



Studio Art BFA

with an emphasis in Studio Practice

The Art and Design department at UMSL welcomes students to explore essential cultural and professional systems through creative visual practice. Students encounter both traditional and new technologies as means to study and create the visual world in which we live. Students in the Studio Practice program enjoy the benefits of close relationships with the St. Louis visual arts professional community. Our professors maintain a rigorous program that prepares students for immediate employment as creative professionals and enriches lives through creative practice.

Career Outlook

Students with degrees in studio art find careers in a broad array of both 2D and 3D arts disciplines, including commercial and fine arts practice, art administration, art restoration, product and industrial design, maker space practices, and freelancing. Students receive professional practice development with a new attention paid to entrepreneurial and technological skills.

Future Career Options

- 3D Printing Specialist
- Art Gallery Owner/Director
- Art Therapist
- Curator
- Designer
- Entrepreneur
- Illustrator
- Maker Space Coordinator
- Practicing Commercial Artist
- Practicing Fine Artist

Skills Developed By Degree Completion

- Respond to design projects and works of art
- Organize perceptions rationally and intuitively
- Explain the major achievements in the history of art and design
- Identify and solve visual problems
- Explain and evaluate contemporary thinking about art and design
- Demonstrate competence in a number of art or design techniques
- Make assessments of quality and effectiveness in design projects and works of art

Successful alumni have gone on to fulfill many of the opportunities above. Additional possibilities are taken from the Bureau of Labor Statistics. Contact an advisor to discuss additional future career options.

IT STARTS RIGHT NOW

This is a sample academic map for the courses to take each academic semester/session. This map is not a substitute for academic advisement. Contact your advisor when making final selections.



UNIVERSITY STUDIES

University studies is required for all first-year students and those with less than 24 credit hours.



MILESTONE COURSES

Milestone courses should be taken in the order shown to ensure you stay on a timely and accurate path toward graduation.



SUMMER AND INTERSESSION COURSES

Don't forget that summers and winter breaks are a way to fast-track your route to degree completion – and lighten your load during fall and spring!

umsl.edu

888-GO-2-UMSL

314-516-5451

admissions.umsl.edu

2024-2025 4-YEAR ACADEMIC MAP

Year

1

Bachelor of Fine Arts in Studio Art with an emphasis in Studio Practice

FALL SEMESTER (16 credit hours)

ST ART 1140: Drawing I (3)
ST ART 1150: 2D Design: Surface (3)
ST ART 3332: Figure Drawing I (3)
ENGL 1100: First-Year Writing (3)
MATH 1020: Contemporary Mathematics (3)
INTDSC 1003: University Studies (1)

SPRING SEMESTER (15 credit hours)

ST ART 1020: Expanded Artforms (3)
ST ART 1151: 3D Design: Space (3)
ST ART 2230: Drawing II (3)
ST ART 3333: Figure Drawing II (3)
ART HS 1100: Introduction to Western Art (3)

Year

2

FALL SEMESTER (15 credit hours)

ST ART 2XXX: Course in 2D or 3D Practice (3)
ST ART 3330: Drawing III (3)
ART HS XXXX: Non-Western Art History Course (3)
GEN ED CORE: US History or Government (3)
GEN ED EXPLORE: Math and Life/Natural Sciences (3)

SPRING SEMESTER (15 credit hours)

ST ART 2235: Comics and Cartoon Illustration (3)
ST ART 2285: Entrepreneurship for the Visual Arts (3)
ST ART 3XXX: Course in 2D or 3D Practice (3)
ART HS 2280: Modern to Contemporary Art (3)
GEN ED EXPLORE: Social Sciences (3)

Year

3

FALL SEMESTER (15 credit hours)

ST ART 2245: Painting I (3)
ST ART 3382: Advanced 2D Practices (3)
ART HS 2XXX: Art History Course (3)
ENGL 3100: Junior-Level Writing (3)
GEN ED CORE: Communication Proficiency (3)

SPRING SEMESTER (15 credit hours)

ST ART 3342: Painting II (3)
ST ART 3344: Watercoloring Painting (3)
ST ART 3385: Advanced 3D Practices (3)
ST ART XXXX: Studio Art Elective (3)
GEN ED CORE: Information Literacy (3)

Year

4

FALL SEMESTER (15 credit hours)

ST ART 3352: Printmaking: Screenprinting (3)
ST ART 3395: Senior Studio Seminar I (3)
ST ART XXXX: Studio Art Elective (3)
GEN ED EXPLORE: Social Sciences (3)
GEN ED EXPLORE: Math and Life/Natural Sciences (3)

SPRING SEMESTER (14 credit hours)

ST ART 3356: Printmaking: Etching (3)
ST ART 4496: Senior Studio Seminar II (3)
GEN ED EXPLORE: Social Sciences (3)
GEN ED EXPLORE: Math and Life/Natural Sciences (3)
Elective (2)

Check once completed

