

STUDIO ART, BACHELOR OF FINE ARTS

The Bachelor of Fine Arts (BFA) in Studio Art requires a minimum of 120 credit hours of course work.

The BFA provides a more extensive, well-rounded, performance-oriented art background which prepares students for a professional life in fine arts and post graduate study. For the BFA, 78 of the required 120 credit hours are ART classes.

To be admitted to the BFA program, students must meet other eligibility requirements (see the unit website (<http://www.unomaha.edu/college-of-communication-fine-arts-and-media/art-and-art-history/undergraduate-programs/bfa-studio-art.php>) or a Art & Art History advisor for details).

Studio Art, Bachelor of Fine Arts Requirements

Code	Title	Credits
GENERAL EDUCATION REQUIREMENTS - 34 Hours Required		
Minimum of "C-" required		
Fundamental Skills		15
Writing – 6 hrs.		
ENGL 1150	ENGLISH COMPOSITION I	
ENGL 1160	COLLEGE RESEARCH AND INFORMATION LITERACY	
Oral Communication – 3 hrs.		
CMST 1110	PUBLIC SPEAKING FUNDS	
or CMST 2120	ARGUMENTATION AND DEBATE	
Quantitative Literacy – 3 hrs.		
MATH 1120	INTRODUCTION TO MATHEMATICAL AND COMPUTATIONAL THINKING	
or MATH 1130	QUANTITATIVE LITERACY	
or MATH 1140	QUANTITATIVE REASONING FOR HEALTHCARE PROFESSIONALS	
or MATH 1300	COLLEGE ALGEBRA WITH SUPPORT	
Data Literacy – 3 hrs.		
Select one from the following:		
STAT 1100	DATA LITERACY AND VISUALIZATION	
STAT 1530	ELEMENTARY STATISTICS	
Until Fall 2028, students can satisfy this requirement with an approved data literacy course, or any approved natural or social science general education course.		
Breadth of Knowledge		13
Social Science – 3 hrs.		
Humanities – 3 hrs.		
Natural & Physical Science (must complete a lab) – 4 hrs.		
Arts – 3 hrs.		
Individual and Social Responsibility		6
Cultural Knowledge – 3 hrs.		
Civic Knowledge and Engagement – 3 hrs.		
MAJOR REQUIREMENTS - 78 Hours Required		
**Course will satisfy UNO's General Education requirement		
^Course requires pre-requisite(s)		
Minimum of "C" required		
STUDIO CORE I -		
All of the following:		12

ART 1100	FOUNDATION: DRAWING
ART 1110	FOUNDATION: 3D DESIGN
ART 1210	FOUNDATION: 2-D DESIGN
ART 1220	FOUNDATION: DIGITAL MEDIA
ART 2000	CORE ONE PORTFOLIO REVIEW (^)
STUDIO CORE II -	
Select one of the following	
3	
ART 2100	LIFE DRAWING I (^)
ART 2910	OBSERVATIONAL DRAWING FOR SKETCHBOOK (^)
Select one of the following	
3	
ART 1810	WATERCOLOR I
ART 3410	ELEMENTARY PAINTING (^)
ART 3510	ELEMENTARY PRINTMAKING (^)
ART 3520	PHOTOGRAPHIC DIGITAL PRINTMAKING (^)
Select one of the following	
3	
ART 3310	ELEMENTARY SCULPTURE (^)
ART 3230	BOOK STRUCTURES
ART 3610	ELEMENTARY CERAMICS (^)
ART 3140	COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES (^)
Select one of the following	
3	
ART 2920	ILLUSTRATION 1: INTRODUCTION TO ILLUSTRATION (^)
ART 3000	MEDIA ARTS 1 (^)
ART 3130	GRAPHIC DESIGN 1 (^)
ART 3160	GAME DESIGN AS ART (^)
ART HISTORY COURSES -	
All of the following:	
9	
ART 2050	SURVEY OF WESTERN ART HISTORY I (**)
ART 2060	SURVEY OF WESTERN ART HISTORY II (**)
ART 4920	ART IN THEORY AND IN PRACTICE SINCE 1900 (^)
Select One Pre-Modern History course	
3	
ART 3700	INTRODUCTION TO ANCIENT ART (^)
ART 3710	EGYPTIAN ART (^)
ART 3720	GREEK ART (^)
ART 3730	ETRUSCAN & ROMAN ART (^)
ART 3860	WOMEN IN ANCIENT AND MEDIEVAL ART (^)
ART 4770	EARLY MEDIEVAL ART (^)
ART 4780	LATE MEDIEVAL ART HISTORY (^)
ART 4810	NORTHERN EUROPEAN RENAISSANCE ART HISTORY (^)
ART 4830	ITALIAN RENAISSANCE ART HISTORY (^)
ART 4850	BAROQUE AND ROCOCO ART HISTORY (^)
Select One Modern Art History course	
3	
ART 3780	HISTORY OF ARCHITECTURE SINCE 1850 (^)
ART 3800	HISTORY OF DESIGN (^)
ART 3830	HISTORY OF PHOTOGRAPHY (^)
ART 3870	GENDER & SEXUALITY IN MODERN ART (^)
ART 4880	MODERN ART I (ART OF EUROPE AND THE AMERICAS, 1850-1920) (^)

