### Foundations

**Math Requirement** (1 course)  
(choose from PHIL 110, LING 123, MATH 105/106/107/108/109C/112 or higher) **(3)**  
ENGL 101/101A/107 **(3)**  
ENGL 102/108/109H **(3)**

**Second Language** (2nd semester proficiency)  
** (4)

### General Education

**Intro to General Education:**  
UNIV 101 **(1)**

**Exploring Perspectives** (4 courses, 12 units)  
**Artist** **(3)**  
**Humanist** **(3)**  
**Natural Scientist** **(3)**  
**Social Scientist** **(3)**

**Building Connections** (3 courses, 9 units)  
** (3)  
** (3)  
** (3)

**General Education Capstone:**  
UNIV 301 **(1)**

**Mid Career Writing Assessment (MCWA):**  
Satisfied with "B" or above in ENGL 102/108/109H or in a major Writing Emphasis Course.

### General Electives

** ( )  
** ( )  
** ( )  
** ( )  
** ( )  
** ( )

This is an **UNOFFICIAL** record of academic progress for advising purposes only. **Students are responsible for knowing the requirements of their degree program, and for tracking their academic progress.** Refer to the online catalog for all official requirements and regulations.

### Studio Art Major (80 units [42 up-div] min)

**Introductory Courses I** (6 courses, 15 units)  
ARH 201 Prehistory through Gothic **(3)**  
ARH 202 Renaissance through Modern **(3)**  
ART 100A Mapping (drawing) **(2)**  
ART 100B Space (sculpture) **(2)**  
ART 100E Surface (painting) **(2)**  
ART 119 Contemporary Art and Theory **(3)**

**Introductory Courses II** (3 courses, 6 units)  
(choose from ART 100C, 100D, 100F, 100G, 100J)  
** (2)  
** (2)  
** (2)

**200-level ART Courses** (6 courses, 18 units)  
ART 273 Beg Art Practices in Ceramics **(3)**  
ART 286 Ext Media: Exp & Comb Media **(3)**  
ART 287 Beginning Sculpture **(3)**  
** (2D)  
** (2D)  
** (2D)

**Art History Studies** (3 courses, 9 units)  
** (3)  
** (3)  
** (3)  
(400-level) **(3)**

### Emphasis in 3D and Extended Media:

**Emphasis Courses** (8 courses, 24 units)  
** (3)  
** (3)  
** (3)  
** (3)  
** (3)  
** (3)  
** (3)  
(400-level) **(3)**

**Upper-Division ART/ARH/ARE Electives** (3 courses, 9 units)  
** (3)  
** (3)  
** (3)

**BFA Exhibition (required)**

**Minimum 3.0 major GPA (required)**
BFA, 3DXM
Bachelor of Fine Arts, Studio Art, emphasis in 3D and Extended Media
Fall 2023 Catalog

The BFA degree requires 125 units (minimum) of which 42 units (minimum) must be upper-division. (Upper-division courses are numbered 300-499). This major requires 80 units (minimum) of which at least 18 must be upper-division units in residence at UA. No more than 64 units total may be transferred from two-year college(s).

