lab		
Art Foundation (28 credits)				
ART 1050 Photography	3			
ART 1110 Drawing I	3			
ART 1120 2-Dimensional Design	3			
ART 1130 3-D Design	3			
ART 2110 Drawing II	3			
ART 2210 Digital Imaging	3			
ARTH 2710 Art History Survey I	3			
ARTH 2720 Art History Survey II	3			
Art 3000 Art Major Seminar *must be taken eight semesters (.5 credits each time)	4			
Ceramics/3-D Emphasis (46 hours)				
CHEM 1010 Introductory Chemistry	3			
CHEM 1015 Introductory Chemistry Lab	1			
ART 1610 Ceramics I (must be repeated)	6			
ART 3080 Gallery & Museum Practices	3			
ART 3610 Ceramics II (must be repeated twice)	9			
ART 3710 Sculpture (must be repeated)	6			
ART 4610 Advanced Ceramics (must be repeated)	6			
ART 3710 Sculpture OR ART 4610 Adv. Ceramics	3			
ARTH 4740 Nineteenth Century Art	3			
ARTH 4750 Twentieth Century Art	3			
ART 4790 Senior Portfolio	3			
Electives (10 credits to make total of 120) within or outside Art & Design				
	10			
Total Credits, B.F.A. degree	120			

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The Bachelor of Fine Arts (BFA) in Studio Arts with a Ceramics/Sculpture Emphasis is a professional degree that focuses on intensive work in three-dimensional art and design supported by a program of general studies. This degree develops students to have an understanding of design principles and their particular application to ceramics and sculpture and to develop skill in the use of tools, techniques, and processes to produce work from concept to finished object. This includes knowledge of raw materials and technical procedures such as clays, glazes, and firing. The student also gains a functional understanding of sculptural and ceramic traditions within the history of art.

Students must exhibit creative ability and potential in the visual arts, problem-solving ability, self-motivation, and ability to demonstrate their competency by developing a body of work for evaluation and a final project for exhibition.

The Department of Art and Design at Southern Utah University has a faculty of committed artist/educators who guide and involve their students in many small group and individual endeavors that promote aesthetic and critical thought and skills. The Art Major Seminar is a unique enlightening, energizing and unifying program where students can encounter and discuss an incredible variety of art and design, and meet faculty, visiting artists and students with similar interests and challenging differences.

Graduates will prepare themselves to produce and exhibit creative work that is meaningful to themselves and engaging for others. They will develop practical communication skills, business skills, and a body of work that will enable them to promote a career and/or apply for further graduate studies.