

## **B.A.** in Art

**Overview** 

**Degree Requirements** 

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The academic regulations for this degree program, as entered in the University of Mississippi Catalog, are in effect for the current or selected academic year and semester. The University of Mississippi reserves the right to 1) change or withdraw courses; 2) change rules for registration, instruction, and graduation; and 3) change other regulations affecting the student body at any time.

## **General Education**

REQUIREMENT	HOURS	DESCRIPTION
First Year Writing I	3	Complete Hon 101, Writ 100 or Writ 101 with a passing grade.
First Year Writing II	3	Complete one of the following courses with a passing grade: Liba 102, Writ 102 or Hon 102.
6 hrs literature survey	6	Complete 6 hours of literature survey with a passing grade. Choose from the following courses: Eng 220, 221, 222, 223, 224, 225, or Eng 226.
6 hrs modern/ancient language 200+	6	Successfully complete at least 6 hours at the 200 level or above in one modern or ancient language.
6 hrs history	6	Complete 6 hours in History (HST) course work with a passing grade.
3 hrs humanities	3	Successfully complete 3 hours in one of the following areas: African-American studies; classical civilization; environmental studies (Envs 101); gender studies (G St 201, 301, 333, 350); philosophy; religion; Southern studies (S St 101, 102). In addition, gender studies courses that are cross-listed with African American studies, classical civilization, English, modern languages, philosophy, or religion courses will satisfy this requirement.
6 hrs social science	6	Successfully complete 6 semester hours in anthropology, economics, political science, psychology, or sociology.
3 hrs fine arts	3	Complete 3 hours in the area of fine or performing arts. Choose from art history, music, dance, and theatre arts. Studio and workshop courses cannot be used to satisfy this requirement. Acceptable freshman or sophommore-level courses are: AH 101, AH 102, AH 201, AH 202; Music 101, Music 102, Music 103, Music 104, Music 105; Dance 200; Theatre 201 and 202
3 hrs math 100+	3	Successfully complete 3 hours of Math at the 100 level or above except for Math 245 and Math 246.
9-12 hrs science	9	Complete a full year of science course work in one subject area (6-8 hrs) and complete 3 credit hours in a subject area from another department. Courses may be chosen from the departments of Biology, Chemistry and Biochemistry, Geology and Geological Engineering, or Physics and Astronomy.
2 associated science labs	2	Successfully complete at least two science laboratory courses.

## **Major Requirements**

REQUIREMENT	HOURS	DESCRIPTION	
AH 201	3	Complete AH 201 with a passing grade.	
AH 202	3	Complete AH 202 with a passing grade.	
<u>Art 101</u>	3	Art 101: Two-Dimensional Design	
<u>Art 102</u>	3	Art 102: Color Theory	
<u>Art 103</u>	3	Art 103: Three-Dimensional Design	
<u>Art 111</u>	3	Art 111: Drawing I	
<u>Art 211</u>	3	Art 211: Drawing II	
Art 202 or 360	3	Art 202: Photo Imaging, Art 360: Vector Imaging	
3 hrs <u>AH 300</u> + level course work	3	Successfully complete 3 crh of art history (AH) at the 300 level or higher.	





REQUIREMENT	HOURS	DESCRIPTION
Art electives	15	Art 584: Digital Video, Art 397: American Art-20th Cn. Art 461: Phil of Art Education, Art 511: Drawing, Art 213: Graphics for Int III, Art 389: 17Th Cn Eur Art/Arch, Art 398: Special Topics in Art, Art 571: Printmaking, Art 383: Realisance, Art 413: Astronaced Sculpture, Art 368: Topic Art 383: Realisance Art, Art 333: Sculpture, Art 348: 149: Art 368: Graphics for Int III, Art 384: 19-20 Cn Art-Eur/Amer, Art 568: Graphic Design Wissho, Art 399: Visit for Ibo Courses, Art 381: Introduction to Photography, Art 315: Craft of Old Master Drawing/Painting, Art 490: Commercial Int Des, Art 387: Primitive Art, Art 567: Art Workshop, Art 338: Distoning Sculpture, Art 407: Commercial Int Des, Art 387: Primitive Art, Art 566: Art Workshop, Art 338: Distoning Sculpture, Art 441: Authorized Art 320: Intermediate Painting, Art 580: Vector Imaging, Art 370: Intro to Printmaking, Art 362: Intermediate Photography, Art 291: Beginning Sculpture, Art 444: Multimedia Design and Development, Art 581: Black-And-White Photography, Art 291: Beginning Sculpture, Art 444: Multimedia Design and Development, Art 521: Painting, Art 481: Brack And-White Photography, Art 291: Beginning Sculpture, Art 444: Multimedia Design and Development, Art 521: Painting, Art 471: Top-Olimensional Design, Art 564: Potterty Workshop, Art 583: Energial Photography, Art 286: Forming and Shap Space, Art 101: Two-Olimensional Design, Art 564: Potterty Workshop, Art 583: Energial Photography, Art 436: Advanced Watercolor, Art 488: Sur of Black Amer Art, 4rt 566: Letterpress Priming, Art 321: Beginning Painting, Art 405: Soc-Econ Asper Houstinf, Art 202: Photo Imaging, Art 4735: North Renaissance Art, Art 318: International Art 473: Art 474: Advanced Fluir Prowing, Art 575: Econ Asper Houstinf, Art 202: Palenining Sculpture, Art 314: Trawing, Art 581: Art Appreciation, Art 406: Art 474: Art 474: Advanced Primiting Art 475:
Art residency hrs	12	At least one-half of all studio hours counted toward major must be earned in residence.
Resident Major GPA		Please contact your academic advisor for grade point requirements.
Overall Major GPA		Please contact your academic advisor for grade point requirements.

