

Art (Sculpture), BFA

FAARTSBFA

This program offers you the opportunity to work at any scale and in virtually any material.


Program description

The BFA program in art with a concentration in sculpture recognizes an expanded definition of sculpture today. The curriculum emphasizes material investigations and conceptual development. Sculpture students study a range of materials and techniques in specialized facilities, enabling the highest level of learning and production. Coursework covers public and site-specific sculpture, foundry, interactive and electronic sculpture, neon, small metals, wood, textile, and video and sound installation. Along with developing technical skills, students learn to put today's creations in the context of the history of sculpture and the larger field of contemporary art. Students learn about the history of art and contemporary practices within a global cultural context. Faculty emphasize critical concepts in their teaching and encourage interdisciplinary engagement and coursework from disciplines across the university. Students can visit [the school's website](#) to learn more.

Graduates from the Bachelor of Fine Arts in art program are prepared for the future with a portfolio of completed works that showcases their unique artistic vision. Capstone and research studio courses engage students intellectually and critically as they gain the practical experience of developing a distinctive body of work and [presenting that work](#) in one of the School of Art galleries. Students receive faculty mentorship regarding opportunities such as assistantships, internships, scholarships, residencies and exhibitions. Additionally, the [School of Art galleries](#), the [Ceramics Research Center and Archive](#) and the [ASU Art Museum](#) provide a robust schedule of public exhibitions and visiting artist and scholar lectures. These [events](#) offer students the opportunity to develop their knowledge and appreciation of contemporary art and culture while building a professional network. Further augmenting the curriculum are [numerous internships](#) offered by a wide range of arts organizations.

Students can visit the [sculpture area of study page](#) to learn more about the program and the faculty.

At a glance

- **College/School:** [Herberger Institute for Design and the Arts](#)
- **Location:** [Tempe](#)
- **Second language requirement:** No
- **First required math course:** MAT 142 - College Mathematics Any math course that meets the MATH designation.
- **Math intensity:** General 

Required courses (Major Map)

[2024 - 2025 Major Map](#)

[Major Map \(Archives\)](#)

Concurrent program options

Students pursuing concurrent degrees (also known as a "double major") earn two distinct degrees and receive two diplomas. Working with their academic advisors, students can create their own concurrent degree combination. Some combinations are not possible due to high levels of overlap in curriculum.

Admission requirements

General university admission requirements:

All students are required to meet general university admission requirements.

[First-year](#) | [Transfer](#) | [International](#) | [Readmission](#)

Additional requirements:

Students are admitted directly to the sculpture concentration upon admittance to the BFA program in art.

Transfer admission requirements:

Transfer students who have completed the foundational core and pre-art requirements are admitted directly to the sculpture concentration upon admittance to the BFA program in art. To complete an undergraduate degree in four years, it is recommended that community college transfer students who are completing a two-year degree and have completed the foundational core and pre-art requirements apply and submit a declaration form in the semester in which they are completing their community college degree or the semester before they plan to enter Arizona State University.

Direct transfer of courses from other accredited institutions to the Herberger Institute for Design and the Arts is subject to the existence of parallel and equal courses in the college's curriculum and to departmental or school evaluation of studio courses with respect to performance standards.

Every candidate for the bachelor's degree must earn a minimum of 30 credit hours in resident credit at ASU. Transfer students enrolled in the college must complete a minimum of 15 credit hours of resident credit in the major as approved by the faculty.

Tuition information

When it comes to paying for higher education, everyone's situation is different. Students can learn about [ASU tuition and financial aid](#) options to find out which will work best for them.

Change of Major Requirements

Students declare their Bachelor of Fine Arts concentration at the time of their ASU admission. Following admission, if students wish to change their concentration, they may meet with their School of Art academic advisor. An ASU student who would like to change majors to one offered by the Herberger Institute for Design and the Arts must have a minimum cumulative GPA of 2.50 (scale is 4.00 = "A").

Students should visit the [Change of Major form](#) for information about how to change a major to this program.

Transfer options

ASU is committed to helping students thrive by offering tools that allow personalization of the transfer path to ASU. Students may use [MyPath2ASU®](#) to outline a list of recommended courses to take prior to transfer.

ASU has [transfer partnerships](#) in Arizona and across the country to create a simplified transfer experience for students. These pathway programs include exclusive benefits, tools and resources, and they help students save time and money in their college journey.

Program learning outcomes

Program learning outcomes identify what a student will learn or be able to do upon completion of their program. This program has the following program outcomes:

- Create artwork for exhibitions in galleries, museums and other venues demonstrating technical artistic abilities and conceptual development.
- Demonstrate professional preparedness by developing a comprehensive toolkit for self-promotion that will position them for success in the field of art and design.
- Create a cohesive body of artwork organized and shared in a professional digital portfolio.

Global opportunities

Global experience

Global Education programs provide an opportunity for students to explore their creative side through an intercultural lens, deepen their understanding of the world and gain valuable career-building experiences. Study abroad can prove to be a vital accompaniment to any art concentration, allowing for broad historical and archaeological explorations. Students develop insight into the cultures and minds of some of the world's most notable artists when they experience the places that gave rise to specific artistic styles. With more than 300 options available, Global Education programs give students a breadth of knowledge in arts and culture uniquely different from their own. Study abroad encourages students to develop and broaden their intercultural sensitivity, communication skills and leadership ability, and challenges them to think differently. Whether in a foreign country, in the U.S. or online, students learn to adapt and persevere, and they are provided with a chance to look inside themselves in a way they haven't done before, growing their personal and professional self-confidence along the way.

Career opportunities

A degree in the arts offers students a pathway to a rich and varied choice of careers. School of Art programs prepare students to initiate creative careers as artists, scholars and educators in the public and private sphere.

Art graduates find employment opportunities as artists in the field, selling their works through commercial galleries and commissions and to private collectors; as museum or gallery professionals, art dealers and directors; as private school art teachers and college professors; and as community-based artists (venues might include health care settings, nonprofit agencies, and local and national public arts). Sculpture graduates embark on a lifetime exploration of the many aspects of 3D art, including fabrication, welding and foundry technician work, and set design, among others. Other options include working at arts agencies and public art programs or gaining admission to prestigious graduate programs across the nation.

Example job titles and salaries listed below are not necessarily entry level, and students should take into consideration how years of experience and geographical location may affect pay scales. Some jobs also may require advanced degrees, certifications or state-specific licensure.

Career	*Growth	*Median salary
<u>Art Professor</u>	3.2%	\$77,280
<u>Craft Artist</u>	3.9%	\$38,150
<u>Fabricator/Welder</u>		\$44,920
<u>Fine Artist</u> 🌟	5.2%	\$57,560
<u>Foundry Mold and Coremaker</u>		\$40,120
<u>Hair and Makeup Artist</u> 🌟	8.6%	\$96,370

<u>High School Teacher</u>	1.0%	\$62,360
<u>Jeweler</u>		\$47,140
<u>Machinist</u>		\$57,620
<u>Metal Worker</u>		\$38,340

* Data obtained from the Occupational Information Network (O*NET) under sponsorship of the U.S. Department of Labor/Employment and Training Administration (USDOL/ETA).

 **Bright Outlook**

Contact information

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