

# Bachelor of Fine Arts in Sculpture with Entrepreneurial Studies

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## Sculpture with Entrepreneurial Studies

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The Bachelor of Fine Arts (BFA) in Sculpture program at the Tyler School of Art and Architecture helps students develop creative, intellectual and practical skills in expansive, state-of-the-art facilities and prepares them for successful careers as artists and professionals in a range of industries.

Tyler Sculpture majors join a warm community of bold thinkers and makers who, through intense study of theory and the exploration of materials and media, become critical thinkers and problem solvers. Students develop technical proficiency and gain practical knowledge of technology, including robotics, digital fabrication, video editing, woodworking, metalworking and more.

Tyler offers access to the region's vibrant contemporary art scene in Philadelphia and nearby cities like New York and Washington, D.C. Students graduate to become socially-conscious practicing artists, find employment in education, industrial design, fabrication and more and earn placements in top graduate programs.

Designed to complement the dynamic studio curriculum with tools to support a studio practice or pursue graduate studies, the Entrepreneurship coursework enhances students' career options. Graduates of this degree program will possess requisite business skills to support themselves as visual artists or entrepreneurs in art and related fields.

## Degree Requirements

The Bachelor of Fine Arts degree in Sculpture with Entrepreneurial Studies may be conferred upon a student by recommendation of the faculty and upon the satisfactory completion of a minimum of 126 semester hours of credit with a minimum cumulative GPA of 2.00. All Sculpture with Entrepreneurial Studies majors must complete the General Education (<http://bulletin.temple.edu/undergraduate/general-education>) requirements.

- Students must earn a C- or better in Sculpture (ART 2801 or ART 2807) to enter the Sculpture with Entrepreneurial Studies major.
- The required Junior/Senior courses and ART 3896 must be completed with a C- or better to fulfill major requirements.

## Major Requirements for B.F.A. in Sculpture with Entrepreneurial Studies

### Sophomore Prerequisite

Code	Title	Credit Hours
ART 2801 or ART 2807	Sculpture Sculpture: Rome	3

Students are encouraged to take *Installation* or *Mold Making* in the second semester of the sophomore year after *Sophomore Sculpture*.

### Junior and Senior Requirements

Code	Title	Credit Hours
Select two of the following: <sup>1</sup>		6
ART 3805	Advanced Sculpture	
ART 3806	Advanced Sculpture	
ART 3807	Advanced Sculpture	
ART 3808	Advanced Sculpture	
Specialized Sculpture course (see list below)		3
Specialized (see list below) or Advanced Sculpture courses <sup>1</sup>		6
ART 4801	Senior Sculpture	3
Select two Drawing courses from the following:		6
ART 2502	Intermediate Drawing	3

or ART 2504	Intermediate Drawing	
ART 2508	Digital Drawing	3
or ART 3511	Digital Drawing	
ART 2802	Video Workshop	3
or ART 3802	Advanced Video	
ART 3512	Rome Sketchbook	3
ART 3514	Advanced Drawing <sup>2</sup>	3
or ART 3515	Advanced Drawing: Rome	
or ART 3516	Advanced Drawing	
or ART 4514	Advanced Drawing	
ART 3517	Figure Drawing <sup>2</sup>	3
or ART 3518	Figure Drawing	
or ART 4517	Figure Drawing	
or ART 4518	Figure Drawing	
ART 3011	Interactive Projects	3
<b>Capstone</b>		
ART 3896	PDS Seminar (WI) <sup>3</sup>	3

## Specialized Sculpture Courses

Code	Title	Credit Hours
ART 2803	Installation	3
ART 3803	Installation	3
ART 2802	Video Workshop	3
ART 3802	Advanced Video	3
ART 2804	Mold Making Technology	3
ART 3804	Mold Making Technology	3
ART 2805	Figure Modeling	3
ART 2808	Figure Modeling: Rome	3
ART 3811	Sculpture Techniques and Materials	3
ART 3809	Public Art Projects	3
ART 3085	Field Internship	3
PDS 4582	Independent Study	1 to 3

