

BFA Concentration in 3D Art and Design

The 3D Art and Design concentration combines the fabrication skill sets of sculpture and industrial design with digital 3D modeling to enable students to create work at the growing overlap of design and fine arts. Increasingly sculptors need to use state of the art 3D printers and modeling software, and designers need to prototype their ideas in clay or welded steel. The emphasis is on carefully aligning form and concept through agile use of a variety of media and creating objects that speak clearly to their chosen audience, from the fine art gallery to the commercial production line.

Students with this degree can be directly positioned for careers as:

- Fine Artist
- Product Designer
- Architectural Model Maker
- 3D Modeler for Film
- Craft Artist
- Secondary School Teacher
- Computer Aided Designer (CAD)

THE
ART
DEPARTMENT

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copies of this flyer available at goo.gl/kvaPST



CAL STATE
EAST BAY

Degree roadmap for 3D Art & Design BFA with Ohlone equivalents

1 Lower Division Foundation (18 units)	Course #	Course Title & Chabot Equivalents	2 Lower Division 3D Art & Design (18 units)	Course #	Course Title & Chabot Equivalents
	Art 100	Fundamentals of Drawing (Ohlone 106A)		Art 111	Sculpture 1 (Ohlone 116A)
	Art 101	Photography 1 (Ohlone ART 139A or GA-169A)		Art 115	Ceramics 1 (Ohlone 121A)
	Art 102	2D Processes (Ohlone ART 104A)		Art 211	Sculpture 2 (Ohlone ART 116B or 116C)
	Art 103	3D Processes (Ohlone 104B)		Art 246	3D Modeling & Animation 1 (Ohlone MM-121A)
	Art 104	4D Processes (Ohlone MM-102A)		Choose ONE	
Art 120	Monuments of World Art (Ohlone ART 103C)	Art 260	Introduction to Illustration (Ohlone no equivalent)		
		Art 270	Drawing 2 (Ohlone ART 106B or ART 108)		
		Choose ONE			
		Art 215	Ceramics 2 (Ohlone 121B)		
		Art 356	Interactive Media Design 1		

**Only 100 and 200 level courses have transfer equivalents.
Upper Division courses at any CSU or UC (Cal State East Bay 300 & 400 levels)
cannot be covered by Community College courses**

3 Upper Division Foundation (16 units)	Art 323	Modern Media, Art & Culture 1	3 Upper Division 3D Art & Design (15 units)	Art 310	3D Modeling & Fabrication
	Art 326	Contemporary Visual Studies 1		Art 310	(take Art 310 twice)
	Art 496	Special Topics		Art 346	3D Modeling & Animation 2
	Choose ONE			Choose ONE	
	Art 420	Comparative World Art 2		Art 311	Sculpture 3
	Art 423	Modern Media, Art and Culture 2		Art 315	Ceramics 3
Art 426	Contemporary Visual Studies 2	Art 357	Interactive Media Design 2		
Art 491	BFA Critique = 1 unit (take once a semester for 3 semesters)	Art 418	Advanced 3D Practice (requires two of 310, 311, 315 or 346)		
Art 440	Forum = 1 unit				

Complete all Upper Division Courses before commencing your Capstone

4 Capstone (3 units)	Art 493D	3D Art & Design Senior Project	(BFA major, senior standing & 418)