Possible Program of Study

<table>
<thead>
<tr>
<th>Freshman</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 100A</td>
<td>2</td>
<td>ART 100C, D, F, G or J</td>
</tr>
<tr>
<td>ART 100B</td>
<td>2</td>
<td>ART 100C, D, F, G or J</td>
</tr>
<tr>
<td>ART 100E</td>
<td>2</td>
<td>ART 119</td>
</tr>
<tr>
<td>ART 100C, D, F, G or J</td>
<td>2</td>
<td>ART 119</td>
</tr>
<tr>
<td>ARH 201</td>
<td>3</td>
<td>ENGL 102</td>
</tr>
<tr>
<td>ENGL 101</td>
<td>3</td>
<td>Math</td>
</tr>
<tr>
<td>UNIV 101</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>15 units</td>
<td>16 units</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sophomore</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 273</td>
<td>3</td>
<td>ART 3DXM emphasis</td>
</tr>
<tr>
<td>ART 286</td>
<td>3</td>
<td>ART 200-lev (2D)</td>
</tr>
<tr>
<td>ART 287</td>
<td>3</td>
<td>ART 200-lev (2D)</td>
</tr>
<tr>
<td>Second Language (1st sem)</td>
<td>4</td>
<td>Second Language (2nd sem)</td>
</tr>
<tr>
<td>GE: Expl Persp or Bldg Conn</td>
<td>3</td>
<td>GE: Expl Persp or Bldg Conn</td>
</tr>
<tr>
<td></td>
<td>16 units</td>
<td>16 units</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Junior</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 3DXM emphasis</td>
<td>3</td>
<td>ART 3DXM emphasis</td>
</tr>
<tr>
<td>ART 3DXM emphasis</td>
<td>3</td>
<td>ART 3DXM emphasis</td>
</tr>
<tr>
<td>ART 200-lev (2D)</td>
<td>3</td>
<td>ARH 300-lev</td>
</tr>
<tr>
<td>GE: Expl Persp or Bldg Conn</td>
<td>3</td>
<td>GE: Expl Persp or Bldg Conn</td>
</tr>
<tr>
<td>GE: Expl Persp or Bldg Conn</td>
<td>3</td>
<td>GE: Expl Persp or Bldg Conn</td>
</tr>
<tr>
<td></td>
<td>15 units</td>
<td>15 units</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Senior</th>
<th>Fall</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 3DXM emphasis</td>
<td>3</td>
<td>ART 3DXM emphasis</td>
</tr>
<tr>
<td>ART 3DXM emphasis</td>
<td>3</td>
<td>ART 3DXM emphasis</td>
</tr>
<tr>
<td>ARH 300-lev</td>
<td>3</td>
<td>ARH 400-lev</td>
</tr>
<tr>
<td>Up-Div ART/ARH/ARE elective</td>
<td>3</td>
<td>Up-Div ART/ARH/ARE elective</td>
</tr>
<tr>
<td>GE: Expl Persp or Bldg Conn</td>
<td>3</td>
<td>General elective</td>
</tr>
<tr>
<td>UNIV 301</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>16 units</td>
<td>16 units</td>
</tr>
</tbody>
</table>

This is only one possible program of study for this degree. Completion of requirements depends upon transfer units, math placement, second language placement, course availability, summer or winter session coursework, minor requirements, and other factors.

Academic advisors are available, by appointment, to assist a student in his/her particular program of study. It is the student’s responsibility to read the online catalog, seek advising, and meet all requirements for the completion of the degree as stated in the catalog.
Course Categories for BFA 3DXM Majors

**effective with the Fall 2023 academic catalog**

ARH 201, ARH 202, ART 100A, ART 100B, ART 100E, ART 119, ART 273, ART 286, and ART 287 (24 units total) are required for all BFA 3DXM majors. Additional courses required (to complete 80 units in the major) are listed here. **Students are strongly encouraged to consider prerequisites for upper-level courses when choosing lower-level courses.**

---

**Introductory Courses II**

(3 courses [6 units] required)

- ART 100C Gaze (digital photography)
- ART 100D Experience (sound, video, and performance)
- ART 100F Amalgam (mixed media)
- ART 100G Propaganda (design)
- ART 100J Scope/The Body (figure drawing)

**200-level ART Courses**

(3 additional courses [9 units] required)

(2D) – choose 3 courses from:
- ART 200 The Elements of Drawing
- ART 205 Figure Drawing
- ART 223 Introduction to New Genre
- ART 244 Introduction to Photographic Practices and Visual Thinking
- ART 246 Introduction to Darkroom Photography
- ART 248 Digital Photographic Practice
- ART 249 Introduction to Imaging
- ART 250 Relief Printmaking
- ART 251 Intaglio
- ART 253 Alternative Methods in Printmaking I
- ART 254 Screen print I
- ART 255 Lithography I
- ART 256 Survey of Printmaking Techniques
- ART 265 Design Studio I
- ART 266 Illustration Studio I
- ART 280 Painting I
- ART 285 Watercolor Painting

**Art History Studies**

(3 courses [9 units] required)

(at least 1 course must be 400-level)

- ARH/ANTH/CLAS 300 The Classical Ideal in 1930’s Art
- ARH 312 Survey of Medieval Art and Architecture
- ARH 314 Art and Culture of Renaissance Europe

(continued in the next column)