ART 4890	MODERN ART II (ART OF EUROPE AND THE AMERICAS, 1918-1968) (^)
ART 4900	CONTEMPORARY ART HISTORY SINCE 1968 (^)

STUDIO ART ELECTIVES - 27

Students select three 3000 level courses, three 4000 level courses, and three additional electives from the following courses not previously taken in Core II.

ART 1810	WATERCOLOR I
ART 1820	WATERCOLOR II
ART 2100	LIFE DRAWING I (^)
ART 2110	LIFE DRAWING II (^)
ART 3100	ADVANCED DRAWING I (^)
ART 3110	ADVANCED DRAWING II (^)
ART 3410	ELEMENTARY PAINTING (^)
ART 3420	INTERMEDIATE PAINTING (^)
ART 3510	ELEMENTARY PRINTMAKING (^)
ART 3520	PHOTOGRAPHIC DIGITAL PRINTMAKING (^)
ART 3910	INTERMEDIATE PRINTMAKING (^)
ART 4410	ADVANCED PAINTING (^)
ART 4510	ADVANCED TECHNIQUES IN PRINTMAKING (^)
ART 3200	LETTERPRESS 1
ART 3220	HAND PRODUCED BOOK II: LETTERPRESS PRINTING (^)
ART 3230	BOOK STRUCTURES
ART 3530	PAPERMAKING (^)
ART 3310	ELEMENTARY SCULPTURE (^)
ART 3320	INTERMEDIATE SCULPTURE (^)
ART 3330	ART IN PUBLIC PLACES (^)
ART 3610	ELEMENTARY CERAMICS (^)
ART 3620	INTERMEDIATE CERAMICS (^)
ART 4310	ADVANCED SCULPTURE (^)
ART 4610	ADVANCED CERAMICS (^)
ART 2910	OBSERVATIONAL DRAWING FOR SKETCHBOOK (^)
ART 2920	ILLUSTRATION 1: INTRODUCTION TO ILLUSTRATION (^)
ART 3920	ILLUSTRATION 2: THE STATIC IMAGE (^)
ART 4220	ILLUSTRATION 3: SEQUENTIAL IMAGES (^)
ART 4290	ILLUSTRATION STUDIO (^)
ART 2200	TYPOGRAPHY (^)
ART 2300	WEB DESIGN (^)
ART 3130	GRAPHIC DESIGN 1 (^)
ART 4150	GRAPHIC DESIGN 2 (^)
ART 4160	GRAPHIC DESIGN 3 (^)
ART 4170	GRAPHIC DESIGN STUDIO (^)
ART 3000	MEDIA ARTS 1 (^)
ART 3120	MEDIA ARTS 2 (^)
ART 3140	COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES (^)
ART 3150	VIDEO ART (^)
ART 3160	GAME DESIGN AS ART (^)
ART 3170	DIGITAL GAME DESIGN (^)
ART 4130	MEDIA ART III (^)
ART 4140	COMPUTER-GENERATED IMAGERY (CGI) II: 3D MODELING (^)

ART 4180	ADVANCED DIGITAL GAME DESIGN (^)
ART 4190	GAME DESIGN STUDIO (^)

