The University of Texas at Arlington

STUDIO, MEDIA ARTS + ART HISTORY DEPARTMENT

BACHELOR OF ARTS IN ART ---- DEGREE PLAN (2019)

NAME:		DATE:	Initials:
STUDENT ID:	EMAIL/PHONE:		
CONCENTRATION:	CUM GPA:	ART GPA:	CPR:
	Film/Video Advisor: Patty Newton (pnewton@uta.edu); Animation/Gaming: Josh Wilson (joshw@uta.edu)		

2.5 GPA IN THE MAJOR must be maintained in order to continue in the BA program

* 36 Hours of upper level courses (3000-4000) required for degree. *

*(ASTERISK) INDICATES 3/4000 LEVEL COURSE REQUIREMENT
T INDICATES APPROVED TRANSFER CREDIT
A maximum of 72 hours of transfer credits can be used toward degree requirements.

CORE REQUIREMENTS: (42 hours)
http://catalog.uta.edu/degreerequirements/generalcorerequirements/

COMMUNICATION (6 hours): *Required for Art Majors			T	EARNED	TO BE EARNED	REQUIRED
ENGL	1301	COMPOSITION*				3
ENGL	1302	ARGUMENTATIVE*				3
MATHEMATICS (6 hours-only one from Math 1301, 1302 or 1315 and a higher):						
MATH		1301 or 1302				3
MATH		1308 or 1303				3
LIFE & PHYSICAL SCIENCES (6 hours, LAB science):						
						3
						3
LANGUAGE, PHILOSOPHY & CULTURE (3 Hours):						
						3
*CREATIVE ARTS (3 Hours): **Can Select from ART 1309 or 1310, satisfies Major*						
ART	1309/10	**ART OF THE WEST I OR II				3
U.S. HISTORY (6 hours):						
HIST	1301	HISTORY OF US TO 1865				3
HIST	1302	HISTORY OF US SINCE 1865				3
GOVERNMENT/POLITICAL SCIENCE						
POLS	2311	GOVERNMENT OF THE US				3
POLS	2312	STATE AND LOCAL GOVERNMENT				3
SOCIAL & BEHAVIORAL SCIENCES (3 hours):						
						3
FOUNDATIONAL COMPONENT AREA OPTION (3 hours):						
						3
CORE REQUIREMENTS TOTAL				0	0	42

LIBERAL ARTS REQUIREMENTS: (8 hours)

MODERN/CLASSICAL LANGUAGE (8 hours)						
	1441					4
	1442					4

FILM/VIDEO-ANIMATION / GAMING MINOR REQUIREMENT (18 HR MINIMUM)

ART + ART HISTORY DEPT: FILM/VIDEO/VCD (ANIMATION / GAMING COURSES

ART	3350	SCREENWRITING	*			3
ART	4367	2D ANIMATION	*			3
ART	4361	3D ANIMATION	*			3
ART	4392	SS: GAMING EXPLORATION OR ANIMATIO	*			3
ART	2353	INTRO TO GAMING*				3
ART	2371	PAINTING*				3
MINOR TOTAL				0	0	18
TOTAL CORE, LIBERAL ARTS + MINOR REQUIREMENTS				0	0	68

ART REQUIREMENTS: (72 hours)

ART FOUNDATION (21 hours):			T	EARNED	TO BE EARNED	REQUIRED
ART	1305	2-D DESIGN				3
ART	1306	3-D DESIGN				3
ART	1307	DRAWING FUNDAMENTALS				3
ART	2304	DIGITAL MEDIA				3
ART	2308	DRAWING CONCEPTS				3
ART		3D STUDIO (3340.3363.3341)	*			3
ART	2358	INTRO TO FILM				3
21 HOUR CONCENTRATION PORTFOLIO REVIEW - MEET WITH DEPT. ADVISOR				0	0	21

21HR CONCENTRATION PORTFOLIO REVIEW SCORE NEEDED: 4+ Meets/Exceeds Expectation

ART HISTORY (12 hours): ** 3 credits may be used to satisfy a CORE requirement (Creative Arts)						
ART		**ART HISTORY FOUNDATION (1309, 1310)				3
ART		ART HISTORY FOUNDATION (1309, 1310, 1317)				3
ART		Advanced Art History (Group I,II or III)	*			3
ART		Advanced Art History (Group I,II or III)	*			3
BOTH 1000 LEVEL CLASSES MUST BE COMPLETED BEFORE 3/4000 LEVEL CLASSES. Adv. Art History must come from separate groups.				0	0	12

ART ELECTIVES (3 hrs): ART 1200+UNIV-LA1131: Freshmen/1101 Transfers Required (See Advisor)						
ART	1200/1131	1ST YR ART SEMINAR/UNIV-LA1131 (1101-TRAN)				3

ART CONCENTRATION (20 hours): 3000-4000 REQUIRED						
ART	3348	LIFE DRAWING	*			3
ART	3347	ADV DRAWING	*			3
ART	4392	SS: ILLUSTRATION FOR DRAWING	*			3
ART	*3371/3349	INTERMEDIATE PAINTING OR WATER MEDIA	*			3
ART		UPPER DRAWING (3000-4000)	*			3
ART		UPPER DRAWING (3000-4000)	*			3
ART	4101	PORTFOLIO PRESENTATION (1cr**)				1
ART CONCENTRATION TOTAL				0	0	19

TOTAL CORE, LIBERAL ARTS, MINOR & ART + ART HISTORY REQUIREMENTS	0	0	120

	DONE	NEED
TOTAL ADV HOURS REMAINING	36	36

COMPUTER/ORAL COMPETENCY REQUIREMENTS

ART 2304 SATISFIES COMPUTER COMPETENCY REQUIREMENT

ART 4100 SATIFIES ORAL COMPETENCY REQUIREMENT

Courses to be used as part of the CONCENTRATION PORTFOLIO REVIEW (CPR).		
2D Courses	**3D Courses**	**Media Courses**
ART 3343 Printmaking	ART 2342 Glassbowing *may be used, but upper level credits will be needed toward other requirements*	ART 2354 Typography (Required-Vis Comm. Majors)
ART 3352 Digital Imaging* *approved for BA students only*	ART 3340 Kiln Formed Glass	ART 2358 Intro to Film/Video (Required-Film/Video Majors)
ART 2308 Drawing Concepts and ART 2371 Painting *may be used, but upper level credits will be needed toward other requirements*	ART 3341 Sculpture (Required-Sculpture Majors)	ART 2360 Intro to Digital Photography (Photography Majors)
	ART 3363 Clay I (Required-Clay Majors)	ART 3352 Digital Imaging *cannot be used for both 2D and Media*

Some concentrations have required courses that will be used for 2D Studio Foundation, 3D Studio Foundation and Advanced Art History. Please consult your Advisor.