

ART MINOR IN STUDIO: 3-D MEDIA

ART 4722	Sculpture Studio: New Media	3
Section Credits Required		16
Total Credits		36

Program Description

The 3-D Media minor offers students a variety of sculpture experiences, including 3-D design, woodworking, metalworking, casting, installation, and assemblage.

Entering and Completing the Minor

In order to earn a degree, you must complete at least one academic major. Minors are not required except for students in the Professional Studies (BA). SPU encourages students to explore various academic paths, including minors, so if you change your mind about a minor or want to include an additional minor, you are able to do so as outlined below.

Note that the University encourages you to enter your chosen minor(s) as soon as you have determined it and are eligible to join it, especially by the start of your junior year. Students who transfer as juniors and seniors should enter a minor within their first two quarters at SPU.

- If this is your first quarter at SPU, request entrance to your minor in Banner by following these instructions (<https://spu.atlassian.net/l/cp/Th4S0jCE/>).
- If you are an SPU student with an SPU cumulative GPA of 2.0 or better, follow these instructions (<https://spu.atlassian.net/l/cp/Th4S0jCE/>) to enter a minor in this department.
- The University requires a grade of C- or better in all classes that apply to a minor; however, programs may require higher minimum grades in specific courses. You may repeat an SPU course only once for a higher grade.
- To advance in this program, meet with your faculty advisor regularly to discuss your grades, course progression, and other indicators of satisfactory academic progress. If your grades or other factors indicate that you may not be able to successfully complete the minor, your faculty advisor can work with you to explore options, which may include choosing a different minor.
- You must complete the minor requirements that are in effect in the SPU Undergraduate Catalog for the year you enter the minor.

Art Minor in Studio: 3-D Media

36 Credits Minimum, Including 17 Upper Division (UD)

Code	Title	Credits
Core Requirements		
ART 1105	Art Foundations 1: Surface	5
ART 1106	Art Foundations 2: Space	5
Section Credits Required		10
Lower-Division Requirements		
ART 2422	Metals Studio	5
ART 2722	Sculpture Studio	5
Section Credits Required		10
Upper-Division Requirements		
ART 3422	Metals Studio: Advanced I	5
ART 3722	Sculpture Studio: Installation Art II	3
ART 4422	Metals Studio: Advanced II	5