

## 2025-2026 Academic Year

Requirements Effective Fall 2025

Min. Grad. Req: 120 Hrs., 30 UD Hrs., 2.0 GPA Institutional & Cumulative

Reviewed by: \_\_\_\_\_

Date: \_\_\_\_\_

### (B.F.A.) STUDIO ART

Name & Student ID # \_\_\_\_\_

Expected Graduation Date: \_\_\_\_\_

#### General Education Requirements

- 3 THEO 110 Intro to Christianity
- 3 BLIT 210 Christian Scriptures
- 3 CMIN 310 Christian Living
- 2-3 Approved Stewardship Course\* \_\_\_\_\_
- 3 ENGL 109 College Writing I
- 3 ENGL 209 College Writing II (MLA)
- 3 COMM 105 Fundamentals of Communication
- 3 HIST 200 Western Civilization
- 3 Approved Social Science Course \* \_\_\_\_\_
- 4.5 Approved Humanities Courses\*

**Select at least 4.5 hours from two different areas:**

MULT 100 (1.5), Literature, Philosophy, or SPAN 212

- 3-8 Elementary Foreign Language I & II (SPAN 111/112 or FREN 101/102)  
**OR** an approved Intercultural Understanding course\*

- 3 MATH 103, MATH 112, or higher level math \_\_\_\_\_

- 6-7 Choose one Physical Science and one Biological Science – **one must include a lab\***

Biological Science: \_\_\_\_\_

Physical Science: \_\_\_\_\_

\* See [olivet.edu/registrar](http://olivet.edu/registrar) for an approved list of courses

- Students completing a minor must complete a minimum of 6 unique hours between major and minor.
- Students pursuing a double major or greater must complete a minimum of 20 unique hours (excludes supporting courses)

#### Major: 61.5 hours (2.0 GPA Required)

- 3 ART 101 Fundamentals of Drawing\*
- 1.5 ART 115 Technology for Artists
- 3 ART 123 Design Studio I\*
- 3 ART 125 Three Dimensional Design
- 3 ART 201 Ceramics: Hand Construction **OR**  
ART 302 Ceramics: Wheel Construction
- 3 ART 206 Figure Studies\*
- 3 ART 236 Composition and Color\*
- 0 ART 250 Portfolio Review (\* Prereq for ART 250)
- 3 ART 330 Studio Practice and Personal Vision
- 3 ART 491 Thesis
- 3 ART 492 Business Practices in Art
- 0 ART 493 Thesis Exhibition (must be taken in same semester as exhibition)

#### Art History Component: (Choose 12 Hours)

- 3 ART 281 History of Western Art I
- 3 ART 282 History of Western Art II
- 3 ART 360 Contemporary Art History
- 3 ART 375 History of Non-Western Art (GER: IU)
- 3 ART 390 Rise of Technology in Art
- 3 ART 471 History of Modern Art

#### Elective Art Courses: (Choose 21 Hours)

- 3 ART 160 Introduction to Media Arts
- 3 ART 172 Introduction to Photography
- 3 ART 200 Introduction to Graphic Design
- 3 ART 230 Introduction to Painting
- 3 ART 270 Basic Darkroom Techniques
- 3 ART 272 Studio Lighting and Illustration
- 3 ART 275 Photoshop
- 3 ART 303 Advanced Ceramics
- 3 ART 308 Advanced Figure Studies
- 3 ART 319 Typography
- 3 ART 320 Package Design
- 3 ART 324 Printmaking
- 3 ART 334 Beginning Watercolor
- 3 ART 338 Conceptual Practices in Painting
- 3 ART 345 Photographic Print
- 3 ART 350 Visual Storytelling
- 3 ART 359 Advertising and Publication
- 3 ART 362 Video Design
- 3 ART 364 3D Graphics and Animation
- 3 ART 365 Programming for Artists
- 3 ART 366 Conceptual Art for Gaming and Animation
- 3 ART 372 Documentary Photography
- 3 ART 399 Special Topics
- 3 ART 410 Web Design
- 3 ART 412 Motion Graphics and Animation
- 3 ART 466 Game and VR Development
- 3 ART 476 Advanced Photography
- 1-6 ART 489 Internship

Students can complete an optional emphasis by completing 15 credits in any given area. More than one emphasis can be attempted.

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## Optional Areas of Emphasis

### A. Drawing/Painting

- 3 ART 230 Introduction to Painting
- 3 ART 308 Advanced Figure Studies
- 3 ART 324 Printmaking
- 3 ART 334 Beginning Watercolor
- 3 ART 338 Conceptual Practices in Painting
- 3 ART 350 Visual Storytelling

### B. Photography

- 3 ART 172 Introduction to Photography
- 3 ART 270 Basic Darkroom Techniques
- 3 ART 272 Studio Lighting and Illustration
- 3 ART 275 Photoshop
- 3 ART 345 Photographic Print
- 3 ART 372 Documentary Photography
- 3 ART 476 Advanced Photography

### C. Graphic Design

- 3 ART 200 Introduction to Graphics
- 3 ART 275 Photoshop
- 3 ART 319 Typography
- 3 ART 320 Package Design
- 3 ART 359 Advertising and Publication
- 3 ART 410 Web Design
- 3 ART 412 Motion Graphics and Animation

### D. Media Arts

- 3 ART 160 Introduction to Media Arts
- 3 ART 362 Video Design
- 3 ART 364 3D Graphics and Animation
- 3 ART 365 Programming for Artists
- 3 ART 366 Concept Art for Gaming and Animation
- 3 ART 466 Game and VR Development