

# BFA

## HANDBOOK

### 2023-2024

Department of Art  
Florida State University

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## Mission Statement

The Bachelor of Fine Arts (BFA) in Studio Art seeks to develop in students an informed personal vision, a high level of competence in technique, the ability to apply critical and reflective skills to their practice and their research, and the ability to make sound artistic decisions within the appropriate contextual and cultural arena. Students are allocated a personal studio to experiment and develop techniques and processes to create individual art practices. By the end of the program, students will demonstrate their technical, conceptual, and creative skills to produce and exhibit innovative and effective bodies of artwork in their media focus areas. This is an excellent choice for students who want to have a career as an artist.

This 120-credit hour limited access program offers students an intensive studio art environment, theoretical knowledge, and professional skills. The BFA degree in studio art requires that at least 65 percent, or two-thirds, of the total course credit for the degree be taken in the creation of and study of art and design and that it is supported by general research in the liberal arts. The BFA degree also requires the completion of two focus areas.

Our unique program offers specialized coursework, 24/7 access to art studios at The Carnaghi Arts Building (CAB), opportunities for a gallery exhibition in the BFA-run Phyllis Straus Gallery, faculty review of artworks, and access to the Lightbox, a photographic lighting studio, and BFA computer labs. Additionally, graduating BFA seniors submit upon acceptance to exhibit their thesis work at one of Florida State University's galleries. Our BFA shares FSU's mission as a research university cultivating excellence through creative scholarship and innovation in the arts.

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# BFA Studio Regulations

A nurturing community is a vital part of one's experience in the FSU's BFA program. Much of what you will learn will be from one another. It is important to respect the spaces and needs of others. In this spirit, please follow these important rules to maintain the most positive and creative work environment possible.

## BFA Mandatory Orientation

Each semester there will be meetings for all new and continuing students in the BFA program. These meetings are important to inform the BFAs of any new rules regarding the studio space and are a way to maintain community. To receive or continue to keep a studio, attendance at these meetings is MANDATORY. Incoming students are required to attend upon completion of foundations coursework and when they enroll in BFA Fundamentals. During the meeting(s), the following topics will be covered:

- Introductions
- Orientation for new students
- Overview of the handbook
- Health & Safety
- CAB studio building rules & consequences
- Mandatory CAB clean-up days
- BFA and University rules
- Complaints and Suggestions
- Community at CAB

**Failure to attend or make other arrangements with the director PRIOR to the event will put the student in jeopardy of probationary status and possible loss of studio privileges.**

## Studio Assignments & Usage

Studios are available only to BFA students who are enrolled at FSU and attending studio art classes and are in good standing. All BFA's are required to complete FSU's Foundations courses, or their equivalent, before or during the same semester enrolling in 3212 BFA Fundamentals, which grants you a studio. Studios are assigned based on need, merit, and seniority in the program. Students with studios are required to sign and submit a studio contract at the beginning of each semester.

Being in the BFA program does not guarantee a studio. Once studios are assigned, location changes may not be made without permission from the BFA Director. Having a studio at the CAB facility is a privilege and should be treated as such. To help maintain a functioning environment conducive to art making, students are required to follow all CAB studio rules and keep their studios well maintained and in frequent usage.

Students who are not in good standing or are on probation will be required to vacate their studio spaces. Students who are found to have willfully damaged or destroyed facilities or other student's artwork will be removed from the CAB studio building immediately and will be prosecuted under the allowances of the law and according to the FSU Student Rights and Responsibilities guidelines. The BFA Director will determine if and when under-utilized studios may be reallocated.

While working at CAB students, should not wander beyond their given space. Classroom and shops for MFA studio art students as well as Theatre and Interior Design are housed at CAB and are off limits to BFAs unless otherwise given permission.

- A studio contract must be signed by each studio holder. By signing the studio contract, BFA students agree to abide by the studio rules.
- Representatives of the FSU Department of Art need to be able to communicate with BFA studio holders. You should check your FSU email at least once per day. If information has been emailed out, you are responsible for knowing it and responding when requested.
- The BFA studios at CAB are **accessible 24 hours a day, 7 days a week.**
  - In case of emergencies such as hurricanes, studio access can be limited or suspended.
- All persons must enter and exit via the main door.
- Failure to comply with BFA Studio Regulations and rules can result in loss of studio space and access to CAB. **Studio space is a privilege, not a right.**
- Mandatory CAB clean-up days are set aside for ALL BFA's to work as a cohort to clean commons spaces and complete tasks related to these areas. These tasks will be assigned by the BFA Director and BFA Studio Manager. Failure to show up or complete clean-up duties will result in losing eligibility for awards of any kind (departmental and internal). **This is MANDATORY and MUST be attended- no exceptions.**

## Doors at CAB

- Front Entrance Door: Everyone who enters the building will be entering through the front entrance door. To exit the building, please use the doors across the hall from the MFA metal shop to correctly follow COVID-19 safety protocols.
  - If you are holding the door for someone who is also approaching the main entrance door, they still need to swipe in behind you. Swiping your card helps the university keep track of who is in the building during what times. This is a safety issue. If someone is holding the door for you, please be sure to swipe before entering.

- Doors into pods: Doors leading into and out of the individual pods **MUST** stay closed. These are fire doors and meant to protect these spaces from flames. They cannot do their jobs if they are left open.

### Individual Studio Upkeep

The BFA Director and/or the BFA Studio Manager will inspect the CAB studios regularly for facility compliance. Those failing to meet compliance need to bring their studios back into compliance or risk eviction from their studio.

