

Painting - BFA Studio College of Visual and Performing Arts

Degree Path - Catalog 2023-2024

Semester 1	Credits	Success Marker	Semester 2	Credits	Success N
ART 100	3		ART 102/103	3	
ART 102/103	3		ART 321/323	3	
ARTH 282/292*	3		ARTH 282/292*	3	
Foundational Studies	3		Foundational Studies	3	
Foundational Studies	3		Knowledge Domain	3	
Total hours	15		Total hours	15	
lotes/Comments: *May count as BFA and Knowledge Domain credit*		Notes/Comments: *May count as BFA and Knowledge Domain credit*			

Semester 3	Credits	Success Marker	Semester 4	Credits	Success M
ARTS 322 Painting Painting Methods & Materials	3		ARTS 322 Painting II	3	
Core Studio Requirement	3		Core Studio Requirement	3	
Core Studio Requirement	3		Core Studio Requirement	3	
Knowledge Domain	3		Knowledge Domain	3	
Foundational Studies	3		Knowledge Domain	3	
Total hours	15		Total hours	15	
Notes/Comments:			Notes/Comments: **BFA Portfolio Review**		

Semester 5	Credits	Success Marker	Semester 6	Credits	Success Marker
ARTS 425 Special Topics in Painting	3		ARTS 421 Advanced Painting	3	
Core Studio Requirement	3		Core Studio Requirement	3	
ARTS/ARTD 300/400	3		ARTS/ARTD 300/400	3	
ARTH Elective	3		University Elective	3	
Knowledge Domain	3		University Elective	3	
Total hours	15		Total hours	15	
Notes/Comments:			Notes/Comments:		

Semester 7	Credits	Success Marker	Semester 8	Credits	Success Marker
ARTS 421 Advanced Painting	3		ARTS 421 Advanced Painting	3	
Core Studio Requirement	3		ARTS 406 Senior Project	3	
ARTS/ARTD 300/400	3		ARTS 405 Interdisciplinary Seminar	3	
ARTH Elective	3		University Elective	3	
University Elective	3		University Elective	3	
Total hours	15		Total hours	15	
Notes/Comments:		Notes/Comments:			

Notes/Comments: This is an example of what a four-year plan could look like for a typical incoming freshman. It should not be used in the place of regular academic advising appointments. All students are encouraged to meet with their advisor each semester to discuss course scheduling. All requirements are subject to change by NIU.