BFA in Art - Studio Art: Photo Media Concentration

The Bachelor of Fine Arts (BFA) in art — studio art emphasis develops students’ perceptual skills, technical making skills, creativity, and ability to think critically and independently. Students are encouraged to explore ideas between fine and applied arts methodologies and gain experiences in developing and applying skills and creativity outside the classroom. Instruction in use of art materials and specific art processes enables students to create original work reflecting their evolving vision. The degree program also facilitates broad cultural awareness of the visual arts in society through art history and criticism, the expectation of travel, and applied, real-world experiences required within the curriculum. Graduating majors are able to clearly express ideas through artworks via historical and contemporary aesthetic and technical models, along with developing a substantial vision for their own careers and/or creative possibilities in the 21st century art world.

The photo media concentration offers coursework in both analog and digital methods, including B&W darkroom printing, 19th century processes, studio lighting, large format shooting and printing, advanced digital manipulation, appropriation, and crossover with time-based media. A foundation in the fundamental aspects of photography is required, as well as an understanding of the historical and social context in which photography is encountered.

Program Requirements

A minimum total of 126 hours is required for the BFA in studio art and includes 84 credit hours of art and art history courses (listed below). Students must also meet the university’s scholastic, residence and general education requirements for graduation. A grade of C (2.000) or better is required in all major courses. A minimum GPA of 2.000 is required within the major.

General Education

Foundation Courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Hours</th>
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<tbody>
<tr>
<td>ARTS 232</td>
<td>Introduction to Photography</td>
</tr>
<tr>
<td>ARTS 238</td>
<td>Digital 3-D Tools in Sculpture</td>
</tr>
<tr>
<td>ARTG 216</td>
<td>Typography I</td>
</tr>
<tr>
<td>ARTG 234</td>
<td>Introduction to Graphic Design</td>
</tr>
<tr>
<td>ARTG 235</td>
<td>Graphic Design Concepts</td>
</tr>
<tr>
<td>ARTG 238</td>
<td>Graphic Materials and Processes</td>
</tr>
</tbody>
</table>

Studio Art Program Studies

Select one course in ARTE/ARTG/ARTS 200-level or 300-level (excludes ARTS 375__, ARTS 390__) 3
Select two courses in ARTE/ARTG/ARTS 300-level (excludes ARTS 375__, ARTS 390__) 6
Select two courses in ARTE/ARTG/ARTS 300-level or above (excludes ARTS 375__, ARTS 390__, ARTS 590__, ARTS 591__) 6
Select one of the following: 3
- ARTH 395__ SlowBurn Topics - 1st Semester
- ARTS 590__ SlowBurn Topics - 1st Semester
- ARTS 481N Internship
Select one of the following: 3
- ARTH 396__ SlowBurn Topics - 2nd Semester
- ARTS 591__ SlowBurn Topics - 2nd Semester
- ARTS 481N Internship
Select three 1 credit hour courses from the following: 3
- ARTH/ARTS 390__ QuickFire Topics
- ARTS 375__ Special Topics in Ceramics

Photo Media Concentration

Select two of the following: 6
- ARTS 330 Analog Photographic Techniques
- ARTS 331 Digital Photographic Techniques
- ARTS 334 Photo Media Topics
- ARTS 335 Contemporary Photography Studio
- ARTS 535 Advanced Photo Media
- ARTS 537 Photo Media Senior Project
Select two of the following: 9
- ARTS 261 Introduction to Printmaking
- ARTS 282 Introduction to Sculpture and Extended Media
- ARTS 283 Digital 3-D Tools in Sculpture
- ARTS 284 Digital 3-D Tools in Sculpture
- ARTG 216 Typography I
- ARTG 234 Introduction to Graphic Design
- ARTG 235 Graphic Design Concepts
- ARTG 238 Graphic Materials and Processes

Total Credit Hours 126

1 The art foundation curriculum requirements must be completed by the time students have completed 60 credit hours or prior to entry to classes where individual courses serve as prerequisites. Transfer students with 60 credit hours and art foundation requirement deficiencies must complete course deficiencies no later than two semesters following entry.

Applied Learning

Students in the BFA in studio arts program are required to complete an applied learning or research experience to graduate from the program. The requirement can be met by completing two semesters of SlowBurn courses or at least two semesters of Internship. (ARTS 590 SlowBurn Topics - 1st Semester, ARTS 591 SlowBurn Topics - 2nd Semester, or ARTS 481N Internship)
Note: 45+ upper-division hours are required for graduation. Model programs of study are available in the School of Art, Design and Creative Industries office and online (http://wichita.edu/adci).