Additionally,

- Studios are to be received and turned over in pristine condition. **Failure to leave the studio properly will result in a hold on your account.**
- There should be sufficient space to move in and out of the studio spaces easily.
- Openings of studios cannot be blocked but a curtain is recommended. Safety regulations require a minimum of 3 feet of egress to move into and out of a space.
- Nothing should be affixed to the tops of studio walls nor there be a ceiling or partial ceiling. In a shared studio environment, this represents a safety hazard.
- Students should avoid dangerous chemical or electrical hazards. Overhead extension cords or extension cords on the floor must be unplugged and rolled up when not in use. “Drop” extension cords (those hanging) must be the “outdoor” type cords with thicker insulation. Additionally, these should be securely anchored and cannot be left hanging unsupported.
- **Studios are provided for current production of art. Using studios for storage, sleeping or residential space is not permitted.**
- Students should maintain their studios as a temporary space that is provided on a per-semester basis.
- Students using the space improperly will be evicted immediately.

### General Studio Rules

- Working in CAB shared areas and hallways are permitted, but all items, supplies, artwork, and furniture, should be returned to your studio when you leave.
- Common work areas in each pod are for active projects. Use will be negotiated amongst studio holders in each pod. If conflict arises, the BFA Director should be contacted.
- During reviews, the BFA Director will prioritize use of the common spaces by the special needs of students who cannot properly exhibit the work they have produced in their assigned studio space. Any student who feels their studio

will not be adequate to present their work during a major review must sign up for use of one of these common spaces by the deadline scheduled by the Director.

- Students are provided access to CAB in order to work in their studio space and common work areas in each pod only. No student may work in, borrow from, or enter another's space without express permission. Any student who violates another student's artwork will be evicted from the program immediately.
- Work that compromises the safety of others or the integrity of other's work is not allowed within the confines of CAB. This includes, but is not limited to spray painting, sanding, mixing cement, etc. These activities must be done outside.
- Hazardous Waste/Solvents/Chemicals:

**ABSOLUTELY NO** solvents, chemicals or powders (such as plaster, stucco, and paint solvents) are to be put into the sink or toilet.

If you have electronic waste to get rid of, please contact your studio manager to find options to dispose; electronics cannot be thrown in the dumpster.

Proper storage of flammable materials requires them to be stored in flame proof lockers located throughout the CAB BFA studios. No brushes should be left in open containers of solvent!

Waste materials and hazardous waste must be disposed of properly. If in doubt about disposal, contact the BFA Director or Safety Officer (put in a request for help at <http://help.cvatd.fsu.edu> under help topic "facilities"). Note the marked hazardous waste containers for specific materials, barrels for paint chemicals. No toxic materials can be used in the air-conditioned studio and lab spaces. No hazardous materials (i.e. gas, tar, etc.) may be stored in CAB except in approved metal cabinets.

- Any power tools beyond small hand-held equipment are not allowed in the BFA studios. Larger wood and metal work is to be done in the Fine Arts Building shops and not at CAB.
- **BFA students are not permitted to use the MFA metal, wood, and ceramics shops at CAB.** These are for MFA student use only. If a BFA student is found to be using any shops or tools from the shops, studio privileges will be revoked. If

any MFA is found to have given a non-MFA access to any of these shops or tools, the MFA student's studio privileges will be revoked. **BFA students are welcome to use the CAB LightBox, as well as FAB Sculpture and Ceramics facilities, and FABLab. Students are allowed to request appointments with facilities staff to use equipment in those facilities. (labs.art.fus.edu)**

- All regular maintenance issues need to be reported to the BFA studio manager. All studio holders are responsible for keeping the facilities manager up to date on studio condition and needs.
- Music must be played quietly so that it does not disturb others. Earphones are suggested for most situations. If someone asks you to turn it down, please do so. If music becomes an issue that cannot be self-regulated, warnings then penalties will be given to repeat offenders.
- Food cannot be unsealed or prepared in the CAB studios. Students, who bring food to CAB, must consume it and throw away any leftovers or scraps in a facility trash can or outdoor dumpster/trashcan.
- Absolutely NO refrigerators, the BFA lounge has a mini fridge that is maintained by studio residents and available
- Absolutely NO smoking is permitted inside of CAB.
- Absolutely NO weapons, alcohol, drugs or contraband are allowed in CAB at any time. This includes openings. Students found drinking in CAB will lose studio privileges. Pets and children are not permitted in the CAB studios.

## Understanding Hazardous Materials in the Arts:

### Housekeeping and General Precautions

**Per the Facilities Officer, these are regulations and procedures that must be followed to be in compliance with state officials (such as the fire marshal). If these rules are not followed, not only will you lose access to the building, but the department will lose this.**

Housekeeping means more than simply being clean. This concept also deals with the organization of your workspace, tools, materials, and your mental mise en place. The following guidelines will help you set up a safe place to work.

1. Keep your art studio (or workspace) separate from your living area as possible. This doesn't mean that you cannot have a workspace in your home, but it is very important to keep the two spaces separate and to treat your workspace like a shop.
2. Do not eat or drink in your studio. Failure to appropriately wash up prior to consuming anything provides an easy route to chemical contamination via ingestion.

Open bottles or cups can also collect hazardous dusts that will be ingested when drank.

