Art (Painting and Drawing), BFA

HIARTPDBFA

Work with highly respected faculty to develop your unique artistic vision through painting and drawing, positioning you to successfully engage in the larger global art community.

Program Description

The BFA program in art with a concentration in painting and drawing offers a dynamic environment for creative and conceptual growth that leads students to a successful studio art practice in the 21st century.

The program's curriculum encourages a wide spectrum of innovative approaches to painting and drawing. Working from a variety of sources and subjects, students develop technical proficiency through experimentation with a wide range of materials and processes. In addition, students develop the ability to critically assess imagery through the development of written and verbal communication. In concentration courses, students develop creative problem-solving skills, examine other artist's paths, and build confidence in their ability to engage intellectually and reflect deeply regarding broader contexts.

In their capstone and research studio courses, students develop a portfolio of work with an individualized approach to form and content. The senior thesis exhibition gives students practical experience in presenting a body of work in a professional gallery setting. Students graduate from the program prepared for the future with a portfolio of completed works and experience in professional practice.

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.

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: Any math course that meets the MA designation.
• Math Intensity: General

Required Courses (Major Map)

2022 - 2023 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

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 refer to https://changemajor.apps.asu.edu 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. Students may learn more about these programs by visiting the admission site: https://admission.asu.edu/transfer/MyPath2ASU.

Global Opportunities
Global Experience
With over 250 programs in more than 65 countries (programs vary in length, from one week to one year), study abroad is possible for all ASU students who wish to acquire global skills and knowledge in preparation for a 21st century career. Students earn ASU credit for completed courses, while staying on track for graduation, and they may apply financial aid and scholarships toward program costs.
https://goglobal.asu.edu/

Career Opportunities
This program prepares students to initiate creative careers as visual artists and as professionals in the public and private sphere. Career opportunities depend on focus areas and additional education or training per industry standards.

Professions are varied; some examples include independent artist, illustrator, mural painter, commission artist, museum or gallery professional, art dealer, creative art director, private school teacher, college instructor, and community-based artist (venues might include health care settings, nonprofit agencies, local or national public arts).

Career examples include but are not limited to those shown in the following list. Advanced degrees or certifications may be required for academic or clinical positions.

<table>
<thead>
<tr>
<th>Career</th>
<th>*Growth</th>
<th>*Median Salary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animator</td>
<td>4.1%</td>
<td>$77,700</td>
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<tr>
<td>Art Professor</td>
<td>5.6%</td>
<td>$69,690</td>
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<tr>
<td>Craft Artist</td>
<td></td>
<td>$35,180</td>
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<tr>
<td>Fine Artist</td>
<td>1.0%</td>
<td>$52,340</td>
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<tr>
<td>Graphic Designer</td>
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<td>$53,380</td>
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<tr>
<td>High School Teacher</td>
<td>3.8%</td>
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<tr>
<td>Performance Artist</td>
<td></td>
<td>$65,800</td>
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<tr>
<td>Talent Agent</td>
<td>11.8%</td>
<td>$75,420</td>
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<tr>
<td>Video Game Designer</td>
<td></td>
<td>not available</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