Majors

Bachelor of Fine Arts


Second-year studio courses introduce students to the different areas of focus.

A student’s last two years include intense study in their chosen focus area and a capstone experience. The capstone studio brings together all seniors in the studio areas and separately in the communication design and fashion areas for critical dialogue beyond disciplinary boundaries to guide preparation for a culminating BFA exhibition.

Throughout the studio courses and the final capstone, the BFA degree places an emphasis on developing a portfolio that displays the student’s mastery of art and design skills. Graduates are prepared to pursue careers as artists, illustrators and designers.

For specific degree requirements, visit the Degree Requirements (http://bulletin.wustl.edu/undergrad/art/requirements/) page for the College of Art.

Bachelor of Arts

First-year students take Digital Studio and two additional foundation courses that may include Drawing, 2D Design, 3D Design, and so on. Upper-level studio courses and Sam Fox electives introduce students to different areas of focus.

With fewer required courses and no capstone electives, this degree provides an opportunity for students to explore art and design in the context of a rigorous liberal arts education. The BA program is ideal for students who are interested in studying art and design as a cultural phenomena, as a practice for strategic thinking, or as preparation for a career alongside artists and designers. Working within and between traditional disciplines, students will explore how ideas can shape materials and how materiality can shape ideas.

For specific degree requirements, visit the Degree Requirements (http://bulletin.wustl.edu/undergrad/art/requirements/) page for the College of Art.

The Majors in Art & Design

BFA majors are offered in the following areas:

- Art (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/studio-art/) — with these optional concentrations:
  - Painting (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/studio-art/)
  - Photography (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/studio-art/)
  - Printmaking (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/studio-art/)
  - Sculpture (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/studio-art/)
  - Time-Based + Media Art (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/studio-art/)

- Communication Design (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/communication-design/)

- Fashion Design (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/fashion-design/)

BA majors are offered in the following areas:

- Art (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/studio-art/)
- Design (https://samfoxschool.wustl.edu/academics/college-of-art/bfa-ba-in-studio-art-and-design/studio-art/) — with these optional concentrations:
  - Fashion
  - Communication

Second Majors in Art & Design

A student pursuing a bachelor’s degree in Architecture, Arts & Sciences, Business or Engineering may also pursue a second major (https://samfoxschool.wustl.edu/academics/college-of-art/second-majors-in-studio-art-and-design/) in the College of Art. Second majors are offered in art and design. The design program has optional concentrations in fashion and communication. Any student in good academic standing may declare a second major using WebSTAC. Upon completion of the requirements, the student’s transcript will show the second major along with their earned degree. Only one diploma is granted; no reference to the second major is noted on the diploma.

Second Major in Art

<table>
<thead>
<tr>
<th>Required</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art/Design Foundation</td>
<td></td>
</tr>
<tr>
<td>Select two from Drawing, 2D Design or 3D Design</td>
<td>6</td>
</tr>
<tr>
<td>...</td>
<td></td>
</tr>
<tr>
<td>Major Area Requirements</td>
<td></td>
</tr>
<tr>
<td>Digital Studio</td>
<td>3</td>
</tr>
<tr>
<td>Sophomore Material and Culture Studios</td>
<td>6</td>
</tr>
<tr>
<td>Junior Art Practice Studios</td>
<td>6</td>
</tr>
</tbody>
</table>
Methods & Contexts I (must be taken in the fall with concurrent enrollment in at least one Art Practice Studio) 3

Total 18

Architecture, Art or Design electives or menu of approved courses 12

Total Credit Units Required 36

Sophomore Art Material and Culture Studios (choose two):
  • Painting Studio: Material and Culture
  • Photography Studio: Material and Culture
  • Printmaking Studio: Material and Culture
  • Sculpture Studio: Material and Culture
  • Time-Based Media: Material and Culture

Junior Art Practice Studios (choose two):
  • Drawing: Art Practice
  • Painting: Art Practice
  • Photography: Art Practice
  • Printmaking: Art Practice
  • Sculpture: Art Practice
  • Time-Based Media: Art Practice

Second Major in Design: No Concentration

Required Units
Art/Design Foundation 6
Select two from Drawing, 2D Design, 3D Design or Design Across Disciplines

Major Area Requirements 3
Digital Studio
Sophomore Design Material and Culture Studios 6
Junior Design Practice Studios 9
Total 18

Architecture, Art or Design electives or menu of other options 12

Total Credit Units Required 36

Sophomore Design Material and Culture Studios (choose two):
  • Introduction to Fashion Design
  • Fashion Illustration
  • Textile Design
  • Typography I
  • Word & Image I

Junior Design Practice Studios (choose three):

Second Major in Design: Communication Concentration

Required Units
Art/Design Foundation 6
Select two from Drawing, 2D Design, 3D Design or Design Across Disciplines

Major Area Requirements 3
Digital Studio
Sophomore Design Material and Culture Studios 6
Junior Design Practice Studios 9
Total 18

Architecture, Art or Design electives or menu of other options 12

Total Credit Units Required 36

Sophomore Design Material and Culture Studios:
  • Typography I
  • Word & Image I

Junior Design Practice Studios (choose two):
  • Interaction Foundations
  • Typography II
  • Word & Image II

Plus one 300-Level Communication Design Major Elective

Second Major in Design: Fashion Concentration

Required Units
Art/Design Foundation 6
Select two from Drawing, 2D Design, 3D Design or Design Across Disciplines

Major Area Requirements 3
Digital Studio
Sophomore Design Material and Culture Studios 6
Junior Design Practice Studios 9
Total 18
### Second Majors and Minors Outside the College of Art

Students may earn a second major or minor in the College of Arts & Sciences, the Olin Business School, or the McKelvey School of Engineering, or they may earn a minor in the College of Architecture while completing the requirements for the BFA or BA degree. Students who choose this path will graduate with their chosen art or design degree and major (BFA or BA) alongside the additional major or minor.

Students must successfully complete all of the degree requirements for the College of Art and all of the requirements for the second major or minor.

The second major or minor option can be completed within four years if careful planning begins during the first year. If a student is interested in these options, they should consult with the associate dean of students in the College of Art.

### Art Education

Students who wish to teach art at the elementary and secondary levels may obtain Missouri state certification by taking additional units of required education courses offered by the university’s Department of Education in the College of Arts & Sciences. These courses may be taken as academic electives within the BFA or BA program. For more information, visit the Department of Education’s Teacher Certification page (https://education.wustl.edu/teacher-certification/).