3. Keep your work clothes separate from everyday wear. Change when you are done working and wash these clothes separately.
4. Keep the floors clear and clean, ensure there are not tripping hazards present in your workspace; keep all tools and equipment organized. Always be knolling.
5. Have a fire extinguisher on hand that is suited to the materials you are using. Check it regularly, and have it recharged if you have to use it (even if it is only partly emptied).
6. Keep cleaning supplies on hand; attend to spills immediately, even if they are small.
  - a. Activated charcoal, diatomaceous earth, and deodorant-free kitty litter can be used to contain flammable spills.
7. Minimize the space where hazardous materials will be used.
8. Read the labels on your materials and the MSDS/SDS. This is the best way to

get an idea of the chemical's toxicity, its acute and long-term health effects, instructions on how to safely work with it, and clean up procedures in the event of a spill.

- a. Due to the volatile nature of most solvents you need to know how to deal with them before an accident occurs. If a large volume of a highly volatile solvent spills you will have a matter of seconds to choose your reaction.
  - b. Substitute safer materials whenever possible
    - i. Water based products tend to be safer than solvent based
    - ii. Try to choose products that do not create dusts or mists
    - iii. With solvents it is not always easy to figure out which is the safest to use, when confused, seek the advice of a professional.
8. Do not use materials in unintended ways. The statements about a product's safety and toxicity are only valid when used as directed by the manufacturer. Crayola Crayons are non-toxic; if you melt them, they off gas and produce toxic fumes. There are big differences between industrial grade paints, consumer grade paints, and body paints.
9. Work with the smallest amount of a chemical as you can at any given point. This will reduce the likelihood of a spill and minimize the severity of any accident that may happen.
  - a. If a small amount of the chemical is left at the end of the workday, cannot be returned to the original bottle, and you want to keep it; it must be stored in an appropriate container, be labeled with the contents, and have any warnings from the original container transcribed onto the new one. This is referred to as "Hazard Communication."
10. Do not store hazardous materials in containers that are commonly used for food or drinks (E.G. Mason Jars). This creates unnecessary danger for you and anyone else in your studio.
11. Make sure you have adequate ventilation. This is a very hard thing for the layperson to quantify; the average person doesn't have access to a sniffer or the education to truly understand TLV's. The baseline definition of "adequate ventilation" is clean air.

flowing towards the artist with contaminated air flowing away. This requires a source of fresh air, and a way to evacuate the contaminated air. In general, if you are able to smell the solvent you are working with the ventilation is inadequate.

12. Avoid using solvents to clean your skin.
13. Do not hold brushes or tools in your mouth; don't point brushes with your lips. Any guesses as to why?

**National Poison Control Center Hotline is 1-800-222-1222. They can answer questions about chemical exposure.**

### **Storage of Chemicals and Flammable Materials**

1. Store flammable or combustible solvents in an OSHA approved fireproof cabinet. Keep the cabinet closed and vent it if required by local codes.
2. Rags that are soaked with drying oils, solvents, stains, etc can spontaneously combust. Rags should be stored in a container that does not allow air in or vapors out. There are OSHA approved containers available.
3. Do not store your flammable materials in any lanes of egress.
4. Keep a dry chemical or CO2 fire extinguisher nearby.
5. Keep the labels on your materials clean and readable.
  - a. If you store a small amount of a chemical in a different container transcribe all the information onto the new container
6. Keep your chemicals out of direct sunlight.
7. Store reactive chemicals separately
8. Do not work with or store chemicals you are not prepared to deal with in the event of a spill.

### **Disposal of solvents and other hazardous materials**

1. Every state and county will have regulations that govern the disposal of hazardous materials. Make sure you know the local laws before you pour or throw hazardous materials out.
2. At FSU we have collection areas in each lab that are serviced by Environmental Health and Safety
3. Allow gules and cements to dry before throwing them away.
4. Many localities have programs for residential disposal of hazardous waste.

If you have any questions, please reach out to our Facilities Officer, Nicholas Parparian ([nparparian@fsu.edu](mailto:nparparian@fsu.edu) / 772-913-1629).

## **Notice of Violation**

**If you violate any of the guidelines in the section BFA Studio Regulations and all of its subsections (BFA Mandatory Orientation, Studio Assignments & Usage, Doors at CAB, Individual Studio Upkeep, General Studio Rules, and Understanding Hazardous Materials in the Arts) you will be given one (1) official notice to bring your studio within regulation. If things are not corrected within 24 hours, you will be escorted off of the property and NOT asked back, unless you have broken a law in which case, the correct authorities will be notified.**

## **Studio Move Out**

By the Sunday following final exams, graduating students must have their studios cleared out and returned to pristine condition. The studio manager will send a reminder to student about their upcoming move out date and provide the materials required to restore the studio. All walls and floors must be painted back to white and gray and all belongs must be removed from CAB. The deadline for clean-up is strict; students will lose access to CAB at the end of the semester and are expected to move out before then. Students may contact the Studio Manager for assistance.

## **CAB Resources**

### **Computer Lab**

The BFA computer lab at CAB is available during studio hours. This computer lab is intended to support BFA student art-making processes. The lab is not intended for outside work or general use computing. Software is limited in this computer lab. It is intended that students will augment computing needs by using computers labs at FAB or other FSU computer labs. Any documents stored on lab computers are saved at the student's own risk. Please provide your own storage device. The department requires all students to have their own laptops. (Please see <http://art.fsu.edu/Undergraduate/Computer-Requirement> for details.)

