Eight full-time faculty members provide a comprehensive education that fosters innovation and sustains tradition. The painting and drawing program offers depth and breadth of curriculum. Each area of the program has a dedicated studio: painting, drawing, watermedia, life drawing and figure painting.

Program Description

The BFA program in art with a concentration in drawing offers a learning environment for creative, intellectual and technical growth that leads to quality art practice and professionalism. The program encourages a wide spectrum of approaches to contemporary drawing as visual expression, ranging from traditional to innovative. Students work under the guidance of a large, full-time faculty of active professionals who are nationally and internationally recognized. Visiting artists of national stature enhance the program with lectures and individual undergraduate critiques.

Students must submit a BFA declaration form after successful completion of the art foundational coursework to be admitted to the major.

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 142 OR MAT 119

- **Math Intensity:** General
Required Courses (Major Map)

2018 - 2019 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 will be 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 will be admitted directly to the Drawing concentration upon admittance to the BFA program in art.

**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 see https://students.asu.edu/changingmajors for information about how to change a major to this program.

**Transfer Options**

ASU is committed to helping you thrive by offering tools that allow you to personalize your transfer path to ASU. Students may use the Transfer Map search 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. Learn more about these programs by visiting the Admissions site.

**Global Opportunities**

**Global Experience**

With over 250 programs in more than 65 countries (ranging from one week to one year), study abroad is possible for all ASU students wishing to gain global skills and knowledge in preparation for a 21st century career. Students earn ASU credit for completed courses, while staying on track for graduation, and may apply financial aid and scholarships toward program costs. https://mystudyabroad.asu.edu/.
Career Opportunities

Graduates complete the program with drawing skills that enable them to apply for positions that require knowledge in drawing or two-dimensional conceptual skills. Further education, either formal or informal, is usually necessary to refine their skills in a very competitive marketplace. Many graduates continue their education in an MFA graduate program, which allows them to develop their talent further and to teach. Some take jobs in related fields, such as galleries and museums, allowing them to continue producing their own creative work.

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>8.4%</td>
<td>$70,530</td>
</tr>
<tr>
<td>Art Professor 🌟</td>
<td>12.0%</td>
<td>$66,930</td>
</tr>
<tr>
<td>Craft Artist</td>
<td>4.3%</td>
<td>$34,940</td>
</tr>
<tr>
<td>Fine Artist</td>
<td>6.6%</td>
<td>$49,520</td>
</tr>
<tr>
<td>Graphic Designer</td>
<td>4.2%</td>
<td>$48,700</td>
</tr>
<tr>
<td>High School Teacher</td>
<td>7.5%</td>
<td>$59,170</td>
</tr>
<tr>
<td>Industrial Designer 🌿</td>
<td>4.4%</td>
<td>$65,970</td>
</tr>
<tr>
<td>Performance Artist</td>
<td>5.5%</td>
<td>$63,540</td>
</tr>
<tr>
<td>Photographer</td>
<td></td>
<td>$32,490</td>
</tr>
<tr>
<td>Talent Agent</td>
<td>4.7%</td>
<td>$64,940</td>
</tr>
<tr>
<td>Video Game Designer</td>
<td>9.3%</td>
<td>$88,510</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  🌿 Green Occupation

Contact Information

Schedule an advisor appointment
School of Art | ART 102
gerbergeradvising@asu.edu | 480-965-8521