Art (Painting and Drawing), BFA

Work with highly respected faculty to develop your unique artistic vision through painting and drawing, positioning yourself 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 promotes students to a successful studio art practice and engages them in the larger global art community.

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 growing their visual intelligence and the development of written and verbal communication.

In concentration courses, students develop unique creative problem-solving skills, examine contemporary artists' paths, and expand their ability to engage intellectually and reflect deeply regarding broader contexts of the art community. In their capstone and research studio courses, students develop a distinctive body of work with an individualized approach to concept and content. The senior thesis exhibition gives students practical experience in presenting their 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)

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

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.

Global Opportunities

Global Experience
With over 300 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 a global perspective and knowledge in preparation for a future-focused 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.

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 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>Animator</td>
<td>8.2%</td>
<td>$98,950</td>
</tr>
<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>Fine Artist</td>
<td>5.2%</td>
<td>$57,560</td>
</tr>
<tr>
<td>Graphic Designer</td>
<td>3.3%</td>
<td>$57,990</td>
</tr>
<tr>
<td>High School Teacher</td>
<td>1.0%</td>
<td>$62,360</td>
</tr>
<tr>
<td>Performance Artist</td>
<td>3.4%</td>
<td>$69,760</td>
</tr>
<tr>
<td>Talent Agent</td>
<td>8.2%</td>
<td>$82,530</td>
</tr>
<tr>
<td>Video Game Designer</td>
<td>15.2%</td>
<td>$83,240</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).

Bright Outlook

Contact Information

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