### **Phyllis Straus Gallery and BFA Installation Room**

Student use of the gallery is limited to two uses: organized events and exhibitions. Any exhibitions or events must be in coordination with the Gallery Director and the BFA Director. Work must be removed, and gallery must be returned to its original state within two days of the 13 exhibition/event. Please contact the Gallery Director to suggest events, or volunteer to help with events.

**Photographing artwork:** Students may check out the gallery for single day use only in order to photograph artwork or look at it in a clean environment. Students must obtain permission from the BFA Director or the Gallery Director to avoid schedule conflicts.



The gallery is an excellent space to create installations; however, students may not paint or adhere permanent or semi-permanent elements to the floor. Any materials adhered to the wall must be removed completely and walls must be returned to white. Painting or applying other materials to the gallery walls must be approved prior to application.

The BFA Installation Room may be checked out for up to 2 weeks at a time. Students must plan to use this space as the check-out calendar fills up quickly. Students may use a project room in any way they like during their scheduled use; however, the space must be returned or restored to its original state.

### **BFA-MFA Sound Recording and Video Editing Suite**

This facility is available to all BFAs and MFAs on a shared basis. In times of busy usage, time may be scheduled on the calendar for the facility. Problems with equipment can be submitted via the Help Request Form (<http://help.cvatd.fsu.edu>) Students are required to use their own external hard drives for data storage while working with this equipment. Any data stored on BFA computers will be deleted at the end of each semester.

### **Lightbox**

This photographic studio is for BFA and MFA usage only and is equipped with lighting equipment for photographic or video documentation. BFA's who reserve studio time are financially responsible for the proper usage of the equipment and facility. Students who misuse the space will automatically lose all future access. On occasion, the staff of Lightbox will hold evening workshops teaching skills such as Artwork Documentation, Strobe Lighting, etc. Equipment checked out for usage **MUST STAY** in Lightbox, unless prior arrangements are made in writing with the approval of the Photography Lab Manager **and** the Area Head of Photography. **DURING COVID-19, THIS RESOURCE IS SUSPENDED AND WILL RETURN WHEN THINGS BECOME COMMUNICABLE, AGAIN.**

## **Program Overview**

**The Bachelor of Fine Arts (BFA) at Florida State** is a 120-credit hour limited access program that offers students an intensive studio art environment, theoretical knowledge and professional skills. Our unique program offers specialized coursework that focuses on professional practice for a career in the arts. The BFA shares FSU's mission as a research university cultivating excellence through creative scholarship and innovation in the arts. 24/7 access to art studios at The Carnaghi Arts Building (CAB), opportunities for gallery exhibition in the BFA-run Phyllis Straus Gallery, faculty review of artwork

and access to the Lightbox a photographic lighting studio and BFA computer lab. Additionally, graduating BFA seniors submit upon acceptance to exhibit their thesis work at Florida State University's **Museum of Fine Arts**.

### **When do you get your studio at CAB?**

The assignment of your studio comes with your enrollment of BFA Fundamentals (ART3212). You may enroll in ART3212 only by meeting with your advisor, June Dollar. You are eligible to enroll in 3212 after you have completed 60 hours of coursework and the completed of all Foundations courses including Success Strategies. Students are encouraged to begin this required coursework (ART 3212, ART4801, ART4970) when they are four semesters from graduation. Students must spend at least three semesters in the BFA studio program. Summer does not count as one of the semesters.

### **E-mail Communications**

it is important BFA students check their FSU email at least every 24 hours. Official Program communication predominantly takes place via email, as maintained by the departmental listserv. BFA students are responsible for information regarding program changes, health and safety, and other important and timely notifications communicated to them through their FSU email accounts. All dates for the BFA regarding mandatory reviews, advancement, studio clean up, etc. will be posted on the BFA Canvas calendar in addition to email reminders. If you find yourself not receiving emails from the FSU BFAlist then please contact your BFA Director as soon as possible.

## **Program Requirements**

To receive a degree in BFA Studio Art, students must successfully complete 120 credit hours.

The 120 credit hours will be divided between:

- **16** credit hours in Foundations
- **36** credit hours in liberal studies
- **51** credit hours of studio art courses including completion of one focus area. The completion of a second focus area is encouraged. Students must declare their focus area by the time they reach 90 credit hours. **Part of your credit hours in studio art are 7 studio hours of BFA coursework.**
- **12** credit hours of art history
- **5** credit hours (at least) in electives

Students admitted to the BFA program are exempt from the FSU foreign language requirement. Department of Art Academic Advisors can provide additional guidance with entrance and degree requirements.

## Coursework

### SAMPLE SCHEDULE

Term 1	hrs
ENC1101 Freshman Composition	3
GE Core Social Science	3
1st GE Core Mathematics	3
ART1300C Drawing Foundations	3
ART1201C Two-Dimensional Foundations	3
ART1000 * Success Strategies in Art and Design	1

Term 2	hrs
ENC2135 Research, Genre, and Context	3
2nd GE Mathematics or Statistics	3
ART1203 Three-Dimensional Foundations	3
ART2204C Contemporary Art Foundations or ART2003C Contemporary Art Scholarship and Practice	3
ART1602C Digital Foundations (meets computer competency)	3

Term 3	hrs
GE History	3
Studio Art Course	3
Art History Course	3
GE Core Natural Science with Lab	4

Milestones 1
Complete ENC1101 ( ≥ C minus )

Milestones 2
Complete ENC2135 ( ≥ C minus )
Complete 1st GE Mathematics course ( ≥ C minus )