## Entrepreneurship Requirements

Code	Title	Credit Hours
Select three of the following:		9
SGM 3002	Be Your Own Boss: Planning to Start Your Own Business	
SGM 3501	Entrepreneurial and Innovative Thinking	
SGM 3503	Lean Startup: Fast and Inexpensive Ways to Test and Launch Your Ideas	
SGM 3504	Ready, Fire, Aim: Launching a Profitable Micro-venture in 100 Days	
SGM 3511	Doing Well by Doing Good: Where Innovation and Entrepreneurship Meet Social Impact	
SGM 3521	Finance Your Ideas: Crowdfunding, Grants, Banks, Venture Funds, Corporate and Private Investment	
SGM 3580	Special Topics - Strategic Management	
SGM 3585	Incubator Internship: Contribute, Connect and Learn as a Part of the Entrepreneurial Ecosystem	
or SGM 3685	New Venture Internship: Learning to be a High-Value Employee, Manager, or Founder	
Select one of the following: <sup>4</sup>		3
ART 3085	Field Internship	
ART 3796	Art Career Workshop (WI)	
ART 4096	Business Practices in Crafts (WI)	
GAD 3053	Art Careers Promotion	

GAD 3096	The Business of Design (WI)
GAD 3185	Field Internship
TYLE 3211	Creative Cottage Industrialist
TYLE 4285	Rome Internship

Total Credit Hours 12

- 1 Advanced Sculpture courses include special topics in sound, performance, metal fabrication and robotics. These topics vary each semester.
- 2 These courses have a sophomore level prerequisite. Check the course descriptions for more information.
- 3 Students are advised to take the capstone in their junior year.
- 4 These courses cannot fulfill both a requirement for the major and for this category.

## Suggested Academic Plan

Please note that this is a **suggested** academic plan. Depending on your situation, your academic plan may look different.

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### Requirements for New Students starting in the 2019-2020 Academic Year

Year 1		Credit Hours
<b>Fall</b>		
FDPR 1511	Foundation Drawing <sup>1</sup>	3
FDPR 1521	2D Foundation Principles	3
FDPR 1531	3D Foundation Principles/W	3
FDPR 1501	Introduction to Art and Design	1
ARTH 1155 or 1955	Arts of the World I: Prehistoric to 1300	3
ENG 0802, 0812, or 0902	Analytical Reading and Writing [GW]	4
Term Credit Hours		17
<b>Spring</b>		
FDPR 1512	Foundation Drawing	3
FDPR 1522	2D Foundation Principles	3
FDPR 1532	3D Foundation Principles/C	3
FDPR 1502	Investigations of Art and Design	1
ARTH 1156 or 1956	Arts of the World II: 1300 to the 21st Century <sup>1</sup>	3
IH 0851 or 0951	Intellectual Heritage I: The Good Life [GY]	3
Term Credit Hours		16
<b>Year 2</b>		
<b>Fall</b>		
ART 2801 or 2807	Sculpture <sup>2</sup>	3
ART or GAD 2000-2999	Sophomore Studio Elective	3
ART or GAD 2000-2999	Sophomore Studio Elective	3
IH 0852 or 0952	Intellectual Heritage II: The Common Good [GZ]	3
GenEd Quantitative Literacy Course [GQ]		4
Term Credit Hours		16
<b>Spring</b>		
ART or GAD 2000-2999	Sophomore Studio Elective	3
ART or GAD 2000-2999	Sophomore Studio Elective	3
Select one of the following:		3
SGM 3002	Be Your Own Boss: Planning to Start Your Own Business	
SGM 3501	Entrepreneurial and Innovative Thinking	
SGM 3503	Lean Startup: Fast and Inexpensive Ways to Test and Launch Your Ideas	
SGM 3504	Ready, Fire, Aim: Launching a Profitable Micro-venture in 100 Days	
SGM 3511	Doing Well by Doing Good: Where Innovation and Entrepreneurship Meet Social Impact	
SGM 3521	Finance Your Ideas: Crowdfunding, Grants, Banks, Venture Funds, Corporate and Private Investment	
SGM 3580	Special Topics - Strategic Management	

