

BA IN ART

STUDIO, MEDIA ARTS + ART HISTORY DEPARTMENT 2019-20

Name: _____

Expected Grad Date: _____

ADVISOR: _____

Address: _____

Student #: _____

GPA: _____

Phone #: _____

Concentration: _____

Dept. GPA: _____

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. ***

***(ASTERIK) 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)

<https://catalog.uta.edu/degree/requirements/general/core/requirements/>

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 1309/1310	**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, 1865 TO PRESENT				3
GOVERNMENT/POLITICAL SCIENCE (6 HOURS):					
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 ANIMATION	*			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 W/ DEPT. ADVISOR			0	0	21
21 HR CONCENTRATION PORTFOLIO REVIEW SCORE NEEDED: 4+ Meets/Exceeds Expectation					
ART HISTORY (12 hrs): **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 TR 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 (1 CR**)				1
ART CONCENTRATION TOTAL			0	0	19
TOTAL CORE, LIBERAL ARTS AND 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 SATISFIES 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 Glassblowing <i>*may be used, but upper level credits will be needed toward other requirements</i>	ART 2354 Typography (Required-Vis Comm. Majors)
ART 3352 Digital Imaging* <i>Approved for BA students only</i>	ART 3340 Kiln Formed Glass	ART 2358 Intro to Film/Video (Required-Film/Video Majors)
ART 2308 Drawing Concepts and ART 2371 Painting <i>may be used, but upper level credits will be needed toward other requirements</i>	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 <i>*cannot be used for both 2D and Media</i>

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