Milestones 3
Complete 2nd GE Mathematics or Statistics course ( ≥ C minus )
Complete two (2) ART Foundation courses

Term 4	hrs
Studio Art Course	3
Studio Art Course	3
Oral Communication Competency	3
GE Ethics	3
Art History Course	3

Term 5	hrs
GE Natural Science	3
Art History	3
Studio Art Course	3
Media Workshop	3
Art	3
<b>ART 3212 BFA FUNDAMENTALS</b>	<b>1</b>

Term 6	hrs
Art History	3
Media or Advanced Workshop	3
GE Social Science	3
Studio Media Concentration	3
<b>Art</b>	<b>3</b>

Milestones 4
Complete four (4) ART Foundation courses

Milestones 5
Complete all ART Foundation courses
Complete ARH2050/3056 or ARH2051/3057
Civic Literacy requirement

## STUDIO ACCESS AT CAB BEGINS

Milestones 6
Complete Both ARH2050 and ARH2051 OR ARH3056 and ARH3057

If you were to take four studio courses, this would be the semester it is suggested you do this.

Term 7	hrs
Studio Media Concentration	3
Advanced Workshop	3
Additional Humanities or Art	3
Elective or Art	3
<b>ART 4801 BFA ALL MEDIA CRIT</b>	3

Term 8	hrs
<b>ART 4970 BFA THESIS</b>	3
Additional Humanities or Advanced Workshop	3
Additional Humanities or Advanced Workshop	3
Elective or Advanced Art Workshop	1-3
Elective or Advanced Art Workshop	1-3

Milestones 7
Complete Pre-Graduation Check

**\*THIS IS THE SEMESTER OF ADVANCEMENT**

**It is not recommended that you take more than three studio courses your Advancing semester (unless you are doing Honors in the Major).**

Milestones 8
Apply for graduation in 1st two weeks
Graduation Exhibition

**\*It is suggested you take courses that focus on thesis work. It is suggested that you take no more than three studio courses.**

**Specific coursework for the BFA are as follows:**

**ART 3212 BFA Fundamentals**

(One credit, not repeatable, pass/fail course). This course serves as the supervision for the incoming BFA's. Classes will focus on critiques, working towards an incoming BFA Students' Exhibition in the Phyllis Straus Gallery, and creation of an extensive research binder. Students develop habits to work towards becoming art professionals with a studio practice and generate art that is based on research. In addition, this class will introduce students to the resources for BFA and art department students as well as provide required trainings. ***This class should be taken on completion of foundations coursework.*** This course is a pre-requisite for All Media Critique. You must pass this course or you will be asked to join the BA program and leave the BFA.

**"All Media Critique" *BFA AMC ART 4801 -000***

**ART 4801 BFA ALL MEDIA CRIT (AMC) (three credits, repeatable):** Through critiques of visual and written work, this course is structured to provide analysis of the individual student's artistic progress. This class is meant to

prepare students who are advancing and be a mode for students to further develop studio practice. Students will develop writing about their work and the instructor will facilitate discussions of assigned readings. Students not advancing must be prepared to work towards and exhibition instead of advancement. ***This class fulfills the upper division writing requirement. This class is mandatory for students who are advancing and optional for all other BFAs who have completed fundamentals.***

\*All Media Critique is a pre-requisite for Thesis. This course may be repeated without the writing requirement and serves only as a critique based course.

### **ART 4970 BFA THESIS**

This class assists BFA art students in their BFA thesis exhibition by preparing them to develop and exhibit their work. Students will learn how to display a body of work and professional skills relating to museum exhibition. Ancillary elements of exhibiting include the following: installation plans, communication with the gallery, museum, or venue where exhibiting, photo documentation, written statement, artist talk, and show advertisement, among others.

