SCULPTURE, BFA

SCAD will discontinue new student enrollment beginning Winter 2026. All current students are able to complete their degrees as planned without impact.

Code	Title	Hours
Foundation Studies		
FOUN 110	Design Thinking and Process	5
FOUN 111	Sketching and Drawing	5
FOUN 112	Color in Context	5
FOUN 113	Creative Collaboration Lab	5
FOUN 220	Drawing: Light and Shadow	5
FOUN 230	Figure Drawing: Gesture and Movement	5
FOUN 240	Spatial Design and Fabrication	5
FOUN 245	Drawing: Idea to Object	5
General Education		
COMM 105	Speaking of Ideas	5
BUSI 110	Business I: Fundamentals	5
CTXT 121	Visual Culture in Context: Pre-Modern Global Perspectives	5
CTXT 122	Visual Culture in Context: Making Modernities	5
ENGL 123	Ideas to Ink: Critical Concepts in Academic Writing	5
DIGI 130	Digital Communication	5
ARTH 207	20th-century Art	5
Select one of the following:		5
PHIL 301	Aesthetics	
ARLH or ARTH Elective		
ENGL Elective		5
General Education Elective		5
Mathematics/Natural Sciences Elective		5
Major Curriculum		
SCPT 214	Fabrication, Construction, and Materials	5
SCPT 216	Ideas Taking Shape: Malleable Media and Multiples	5
SFIN 220	Art of Tomorrow	5
Select one of the following:		5
SCPT 301	Moldmaking Technologies: Design and Production for Industry and Special Effects	
SCPT 307	Foundry: Expression in Cast Metals	
Select one of the following:		5
SFIN 305	Body as Concept: Prosthetics to Cosplay	
SCPT 445	Integrating Place and Audience: The Art of Spectacle	
SCPT 450	Digital Fabrication: From Idea to Object	
SCPT 320	Mind to Matter: Realizing Concepts Through Material Exploration	5
SFIN 330	Digital Tools for Fine Arts	5
SFIN 360	Installation Art: Light, Sound, and the Projected Image	5
SFIN 413	Business and Professional Practices for Fine Arts	5
SFIN 415	Branding and Entrepreneurship for Fine Arts	5
SCPT 470	Sculpture Senior Studio I: Concept to Audience	5
SCPT 490	Sculpture Senior Studio II: Refining a Cohesive Body of Work	5
Select one of the following:		5
SFIN 492	Exhibition Design as Practice	
SFIN 494	Collaboration and Production in Creative Industries	
Select one of the following:		5
GAME 347	Applied Principles: Physical Computing	
VFX 447	Models and Miniatures	
SCPT or SFIN elective		
Select one of the following:		5
SCPT 479	Undergraduate Internship	
500-level SCADpro Elective		
Business-Focused Elective		
Additional Electives		
Free Elective		5
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Total Hours		**180**