Art (Sculpture), BFA

Work with internationally recognized faculty and develop your unique skills to make virtually anything in sculpture.

Program Description

The BFA in art with a concentration in sculpture recognizes the broad, transdisciplinary nature of sculpture today. A wide range of media now falls within an expanded definition of sculpture.

Coursework covers public and site-specific sculpture, foundry, interactive and electronic sculpture, neon, small metals, wood, and video and sound installation. Students learn to put today's creations in the context of the history of sculpture and the larger field of contemporary art. Critical inquiry is augmented by courses in the art history program. Visiting artists, curators and critics share their experience directly with students.

Students declare their Bachelor of Fine Arts concentration at the time of their ASU admission. Following admission, if students wish to change their Bachelor of Fine Arts 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 117 College Algebra OR MAT 119 Finite Mathematics
- **Math Intensity:** General
Admission Requirements

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

Additional Requirements:
Students are admitted directly to the sculpture concentration upon admittance to the BFA program in art.

Transfer Admission Requirements:
Transfer students who have completed the foundational core and pre-art requirements are admitted directly to the sculpture concentration upon admittance to the BFA program in art. 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.

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 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
Where better to observe and learn the most influential sculpting techniques than in the heart of Italy or on the streets of France? Locations such as these allow students to enhance their knowledge of the sculpting arts while applying what they learn in an international setting. https://goglobal.asu.edu/

Career Opportunities
Graduates are prepared to embark on a lifetime exploration of the many aspects of 3D art. Positions are available in:

- 3D design
- fabrication and design of exhibitions
- set design
- teaching
- the motion picture industry
- welding and foundry technician work

Through one-on-one mentoring, students learn to win commissions and awards, hold exhibitions, and obtain residencies and jobs as studio artists, public artists, fabricators, project managers, teachers and arts administrators.

Many students also prefer to establish their own studios after graduation.

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>Art Professor 🌟</td>
<td>5.6%</td>
<td>$69,690</td>
</tr>
<tr>
<td>Craft Artist</td>
<td></td>
<td>$35,180</td>
</tr>
<tr>
<td>Fabricator/Welder</td>
<td></td>
<td>$39,410</td>
</tr>
<tr>
<td>Occupation</td>
<td>Change in Demand</td>
<td>Salary</td>
</tr>
<tr>
<td>----------------------------</td>
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</tr>
<tr>
<td>Fine Artist</td>
<td>1.0%</td>
<td>$52,340</td>
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<tr>
<td>Foundry Mold and Coremaker</td>
<td></td>
<td>$37,140</td>
</tr>
<tr>
<td>Hair and Makeup Artist</td>
<td>11.0%</td>
<td>$106,920</td>
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<tr>
<td>High School Teacher</td>
<td>3.8%</td>
<td>$62,870</td>
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<tr>
<td>Jeweler</td>
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<tr>
<td>Machinist</td>
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<td>$54,780</td>
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<tr>
<td>Metal Worker</td>
<td></td>
<td>$35,520</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**

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