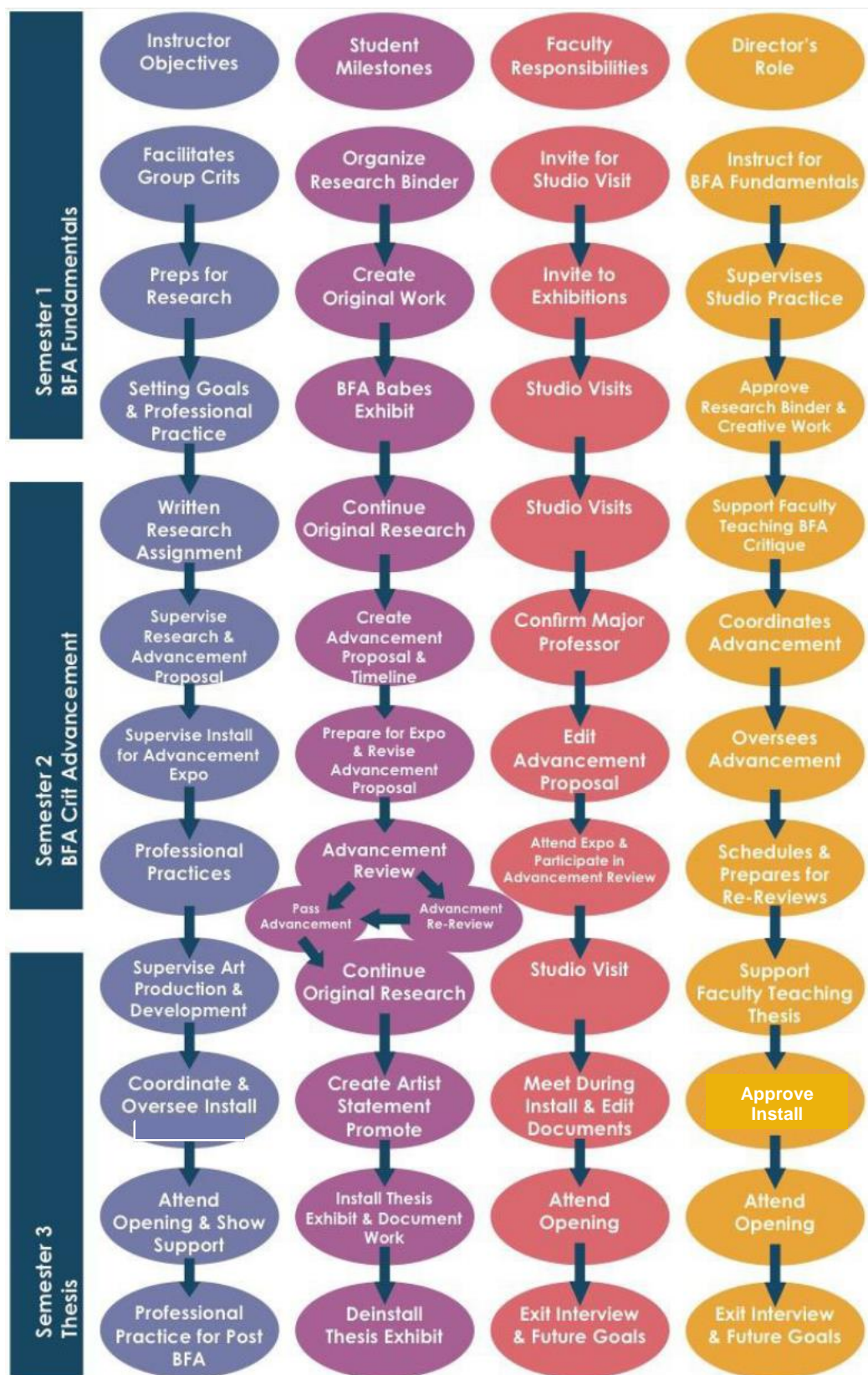
### **Academic Performance and Retention**

The Department of Art reserves the right to discontinue enrollment of art major students at any time if satisfactory academic progress is not being made. Students who have accumulated three unsatisfactory grades (U, F, D–, D, D+) in art courses taken for college credit at Florida State University or elsewhere will not be permitted to continue, be readmitted, or graduate with a major in studio art. Courses in which a grade below the minimum is received may only be repeated once. Repeated courses designated as non-repeatable (such as foundations courses) will not be counted toward overall credit hours per University requirements. BFA students must maintain a minimum cumulative GPA of 2.5 and a 3.0 in studio art and design classes. If a BFA student falls below these standards, s/he is placed on departmental probation for the following semester. If the student's course grade or GPA remains below the minimum standards at the end of the probationary semester, s/he is will not be permitted to continue in the Department of Art. The Department of Art retains the right to refuse admission or terminate enrollment at any time if a student fails to maintain the standards of the program.

If a student causes serious concern for advising, the BFA Manager, the Director of the BFA, the Chair, facilities, or the Dean, you may be asked to leave the BFA program and return to the BA Major. Examples of concern include but are not limited to: using your studio or CAB for purposes that are not supported by the curriculum, being a danger to yourself or others, violating the high level of conduct towards other which include students/staff/faculty, repeatedly failing to meet with advising, achieving a GPA lower than 2.5, ceasing to participate in coursework, or enrolling in under 12 credit hours for repeated semesters.



This flow chart is a visual layout of how the BFA program's curriculum is coordinated:



# BFA Program Highlights

## **Carnaghi Arts Building (2214 Bellevue Way)**

The Carnaghi arts building (CAB) is an offsite FSU building which houses studios for the BFA, MFA, and professors. In addition, CAB has offices, classrooms and workspaces for Interior design and Theatre. As a BFA student, you will be eligible for a studio at this building and will have 24/7 access to this space. The BFA studios are composed of three different pods that are divided into 45 total studio spaces. There is an install space and communal spaces that can be used. The BFA computer lab has Mac computers and a printer, as well as some other devices such as a light table and a Wacom tablet. This building is also the location of the Phyllis Straus Gallery, the BFA run gallery. Mandatory reviews, advancement, and Critique classes are all held at this location.

## **Phyllis Straus Gallery**

The Phyllis Straus Gallery is a BFA run art gallery with rotating Co-Directors. The art gallery is a site for installation for the BFA as well as hosting student curated shows of BFA, BA, and community artwork. Co-Directors work together to promote, curate, art handle, and manage the gallery. The Phyllis Straus Gallery is the host for BFA academic events such as reviews. The responsibility of the Co-Directors is to maintain the space and provide support to the BFA program by assisting students with installation and teaching professional skills. To become a Co-Director, you must work with and shadow a current Phyllis Straus Gallery Co-Director for at least one semester. During one's thesis semester, you are HIGHLY ENCOURAGED to step down from a Co-Director position to focus on your work.