SGM 3585	Incubator Internship: Contribute, Connect and Learn as a Part of the Entrepreneurial Ecosystem	
SGM 3685	New Venture Internship: Learning to be a High-Value Employee, Manager, or Founder	
GenEd Breadth Course		3
GenEd Breadth Course		3
Term Credit Hours		15
<b>Year 3</b>		
<b>Fall</b>		
ART 3805 or 3807	Advanced Sculpture	3
Specialized Sculpture Course		3
ART 3896	PDS Seminar [WI] (Capstone)	3
Art History Elective WI <sup>3</sup>		4
GenEd Breadth Course		3
Term Credit Hours		16
<b>Spring</b>		
ART 3806 or 3808	Advanced Sculpture	3
ART Drawing Course <sup>4</sup>		3
Select one of the following (not previously chosen):		3
SGM 3002	Be Your Own Boss: Planning to Start Your Own Business	
SGM 3501	Entrepreneurial and Innovative Thinking	
SGM 3503	Lean Startup: Fast and Inexpensive Ways to Test and Launch Your Ideas	
SGM 3504	Ready, Fire, Aim: Launching a Profitable Micro-venture in 100 Days	
SGM 3511	Doing Well by Doing Good: Where Innovation and Entrepreneurship Meet Social Impact	
SGM 3521	Finance Your Ideas: Crowdfunding, Grants, Banks, Venture Funds, Corporate and Private Investment	
SGM 3580	Special Topics - Strategic Management	
SGM 3585	Incubator Internship: Contribute, Connect and Learn as a Part of the Entrepreneurial Ecosystem	
SGM 3685	New Venture Internship: Learning to be a High-Value Employee, Manager, or Founder	
Art History Elective <sup>5</sup>		4
GenEd Breadth Course		3
Term Credit Hours		16
<b>Year 4</b>		
<b>Fall</b>		
ART 4801	Senior Sculpture	3
ART Drawing Course <sup>4</sup>		3
Select one of the following (not previously chosen):		3
SGM 3002	Be Your Own Boss: Planning to Start Your Own Business	
SGM 3501	Entrepreneurial and Innovative Thinking	
SGM 3503	Lean Startup: Fast and Inexpensive Ways to Test and Launch Your Ideas	
SGM 3504	Ready, Fire, Aim: Launching a Profitable Micro-venture in 100 Days	
SGM 3511	Doing Well by Doing Good: Where Innovation and Entrepreneurship Meet Social Impact	
SGM 3521	Finance Your Ideas: Crowdfunding, Grants, Banks, Venture Funds, Corporate and Private Investment	
SGM 3580	Special Topics - Strategic Management	
SGM 3585	Incubator Internship: Contribute, Connect and Learn as a Part of the Entrepreneurial Ecosystem	
SGM 3685	New Venture Internship: Learning to be a High-Value Employee, Manager, or Founder	
Open Elective <sup>5</sup>		3
GenEd Breadth Course		3
Term Credit Hours		15
<b>Spring</b>		
Specialized or Advanced Sculpture Course		3
Specialized or Advanced Sculpture Course		3
Select one of the following: <sup>6</sup>		3
ART 3085	Field Internship	
ART 3796	Art Career Workshop [WI]	

ART 4096	Business Practices in Crafts [WI]	
GAD 3053	Art Careers Promotion	
GAD 3096	The Business of Design [WI] <sup>3</sup>	
GAD 3185	Field Internship	
TYLE 3211	Creative Cottage Industrialist	
TYLE 4285	Rome Internship	
ART or GAD Studio Elective		3
GenEd Breadth Course		3
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	Term Credit Hours	15
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	Total Credit Hours:	126

- 1 These 2 courses constitute the waiver for the GenEd Arts category if the courses are completed with a C- or better.
- 2 ART 2807 also fulfills the prerequisite to enter the Sculpture major; however it is only offered in Rome.
- 3 Students taking a WI course from the list of Tyler entrepreneurship courses may take a non-WI Art History elective.
- 4 Select two Drawing courses from the following: ART 2502/ART 2504, ART 2508/ART 3511, ART 2802/ART 3802, ART 3512, ART 3514/ART 3515/ART 3516/ART 4514, ART 3517/ART 3518/ART 4517/ART 4518, and ART 3011. Some courses have a sophomore level prerequisite. Check the course descriptions for more details.
- 5 Students completing a 3-credit Art History 2000+ elective must select a 4-credit open elective to reach the minimum 126 credits to earn the BFA degree.
- 6 These courses cannot fulfill both a requirement for the major and a requirement for this category.

**Please Note:** An approved study abroad program waives the GenEd Global/World Society (GG) requirement; however, these credits must be made up with academic coursework taken outside of Tyler departments to be in compliance with BFA accreditation. BFA majors interested in studying abroad should consult with an academic advisor to determine if a semester (generally spring semester of second year) or a summer program would be the best option to remain on track for graduation.