Art (Drawing), BFA

ASU is no longer accepting new students to this program. Students interested in drawing should apply to the painting and drawing concentration.

Work with highly respected faculty to develop a unique artistic vision, and then be positioned to successfully engage in the larger global art community as an artist and professional.

Program Description

The BFA program in art with a concentration in drawing offers a dynamic environment for creative, intellectual and technical growth that leads to quality art practice and professionalism.

The program encourages a wide spectrum of innovative approaches to contemporary drawing. Working from a variety of sources and subjects, students develop technical proficiency experimenting with a wide range of materials and processes. In addition, students develop the ability to critically assess imagery through written and verbal analysis. In their final year, students create a body of work with an individualized approach to form and content, culminating in a senior exhibition.

Students declare their BFA concentration at the time of their ASU admission. Following admission, if students wish to change their BFA 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 campus
- **Additional Program Fee:** Yes
Second Language Requirement: No

First Required Math Course: MAT 142 - College Mathematics
or MAT 119 Finite Mathematics

Math Intensity: General

Required Courses (Major Map)

2019 - 2020 Major Map
Major Map (Archives)

Admission Requirements

General University Admission Requirements:
All students are required to meet general university admission requirements.

Freshman | Transfer | International | Readmission

Additional Requirements:

Currently, all art students are admitted to ASU into the Bachelor of Arts (art studies) program. They must complete a series of requirements that include foundational coursework to be eligible for study in one of the school's Bachelor of Fine Arts degree programs, which include upper-division coursework in the studio. There is no portfolio review process for admission to the School of Art.

Students in their second year who are interested in studio art and art education obtain a signed BFA declaration form after completing the core requirements and during completion of the last of the 12 hours of 200-level art requirements. Students interested in art history or museum studies submit a major declaration form in the semester in which they complete 30 credit hours. The student's major is changed upon successful completion of the major declaration form. Students may choose to remain in and complete the Bachelor of Arts (art studies).

Beginning Fall 2019, students are admitted directly to the drawing concentration upon admittance to the BFA program in art.

Transfer Admission Requirements:

Transfer students who have completed the foundational core and pre-art requirements may submit a major declaration form before they have been admitted to ASU. To complete an undergraduate degree in four years, it is recommended that community college transfer students, who are completing a two-year degree and have completed the foundational core and pre-art requirements, apply and submit a declaration form in the semester they are completing their community college degree or the semester before they plan to enter Arizona State University.

Direct transfer of courses from other accredited institutions to the Herberger Institute for Design and the Arts are subject to the existence of parallel and equal courses in the college's curriculum and subject to departmental or school evaluation of studio courses with respect to performance standards.
Every candidate for the bachelor's degree must earn a minimum of 30 credit hours in resident credit at ASU. Transfer students enrolled in the college must complete a minimum of 15 credit hours of resident credit in the major as approved by the faculty.

Beginning Fall 2019, transfer students are admitted directly to the drawing concentration upon admittance to the BFA program in art.

Change of Major Requirements

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 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/pathway-programs.

Global Opportunities

Global Experience

Students can explore famous works of art firsthand and experience the environments they were created in during study abroad programs in locations like Italy, France and England. The hands-on experience gained from a semester abroad is a great way to bolster portfolios and to gain multicultural insight into the world of art. 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 focused concentrations within the area 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 professor, and community-based artist (venues might include health care settings, nonprofit agencies, and local and 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>
</tr>
<tr>
<td>Art Professor</td>
<td>5.6%</td>
<td>$69,690</td>
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<tr>
<td>Craft Artist</td>
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<tr>
<td>Fine Artist</td>
<td>1.0%</td>
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<tr>
<td>Graphic Designer</td>
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<tr>
<td>High School Teacher</td>
<td>3.8%</td>
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<td>Industrial Designer</td>
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<td>$71,640</td>
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<tr>
<td>Performance Artist</td>
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<td>$65,800</td>
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<tr>
<td>Talent Agent</td>
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<td>$75,420</td>
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<tr>
<td>Video Game Designer</td>
<td></td>
<td>not available</td>
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</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 🌿 Green Occupation

**Contact Information**

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