## **Studio Visits**

Studio Visits are the first opportunity in the semester for BFA students and studio faculty members to meet and establish an informal working dialog. These are particularly important for faculty and students who may not know each other or those who have not recently had an opportunity to talk to each other about new work, ideas and/or plans. These visits are an informal dialogue about ideas, sketchbooks, proposals, works in progress, materials, methods, influences, etc. This opportunity can be invaluable in terms of realizing the full potential of the resources of the department and identifying a major professor. Each student is encouraged to seek out faculty members they may not know personally or have not seen lately to engage them in discussions about their work. Faculty members may be contacted via email and generally welcome appointments



with students. **Students who are advancing are required to seek out studio visits in order to choose a Major Professor, who will aid the student and provide feedback during the development of their Thesis project.**

### **Mandatory Walkthroughs**

Mandatory Walkthroughs are held once a semester at the CAB for students who have completed BFA Fundamentals or are currently enrolled. Students are required to come to CAB to work in their studios if they have them or work in the common areas. Professors will walk around and provide feedback to students during this time. Students should be ready to show recent work, ideas, and writings; these interactions can function like studio visits and is an opportunity for students to make connections with Faculty. Walkthroughs are not graded, but participation is required.

### **Mandatory Reviews**

All students who are not advancing or in their Thesis semester are required to participate in mandatory reviews. A committee of rotating Faculty will come evaluate your work, offering feedback. Be prepared to speak and answer questions about your work, provide artists, and statements. Student should be ready to show classwork and work outside of class, as well as experiments, and works in progress. At this time, students who have personal studios are also evaluated for use by professors. Failure to attend Mandatory Reviews and communicate with the Director will result in the loss of studio use and when necessary removal from the BFA program.

### **Advancement Reviews**

The semester before their graduating show, students create a proposal of their thesis exhibition and present it before a committee of professors consisting of their Major Professor and rotating faculty. This is considered an application to graduate from the BFA Program and a student must pass their review in order to be eligible to show in the museum. The purpose of the Advancement Review is for the student to organize their thoughts and goals towards the thesis exhibition. The student should use the Review to show faculty that they have done the necessary research and built the required skills needed for the fulfillment of their thesis exhibition. Students should be prepared to show ideas, research, process, experiments, and related artworks that clearly indicate to the committee that the student is prepared to create a thesis artwork that meets the expectations of the program in concept development and craftsmanship. Installation/Gallery sketches and draft artist statements regarding the thesis project are expected.

The professor who teaches All Media Critique is there to assist students in preparing their advancement materials and should be used as a resource alongside a student's Major Professor.

A Major Professor is the full-time faculty head of a BFA student's thesis project. A Major Professor must be chosen during a student's advancement semester. Students are encouraged to ask professors for studio visits frequently in order to figure out who they want to head their Thesis project. It is highly recommended that a student has 3 studio visits before they make their decision.

### **Prior to the Review:**

Advancing students should secure their major professor by the fourth week of the semester following a studio visit by that professor. Prior to the Advancement Review, both your major professor and the instructor for the BFA All Media Critique course should be consulted regarding the work to be presented. The All Media Critique course is in place to groom the student for this process. The major professor must sign the Advancement Review Form. The review is not considered complete until a major professor has accepted the student and signed the form, indicating that they will work with them through their Graduation Exhibition.

Following an advancement review, the faculty committee will ask the student to step out and they will discuss and assess the student's progress privately. The student will be informed that same day by their Major Professor about their observations and make a recommendation for Advancement or Re-review.

### **Successful Advancement Review**

When Advancement is successful, the candidate is expected to begin developing work for their BFA Thesis Project. The selected major professor will supervise this work as needed in addition to the faculty member teaching the Thesis Project and Exhibition class. It is the responsibility of the student candidate to meet all required deadlines for graduation and the exhibition must be adhered to and are the responsibility of the candidate. Failure to meet requirements and deadlines could result in a postponed graduation date. After passing the Advancement Review, all BFA students are required to enroll in the "Thesis Project and Exhibition" course during their graduating semester. This course will provide the student with a wealth of necessary information as well as provide them with time to create work for the exhibition or thesis project.

### **Unsatisfactory Advancement Reviews and Re-reviews**

An unsatisfactory Advancement Review indicates that the student failed to demonstrate the quality independent studio research and productivity necessary for a successful Thesis exhibition. Students who receive an unsatisfactory Advancement Review must first pass a Re-review before they can advance to Thesis and Graduation. If a student receives an unsatisfactory Advancement Review, it is up to the student to adequately prepare for the re-review with their committee. A single date for re-reviews will be scheduled early in the next term. Re-reviews are not available for summer graduations.

If students do not pass their advancement re-review, they are not able to participate in the museum thesis exhibition. Alternately, a student may find an outside venue for their thesis exhibition. The venue must be approved by both the student's major professor and the BFA Director.

De-installation follows the end of the Advancement Reviews. A lack of timely de-installation will result in a lower grade in the BFA All-Media Critique course.

### **Graduation Exhibition**

After successfully passing the Advancement Review, a student is eligible to participate in the graduation exhibition. Mandatory meetings, deadlines, and rules for graduating BFA students are handled within the BFA Thesis Project and Exhibition class. The BFA Director will coordinate with BFA Thesis Project and Exhibition instructors on exhibitions and promotion of graduation exhibitions. In addition to the Graduation Exhibition, students in their last semester of the program must prepare an artist statement about their graduation work and submit it to the BFA Director prior to their graduation exhibition. This is done in conjunction with the "Thesis Project and Exhibition" course and in consultation with the Major Professor.

