

YEAR 1		YEAR 2		YEAR 3		YEAR 4	
31 CREDITS		30 CREDITS		30 CREDITS		29 CREDITS	
SEMESTER 1: FALL 16 Credits		SEMESTER 3: FALL 15 Credits		SEMESTER 5: FALL 15 Credits		SEMESTER 7: FALL 15 Credits	
3	ART 101	3	ART 201	3	ART 231 ✓	3	ART 401
3	ART 102	3	ART 202	3	ART 381	3	ART 402
4	GOAL 1: ART 198 or ENGL 191	3	ART 360	3	ART 371	3	Studio Elective
3	Any GOAL Course	3	Any GOAL Course	3	Any GOAL Course	3	Upper-Level Art History Course
3	Any GOAL Course	3	Any GOAL Course	3	Any GOAL Course	3	Minor Requirement or University Elective
SEMESTER 2: SPRING 15 Credits		SEMESTER 4: SPRING 15 Credits		SEMESTER 6: SPRING 15 Credits		SEMESTER 8: SPRING 14 Credits	
3	ART 103	3	ART 230 ✓	3	ART 437	3	ART 401
3	ART 104	3	ART 370	3	ART 361	3	Required Studio Course
3	ART 105*	3	Required Studio Course	3	Required Studio Course	3	Required Studio Course
3	GOAL 1 Course	3	Required Studio Course	3	Required Studio Course	3	Studio Elective
3	Any GOAL Course	3	Any GOAL Course	3	Any GOAL Course	2	Minor Requirement or University Elective

LEGEND

Major Courses

Liberal Education GOAL AREA Requirements (Minnesota Transfer Curriculum)

Note: with the exception of GOAL 5, 6, & 8; the courses indicated in this planning guide are only suggestions. You are encouraged to select courses that satisfy the Liberal Education Program that best fit your post-graduation plans. See your advisor for more details.

Courses chosen by the student to fulfill a minor program or graduation requirement

Students must participate in priority registration and advising day each semester if they expect to take any art courses the following semester. Students who are undecided or not officially admitted to an art major when they are eligible may take art courses only on a space-available basis after priority registration is completed.

✓ Fulfills GOAL 5, 6, or 8 requirement

* Students take Portfolio Review Benchmark after completing foundations courses (ART 101-105) with a 2.5 grade point average.

The BFA in 3D Media introduces students to the fundamental techniques and theories in sculpture and ceramics. Students learn about the processes for working in materials such as wood, metal, plaster, plastics, textiles, and clay; as well as using non-traditional materials and found objects; creating installations and performances; and undertaking multimedia projects.

Advising session toolkit:

- » My DARS REPORT
- » [Studio Art - 3D Media major requirements](#)
- » [Liberal Education GOAL AREA requirements](#)
- » Graduation Planner
- » Additional info: [Advising & Student Transitions](#), [Satisfactory Student Progress](#), [Financial Aid Information](#), [Our Husky Compact](#)