---

**Art History Studies (cont.)**

- ARH 315 Survey of Baroque and Rococo Art
- ARH 316A Survey of Baroque Art & Culture
- ARH 316B Survey of Eighteenth-Century Art
- ARH 318A Introduction to Pre Columbian Art
- ARH 319 Introduction to American Art
- ARH 320 Introduction to European Modern Art
- ARH 321 Introduction to Contemporary Art
- ARH 322 Introduction to Prehispanic, Hispanic, and Chicano Art
- ARH 324 Introduction to the History of Photography
- ARH 325 History of Modern Architecture
- ARH/ART/CLAS 329 Art History of the Cinema
- ARH 336 Introduction to First Nation/American Indian Arts
- ARH 338 Introduction to Roman Art and Archaeology
- ARH 340A Introduction to Greek Art and Archaeology
- ARH 343 Art and Archaeology of Ancient Egypt
- ARH 370 Introduction to Modern Design History
- ARH 400 Topics in Museum Studies
- ARH 401A Art as Plunder: The Spoils of War, the Formation of Collections, & Trade in Stolen Art
- ARH 403 Art and Architecture of the Islamic World
- ARH 406A Spanish Medieval Art and Architecture
- ARH 412 The Ancient City as Text: Rome and Its Reception
- ARH 412A Medieval Art: Empire and Periphery
- ARH 412D Medieval Art: Romanesque and Gothic
- ARH 413B Renaissance Art in Italy: 15th Century
- ARH 413C Renaissance Art in Italy: 16th Century
- ARH 414A Northern Renaissance Art
- ARH 414C 16th-Century Art of Northern Europe
- ARH 415A Southern Baroque Art
- ARH 415B Northern Baroque Art
- ARH 416A Eighteenth Century Art I
- ARH 416B Eighteenth Century Art II: France and Germany
- ARH 417 19th Century European Art

(continued on the next page)
**Art History Studies (cont.)**

ARH 418A Precolumbian: Aztecs and Incas
ARH 423A The Art of Mexico (colonial)
ARH 423B The Art of Mexico (modern)
ARH 424A History of Photography (beg-1895)
ARH 424B History of Photography (1895-1965)
ARH 424C History of Photography: Contemporary Trends
ARH 426A European Art Since 1945
ARH 429B American Art: 19th Century Art
ARH 429D American Art: 20th Century
ARH 430 Queer Cinema
ARH 431 Studio Introduction to Contemporary Art
ARH 436 Topics in American Indian Art
ARH 452 Etruscan Art and Archaeology
ARH 454 Greek and Roman Sculpture: Symbols and Society in Antiquity
ARH 456 Greek and Roman Painting
ARH 462 Classical and Controversial: Critical Debates in Classical Antiquity
ARH 465 Greek Pottery: Craft and Society in Ancient Greece
ARH 477 Greek Architecture
ARH 478 The Edges of Empire: Archaeology of the Roman Provinces
ARH 480 Topics in Art History
ARH 481 Contemporary Theory and Criticism
ARH 482 Connoisseurship: Theory and Practice
ARH 484 Roman Art and Architecture

**3DXM Emphasis Courses**

**(8 courses [24 units] required)**

(at least 1 course must be 400-level)

ART 373A Intermediate Art Practices in Ceramics: Handbuilding
*ART 373B Intermediate Art Practices in Ceramics: Wheelthrowing
ART 386 Extended Media: Combining Media and Installation Strategies
ART 387 Intermediate Sculpture/Casting Principles
ART 388 Intermediate Sculpture/Metal and Wood Fabrication
ART 431 3D Animation
ART/FA 432A Interactivity
ART/FA 436A Collaborative Digital Performance
*ART/FA 437A Foundation Digital 3D Modeling, Rendering and Rapid Prototyping
ART 438 Digital Fabrication
*ART 473 Advanced Art Practices in Ceramics
*ART 482A Advanced Sculpture
*ART 483 Combining Media
ART 486 Extended Media: Experimental Media and Installation Strategies
*ART 489 Advanced 3D Figuration

(courses denoted by an asterisk [*] are repeatable; see the online catalog for specific repeatability)

**Upper-Division ART/ARH/ARE Electives**

**(3 courses [9 units] required)**

includes all of the following course numbers:

ART (300/400 level)
ARH (300/400 level)
ARE (300/400 level)

If you have questions about any of the requirements in this document, contact your academic advisor.