

Art (Painting and Drawing), BFA

HIARTPDBFA

Develop concepts and technical expertise and be professionally prepared for a lifelong practice in art.

Program description


The BFA program in art with a concentration in painting and drawing offers a dynamic environment for creative and conceptual growth that promotes an active studio practice. The program's curriculum encourages a wide spectrum of approaches to painting and drawing techniques. Students develop proficiency through working from a variety of sources and subjects, and a range of materials and processes. Faculty encourage students to develop their own unique artistic vision and critically assess imagery in context to the history of art and contemporary practices. Faculty emphasize critical concepts in their teaching and encourage [research](#), interdisciplinary engagement and coursework from disciplines across the university. Faculty also provide students professional mentorship regarding opportunities such as assistantships, internships, scholarships, residencies and exhibitions.

The [School of Art](#), the [Ceramics Research Center and Archive](#), and the [ASU Art Museum](#) support 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. 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](#), meaning that graduates of this program are prepared for the future with a portfolio of completed works that showcases their unique artistic vision.

Students can visit the [painting and drawing area of study page](#) to learn more about the program and faculty, and they can sign up for the [School of Art newsletter](#) to learn more about its creative community.

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](#)

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 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.

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. The 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). 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>Animator</u> ☀️	8.2%	\$98,950
<u>Art Professor</u>	3.2%	\$77,280
<u>Craft Artist</u>	3.9%	\$38,150
<u>Fine Artist</u> ☀️	5.2%	\$57,560
<u>Graphic Designer</u>	3.3%	\$57,990
<u>High School Teacher</u>	1.0%	\$62,360
<u>Performance Artist</u>	3.4%	\$69,760
<u>Talent Agent</u> ☀️	8.2%	\$82,530
<u>Video Game Designer</u> ☀️	15.2%	\$83,240

* 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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