ART

TIME - BASED MEDIA  CERAMICS STUDIO ART
CERAMICS DIGITAL MEDIA  PHOTOGRAPHY
INTERACTIVE MEDIA  PRINTMAKING
PAINTING  FIGURE  DIGITAL + FORMS
DRAWING  PUBLIC ART  TEXT + MEDIA
PHOTOGRAPHIC & ARTIST’S BOOKS  SCULPTURE

Department of Art
FLORIDA STATE UNIVERSITY
BA & BFA STUDIO ART

The Department of Art offers two degrees in Studio Art (BA, BFA). Students are required to complete a focus area, which range from traditional media (sculpture*, drawing*, painting*, photography*, etc.) to new media (interactive*, time-based*, digital forms*, and text+media*).

We have expanded our digital media focus areas to incorporate classes on 3D printing, mechatronic art, interactive design, typography, virtual environments, print+media, animation, and more!

"Students seeking a graphic design degree will find that this art + design approach is much more forward thinking relative to the market."
- Carolyn Henne, Chair, FSU Department of Art

We are excited about bringing art and design students into the 21st century world of art-making.

FOUNDATION COURSES

ART1000 SUCCESS STRATEGIES
ART1201C 2D FOUNDATIONS
ART1203C 3D FOUNDATIONS
ART1300C DRAWING FOUNDATIONS
ART1602C DIGITAL FOUNDATIONS
ART2204C CONTEMPORARY ART FOUNDATIONS

TRANSFERABLE SKILLSETS OF AN ARTIST / DESIGNER

PROBLEM SOLVING
DATA ANALYSIS/ANALYTIC SKILLS
COLLABORATION
NONVERBAL COMMUNICATION
DECISION MAKING/ACCOUNTABILITY
CROSS-CULTURAL UNDERSTANDING

STORYTELLING
PERSEVERANCE
CULTIVATING IMAGINATION
BREAKING BARRIERS
ADAPTABILITY
SELF DIRECTION

CREATIVE THINKING
CRITICAL THINKING
SYNTHESIZING INFORMATION
OPEN MINDEDNESS
DESIGN/CODING/FABRICATION
CONCEPTUALIZATION

MISSION STATEMENT

The Department of Art at FSU is a research driven community of students and faculty dedicated to the dynamic interrelationship of ideas, processes and practices. By crossing geographical and disciplinary boundaries, we both discover and create new opportunities for practicing art and design. We cultivate critical, creative and compassionate thinking in an evolving global environment, developing and pursuing innovation while valuing our traditions. We foster a vibrant culture of creative problem-solvers, responsible both to themselves and to the needs of the larger communities to which they are connected. We celebrate the unique role that art and design play in the construction of culture and embrace our duty to advance and share the knowledge gained through our creative research.

More questions about our programs? Go to our website at ART.FSU.EDU or email us at art.fsu.edu/Contacts
DIGITAL + FORMS
This focus emphasizes the use of 3D modeling, CNC (computer numerical control) and rapid prototyping. Students explore digitizing physical objects/environments, manipulating them, and producing them physically.

INTERACTIVE MEDIA
This focus area centers on web-base and responsive artworks which give students a hybridized focus. Faculty have expertise in interface design, kinetics, physical computing, and programming.

TEXT + MEDIA
This focus examines text as both an embodiment of language and a pervasive element of our visual culture. Students focusing in this area will explore computational and information design methods, digital printing, and traditional image-making and printing techniques.

TIME-BASED MEDIA
Students will develop their own unique skill sets among 3D and 2D Animation, video art, motion graphics, stop-motion, or experimental processes through time-based screen arts and visual storytelling.

CERAMICS STUDIO ART
This focus area is an interdisciplinary approach to using clay in a studio art practice. Students learn traditional and contemporary approaches to using ceramics within the worlds of art and design.

CERAMICS & DIGITAL MEDIA
Students find their voice to experiment with both non-traditional methods along with the traditional processes of preparing mixing glazes and the variety of firing methods necessary to create innovative artwork.

PUBLIC ART & ARCHITECTURAL ART
FSU’s Public Art and Architectural Art Specialized Studies Program is for undergraduate art majors. If you are an FSU Art major and you have or will completed your Foundations requirements during the semester in which you apply, you are eligible to apply.

SCULPTURE
The student will learn to work with various tools and materials associated with making three-dimensional objects. They will also be introduced to other processes such as mold making and metal casting.

PHOTOGRAPHY
This focus embraces the use of both traditional and digital technologies, as a means of contemporary image making. Coursework includes both traditional analogue and digital imagemaking by providing a foundation in camera technique, photographic chemistry and printing.

PHOTeiOGRAPHIC AND ARTIST’S BOOKS
This focus area explores the contemporary artist book in photographic, printed, and structural book forms using skills from both photo and printmaking, with conceptual ideas like image sequencing, text and mixed media.

PRINTMAKING
This focus area explores contemporary printmaking (traditional & digital processes). Students will investigate themes like the multiple, matrix, color, layering, image making, sculptural transformation of paper, and digital technologies.

