ART STUDIO, BACHELOR OF ARTS

College of Letters & Science

The Major Program

The Art Studio major provides the studio experience necessary for a broad understanding of the practice and interpretation of the visual arts.

The Program

The Art Studio program is designed to deliver a broad range of hands-on studio practices to the art major. Areas of focus include painting, sculpture, drawing, photography, ceramics, printmaking, and time-based media. Course choices/sequences are determined by the student according to major distribution requirements. Students are encouraged to explore a broad range of disciplines and are expected to take advantage of beginning classes which provide a critical introduction to the research possibilities within the major, across disciplines. In addition to studio classes, students are encouraged to participate in a distinguished visiting artist lecture series, professional practice seminars, student exhibitions/competitions, internships, and benefit from exposure to cultural events and exhibitions in Davis, Sacramento, and the Greater Bay Area.

Major Advisor

Information on the current Academic Advisor can be obtained by contacting the Art Department main office at 530-752-0105 or Arts Group Advising Center (http://arts.ucdavis.edu/arts-group-undergraduate-advising/).

Portfolio

While portfolios are not required for admission to the art major, students at all levels are expected to maintain current portfolios of completed work in order to qualify and compete for the numerous internships, fellowships, grants, awards, and exhibitions the program has to offer, as well as to better prepare for the rigors of graduate school and/or an independent studio practice.

Career Options

Graduates of the Art Studio Program attend prestigious post-baccalaureate and graduate programs in studio art. Alumni often go on to develop professional studio practices. Commitment to the development of one's studio work leads to exhibition opportunities as well as accomplishments in the realm of fellowships, commissions, collaborations, and a host of other professional projects and opportunities. For the student wishing to explore additional arts-related trajectories, in the private or public sector, a studio arts education provides a strong foundation for careers and/or graduate work in K-12 art education, art therapy, arts administration, curatorial studies, set design, architecture, culinary arts, design, film, animation, art criticism/journalism among others.

Teaching Credential Subject Representative

See the Teacher Education program (https://education.ucdavis.edu/teaching-credentialma/).

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 001</td>
<td>Introduction to Studio Art Practice</td>
<td></td>
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<tr>
<td>ART 002</td>
<td>Beginning Drawing</td>
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<tr>
<td>ART 005</td>
<td>Beginning Sculpture</td>
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<tr>
<td>ART 007</td>
<td>Beginning Painting</td>
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<tr>
<td>ART 008</td>
<td>Beginning Ceramic Sculpture</td>
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<td>ART 009</td>
<td>Beginning Photography</td>
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<tr>
<td>ART 011</td>
<td>Beginning Printmaking</td>
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<tr>
<td>ART 012</td>
<td>Beginning Video</td>
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<tr>
<td>Choose one lower division theory or history course:</td>
<td>4</td>
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<tr>
<td>ART 010D</td>
<td>Contemporary Art Appreciation</td>
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<tr>
<td>ART 010F</td>
<td>Contemporary Art Appreciation</td>
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<tr>
<td>ART 024</td>
<td>Introduction to Experimental Video &amp; Film</td>
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<tr>
<td>ART 030</td>
<td>Introduction to Contemporary Visual Culture</td>
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<tr>
<td>AHI 001A</td>
<td>Ancient Mediterranean Art</td>
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<td>AHI 001B</td>
<td>Medieval &amp; Renaissance Art</td>
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<td>AHI 001C</td>
<td>Baroque to Modern Art</td>
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<tr>
<td>AHI 001D</td>
<td>Arts of Asia</td>
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<tr>
<td>AHI 001DY</td>
<td>Arts of Asia</td>
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<td>AHI 001E</td>
<td>Islamic Art &amp; Architecture</td>
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<td>AHI 005</td>
<td>Understanding Visual Culture</td>
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<td>AHI 025</td>
<td>Understanding Architecture</td>
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<tr>
<td>Preparatory Subject Matter Subtotal</td>
<td>28-29</td>
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</tbody>
</table>

Depth Subject Matter

40 upper division units in Art Studio (ART)
Choose any one upper division theory or history course: 4

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art History (AHI), Cinema &amp; Digital Media (CDM), Design (DES), Music (MUS), or Theatre &amp; Dance (DRA)</td>
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</tbody>
</table>

Depth Subject Matter Subtotal                44

Total Units                                72-73

Preparatory Subject Matter

Choose five lower division courses in the practice of art: 24-25