BFA CAPSTONE SEQUENCE -

All of the following 12

ART 4020	PROFESSIONAL STUDIO PRACTICES (^)
ART 4320	BACHELOR OF FINE ARTS INDEPENDENT STUDY I (^)
ART 4330	BACHELOR OF FINE ARTS INDEPENDENT STUDY II (^)
ART 4420	BACHELOR OF FINE ARTS THESIS (^)

ELECTIVES

Elective hours as required to reach a total of 120 hours

Studio Art, Bachelor of Fine Arts Four Year Plan

Freshman

Fall	Credits
ART 1100	FOUNDATION: DRAWING 3
ART 1210	FOUNDATION: 2-D DESIGN 3
ART 2050	SURVEY OF WESTERN ART HISTORY I 3
GENERAL EDUCATION OR ELECTIVE	3
GENERAL EDUCATION OR ELECTIVE	3
Credits	15

Spring

ART 1110	FOUNDATION: 3D DESIGN 3
ART 1220	FOUNDATION: DIGITAL MEDIA 3
ART 2060	SURVEY OF WESTERN ART HISTORY II 3
GENERAL EDUCATION OR ELECTIVE	3
GENERAL EDUCATION OR ELECTIVE	3
Credits	15

Sophomore

Fall	Credits
ART 2000	CORE ONE PORTFOLIO REVIEW 0
ART 2100	LIFE DRAWING I 3
ART 3410	ELEMENTARY PAINTING 3
ART 3130	GRAPHIC DESIGN 1 3
GENERAL EDUCATION OR ELECTIVE	3
GENERAL EDUCATION OR ELECTIVE	3
Credits	15

Spring

ART 3420	INTERMEDIATE PAINTING 3
ART 3610	ELEMENTARY CERAMICS 3
ART 3700	INTRODUCTION TO ANCIENT ART 3
ART 3230	BOOK STRUCTURES 3
GENERAL EDUCATION OR ELECTIVE	3
Credits	15

Junior

Fall	Credits
ART 4410	ADVANCED PAINTING 3
ART 3310	ELEMENTARY SCULPTURE 3
ART 3510	ELEMENTARY PRINTMAKING 3
ART 4880	MODERN ART I (ART OF EUROPE AND THE AMERICAS, 1850-1920) 3
GENERAL EDUCATION OR ELECTIVE	3
Credits	15

Spring

ART 4320	BACHELOR OF FINE ARTS INDEPENDENT STUDY I	3
ART 3100	ADVANCED DRAWING I	3
ART 4020	PROFESSIONAL STUDIO PRACTICES	3
GENERAL EDUCATION OR ELECTIVE		3
GENERAL EDUCATION OR ELECTIVE		3
Credits		15

Senior**Fall**

ART 4330	BACHELOR OF FINE ARTS INDEPENDENT STUDY II	3
ART 3000	MEDIA ARTS 1	3
ART 2110	LIFE DRAWING II	3
GENERAL EDUCATION OR ELECTIVE		3
GENERAL EDUCATION OR ELECTIVE		3
Credits		15

Spring

ART 4220	ILLUSTRATION 3: SEQUENTIAL IMAGES	3
ART 4920	ART IN THEORY AND IN PRACTICE SINCE 1900	3
ART 3110	ADVANCED DRAWING II	3
GENERAL EDUCATION OR ELECTIVE		3
GENERAL EDUCATION OR ELECTIVE		3
Credits		15
Total Credits		120

This roadmap is a suggested plan of study and does not replace meeting with an advisor. Please note that students may need to adjust the actual sequence of courses based on course availability. Please consult an advisor in your major program for further guidance.

This plan is not a contract and curriculum is subject to change

Additional Information About this Plan:

University Degree Requirements: The minimum number of hours for a UNO undergraduate degree is 120 credit hours. Please review the requirements for your specific program to determine all requirements for the program. In order to graduate on-time (four years for an undergraduate degree), you need to take 30 hours each year.

Placement Exams: For Math, English, Foreign Language, a placement exam may be required. More information on these exams can be found at <https://www.unomaha.edu/enrollment-management/testing-center/placement-exams/information.php>