Art (Sculpture), BFA

Work with internationally recognized faculty and develop your unique vision and skills to make virtually anything in sculpture. From large scale public works to intimate small-metal art, cast bronze to electronic systems, our program offers the chance to work in any scale or material.

Program Description

The BFA in art with a concentration in sculpture recognizes the broad, transdisciplinary nature of sculpture today. A wide range of media now falls within an expanded definition of sculpture.

Coursework covers public and site-specific sculpture, foundry, interactive and electronic sculpture, neon, small metals, wood, and video and sound installation. Students learn to put today's creations in the context of the history of sculpture and the larger field of contemporary art. Critical inquiry is augmented by courses in the art history program. Visiting artists, curators and critics share their experience directly with students.

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.

At a Glance

- **College/School:** Herberger Institute for Design and the Arts
- **Location:** Tempe
- **Additional Program Fee:** Yes
- **Second Language Requirement:** No
• **First Required Math Course:** MAT 142 - College Mathematics Any math course that meets the MA designation.

• **Math Intensity:** General

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**Required Courses (Major Map)**

2023 - 2024 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 college, 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

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 with an intercultural lens and allow them to enhance their knowledge of the sculpting arts while applying what they learn in an international setting. Not only do Global Experience programs encourage students to build communication skills, they challenge them, as an artist, to think differently. With over 300 options available, Global Education programs give students a breadth of knowledge in arts and culture uniquely
different from their own. Whether it's in a foreign country, in the U.S. or online, Global Education programs challenge students to adapt and persevere, and provide them with a chance to look inside themselves in a way they haven't done before, growing their self-confidence along the way.

Career Opportunities

Graduates are prepared to embark on a lifetime exploration of the many aspects of 3D art. Positions are available in:

- fabrication and design of exhibitions
- set design
- teaching
- the motion picture industry
- 3D design
- welding and foundry technician work

Through one-on-one mentoring, students learn to win commissions and awards, hold exhibitions, and obtain residencies and jobs as studio artists, public artists, fabricators, project managers, teachers and arts administrators.

Many students also prefer to establish their own studios after graduation.

Career example titles and salaries listed below are not necessarily entry level, and students should take into consideration how years of experience, geographical location, and required advanced degrees or certifications may affect pay scales.

<table>
<thead>
<tr>
<th>Career</th>
<th>*Growth</th>
<th>*Median Salary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art Professor</td>
<td>3.2%</td>
<td>$77,280</td>
</tr>
<tr>
<td>Craft Artist</td>
<td>3.9%</td>
<td>$38,150</td>
</tr>
<tr>
<td>Fabricator/Welder</td>
<td></td>
<td>$44,920</td>
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<tr>
<td>Fine Artist</td>
<td>5.2%</td>
<td>$57,560</td>
</tr>
<tr>
<td>Foundry Mold and Coremaker</td>
<td></td>
<td>$40,120</td>
</tr>
<tr>
<td>Hair and Makeup Artist</td>
<td>8.6%</td>
<td>$96,370</td>
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<tr>
<td>High School Teacher</td>
<td>1.0%</td>
<td>$62,360</td>
</tr>
<tr>
<td>Jeweler</td>
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<td>$47,140</td>
</tr>
<tr>
<td>Machinist</td>
<td></td>
<td>$57,620</td>
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<tr>
<td>Metal Worker</td>
<td></td>
<td>$38,340</td>
</tr>
</tbody>
</table>

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

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