DRAWING
This focus area offers a fusion of the traditional and the experimental to create an approach to learning that allows students to push the boundaries of drawing. Some courses include installation, new technologies, and multiple media applications.

FIGURE
This focus area uses the nude figure as the focus of study. In the lower level courses there is an emphasize on observation-based representation, focusing on learning how to master the figure in both dry and then wet media techniques through historical examples and technical demonstrations.

PAINTING
This focus area embraces and encourages multiple philosophies and approaches to painting. We thrive under a strong commitment to experimentation and an open exchange of ideas. As a student, you will benefit from our diverse faculty of active, working artists.
EXAMPLES OF RECENT ART DOUBLE MAJORS/MINORS

ART + Art Ed (5 year program) — Art Teacher
ART + Art History — Gallery Director/Curator
ART + Biology — Medical Illustrator
ART + Business — Art Entrepreneur
ART + Chemistry — Art Restorer
ART + Communications — PR/Marketing
ART + Computer Science — Web Developer/App Designer
ART + Creative Writing — Illustrator/Book Artist
ART + English (Editing, Writing & Media) — Media Publishing
ART + Environmental Sciences — Green Designer
ART + Museum Studies — Museum Artisan/Museum Preparator
ART + Psychology — Art Therapy
ART + Retail Merchandising — Visual Director
ART + Theatre — Set Designer/Prop Fabricator

FSU ART ALUMNI CAREERS

Art graduates have found success in their fields across Florida and in New York, Chicago, Los Angeles, Washington D.C., Atlanta, Philadelphia, Miami, Austin, Seattle, and many more US cities! We even have alumni working in Prague (Czech Republic), Shenzhen (China), and Stockholm (Sweden)! Below is a list of some of their career titles:

3D Artist
Account Manager
Actor
Adjunct Instructor
Analytical Graphic Designer
Architect and Project Manager
Archives Program Associate
Art Educator
Arts Administrator
Assistant Producer
Assistant Professor, Painting
Assistant Professor, Photography
Associate Professor, Art Appreciation
Associate Professor, Drawing
Aquaponic Engineer
Behavioral Health Tech
Biomedical Communications Intern
Business Manager
Calligrapher
Chief Executive Artist
Client Advocate
Cofounder, Independent Business
Color Specialist
Communications Media
Conceptual Designer
Conceptual Photographer
Condominium General Manager
Coordinator of Volunteers
Copyright and Graphic Artist
Corporation Media Analyst
Creative Director
Creative Director, Book Company
Creative Director, Design Company
Creative Director, Fashion Company
Creative Professional
Creative Services Director
Creative/Multimedia Manager
CTP Operator
Curator of Modern and Contemporary Art
Database Administrator
Deputy Commissioner of Innovation
Designer
Designer and Award Winning Illustrator
Designer/Maker
Digital 3D Artist and Illustrator
Digital Ad Production
Director of Business Development
Director of Cultural Programs
Director of Digital Development
Director of Product Development
Director of Visual Design
Director, Art and Design
Director, Interactive Art
Director, Marketing
Director, Production Company
Distance Learning Coordinator
Environmental Administrator
Event Coordinator
Event Production, Studio Co.
Executive Producer, Marketing Co.
Executive Producer, Media Production Co.
Exhibition Design and Project Manager
Fabrication Manager, Catering Co.
Field Researcher/Artist
Founder, Design Firm
Freelance Illustrator and Designer
Front-End Web Designer/Developer
Government Operations Consultant
Graphic and Web Designer
Graphic Illustrator/Illustrator
Independent Filmmaker
Independent Fine Art Professional
Information Security Analyst
Installation Artist
Interactive Creative Director
Interactive Designer
Interactive Director and Digital Strategist
Interior Design
Intermediate Designer
Inventor, Artisan, Potter
Jewelry Maker
Lecturer
Live Chocolate Sculptor
Manager, Grower, Graphic Designer, Garden Designer
Manager, Marketing Co.
Marketing Project and Account Management Expert
Media Quality Manager
Multimedia Specialist
Museum Deputy Director
Owner and Developer
Owner, Ceramics Co.
Owner, Design Co.
Owner, Digital Media Co.
Owner, Freelancer
Owner, Gallery
Owner, Outdoor Adventure Co.
Owner, Photography Business
Owner, Publication Co.
Owner, Independent Contractor
Personal Vacation Manager
Photo Lab Tech
Pixel Artist/Animator, Photographer, Designer, Artist
President, Media Production Co.
Professor of Art History
Professor of Painting
Professor, Art and Design
Professor, Visual Art Computing
Professor, Web/Graphic Design
Project Manager
Public Art Consultant
Real Estate Professional
Registered Nurse
Researcher/Coder
Sales Consultant, Gallery
Scenic Artist
Scientific Graphic Coordinator
Sculptr
Senior Communication Analyst
Senior Designer, Marketing Co.
Senior Director of Corporate and Foundation Development
Senior Visual Designer
Social Media Assistant
Store Artist
UX Designer
UX Designer and ColdFusion Developer
Vice President, Pharmacy Corporation
Visual Artist
Watercolor Artist and Graphic Designer
Web Editor, Fashion Co.
Web Editor, New Outlet

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