

BACHELOR OF ARTS GRADUATION REQUIREMENTS

THE STUDENT MUST DO THE FOLLOWING TO RECEIVE A BACHELOR OF ARTS DEGREE:

1. COMPLETE A MINIMUM OF 120 CREDIT HOURS OF STUDY, AT LEAST 60 OF WHICH OR AT LEAST THE LAST 30 CREDITS BEFORE GRADUATION ARE AT SOUTHERN VIRGINIA. NO MORE THAN 9 CREDIT HOURS WILL BE GRANTED FOR INTERNSHIP COURSES.
2. COMPLETE ALL REQUIREMENTS OF THE SOUTHERN VIRGINIA CORE.
3. COMPLETE ALL REQUIREMENTS OF AT LEAST ONE MAJOR.
4. EARN A MINIMUM GRADE POINT AVERAGE OF 2.00 ON ALL COURSE WORK TAKEN AT THE UNIVERSITY.
5. COMPLY WITH ALL UNIVERSITY STANDARDS, REGULATIONS, AND PROCEDURES, FROM THE DATE OF MATRICULATION THROUGH THE DATE OF FINAL GRADUATION.

SOURCE: [HTTP://SVU.EDU/ACADEMICS/CATALOG/GRADUATION-REQUIREMENTS](http://svu.edu/academics/catalog/graduation-requirements)

ART MAJOR REQUIREMENTS (30 credit hours)

The art major fosters the student's effort to develop a personal creative style, encouraging exploration of various artistic media and appreciation of the work of artists working in other times and places. Students acquire a foundation in studio art, art history and design, while learning to express themselves formally, skillfully and with creativity.

Learning Objectives

Students graduating as art majors at Southern Virginia University are expected to have achieved the following:

1. Undergraduate level proficiency in a chosen medium.
2. Competence in creating and presenting a coherent, intelligent body of work.
3. Ability to write clearly, persuasively, and intelligently about the visual arts.
4. Basic knowledge of contemporary art and art history.

Program Coordinator: [Prof. Doug Himes](#)

Major Requirements (30 credit hours)

Major Core (18 credit hours):

ART 120 Introduction to Drawing (GE) (3)

ART 210 Art History: Prehistory-Middle Ages (GE) (3)

ART 215 Art History: Renaissance-Modern (GE) (3)

ART 223 Two-Dimensional Design (3)

ART 227 Three-Dimensional Design (3)

ART 498 Senior Show (3)

Major Electives: 12 credit hours from among the following, including at least 6 credit hours from 300- or 400-level courses and including at least two courses in one of the following three areas: drawing, painting, or printmaking:

ART 130 Introduction to Painting (GE) (3)

ART 214 Introduction to Ceramics (3)

ART 230 Introduction to Oil Painting (3)

ART 240 Introduction to Printmaking (3)

ART 250 Watercolor I (3)

ART 275R Topics in Art (Var.) as approved by program coordinator

ART 300 Study Abroad: Italian Renaissance (3)

ART 315 Non-Western Art (3)

ART 317R Sculpture (3)

ART 320R Advanced Drawing (3)

ART 330R Advanced Painting (3)

ART 340R Advanced Printmaking (3)

ART 350R Watercolor II (3)

ART 375R Topics in Art (Var.)

ART 385R Directed Study in Art (Var.)

ART 399 Internship/Practicum in Art (Var.)

ART 485R Directed Study in Art (Var.)