#### **Advice for Graduating Seniors:**

- Do not wait to take Speech until your senior year.
- As BFA, you meet with June every semester to make sure that you are on track for graduation.
- Plan ahead, your last semester should be focused on your thesis work. You can double up and take BFA AMC again, or consider taking a class with your mentor, and/or taking classes where you can work on your thesis.
- You should not be taking any more than three studio courses a semester and it's not a good idea to save studio courses to the last. 4 is really hard. 5 is insane. Stay on track folks.
- Your final semester, plan to consolidate your effort and your classes. Do not take random studio courses that take your time away from thesis. Do take crit again if you need more time. Try not to work a job if you can.
- IF you are graduating, make sure you apply for graduation by the second week of classes. <https://sc.my.fsu.edu/students/how/apply-graduate>
- Also, if you need equipment for your thesis show, you may want to request this early in the semester, especially in spring or it will all be checking out.

# Department and College Resources

## VISITING ARTIST LECTURES

The Department of Art and the Museum of Fine Arts host many lectures each year from renowned artists from around the globe.

For a listing of past and upcoming talks, visit:

<https://art.fsu.edu/events/visiting-artists/>

## RESEARCH SUPPORT

### Your Fine Arts Research Librarian

Leah Sherman serves as the library liaison for all departments within the College of Fine Arts as well as the FSU Museum of Fine Arts, The Ringling Museum, and the FSU Master Craftsman Studio. Leah's work includes outreach, instruction, and research consultations with Fine Art students and faculty researchers. She is also responsible for developing and managing the Fine Art general collection of library resources.

### Leah Sherman

Visual & Performing Arts Librarian

Florida State University Libraries

116 Honors Way

[LRSherman@fsu.edu](mailto:LRSherman@fsu.edu)

Library research guides can be found here: <http://guides.lib.fsu.edu/arts>

## EXHIBITION SPACES

### Museum of Fine Arts (MoFA)

[MoFA](#) connects Florida State University and the broader community to the arts. In addition to maintaining a permanent collection of over 6000 objects, MoFA presents exhibitions of historical and contemporary art works that contribute meaningfully to the scholarship and conversations that sustain the civic and intellectual life of our campus, city, and region.

### WJB Gallery

The [WJB Gallery](#) is an 1100-square-foot exhibition space shared and managed by the departments of the College of Fine Arts. The glass-walled gallery stretches the length of the central five-story atrium in the Johnston Building, providing rich natural lighting and secure but vivid public exposure for exhibitions.

### Working Method Contemporary

[Working Method Contemporary \(WMC\)](#) is the dedicated gallery space for MFA students at Florida State University. Located in the Carnaghi Arts Building, Working Method operates as an alternative, non-traditional space dedicated to showing recent works, as well as collaborations, by students currently enrolled in the program.

### Phyllis Straus Gallery

[The Phyllis Straus Gallery](#) is a space for students to engage in the making of visual cultures, innovations, experimentation, and expression through exhibitions and events in contemporary art. Through juried and group exhibitions — as well as solo student showcasings made by appointment — students are given the opportunity to submit their work for potential selection for upcoming shows.

# Resources for Mental, Physical, and Emotional Well-Being

The following resource list highlights some excellent (and *free*!) resources available to you. These resources are meant to help you take care of your mental, physical, and emotional well-being, as well as help you to continue to surround yourself with positive friends and colleagues in supportive spaces. As well, please reach out to your faculty and advisors as resources as well. We are all here to help and support you.

## [FSU Healthy Campus](#)

Florida State University provides a variety of services across campus to support the academic and personal success of our students. The link above provides an extensive list of services for students' mental, physical, and emotional health and well-being. This is a good place to start.

## [FSU ACE Center, study skills tutoring.](#)

Study skills tutors offer students assistance in a variety of areas, including strengthening your time management skills, note taking tips, how to properly email your professors and/or teaching assistants, as well as tone your study habits.

## [Office of Accessibility Services](#)

The Office of Accessibility Services (OAS) is committed to ensuring universal access for each Florida State University student. The OAS creates an environment of success through the provision of academic, housing, & dining accommodations, testing support, assistive technologies, and space for students to feel they are part of the FSU community.

## [Food for Thought](#)

The Department of Student Support and Transitions runs a food pantry for students who are in need of food. The food pantry is located in University Center A, Suite 4148.

## [Student Government Association Agencies](#)

The mission of the Student Government Association (SGA) is to provide FSU students with representation, services, and advocacy within the university structure. The SGA provides quality leadership for, and accountability to, its constituency by recognizing that strength arises from diversity, engagement, and dialogue. As a Florida State University student, you are already a member of the Student Government Association. SGA has many ways for you to

take on a leadership role, serve on a committee, or use your voice to make Florida State even better! We encourage you to attend a Senate meeting on Wednesday night, check out the SGA Calendar for agency and bureau programming, and get involved in your community, or one of the hundreds of student organizations on campus through [NoleCentral](#).

#### [Stay Healthy - Questions/Guidance on COVID & Monkeypox.](#)

The coronavirus disease 2019 (COVID-19) pandemic may be stressful for people. Fear and anxiety about a new disease and what could happen can be overwhelming and cause strong emotions in adults and children. Public health actions, such as social distancing, can make people feel isolated and lonely and can increase stress and anxiety. However, these actions are necessary to reduce the spread of COVID-19. Coping with stress in a healthy way will make you, the people you care about, and your community stronger.

# Academic Advising

The mission of the [Office of Academic & Student Services](#) is to provide a supportive atmosphere that promotes the educational, career and professional development of the student. As part of this mission, Student Services assists with all aspects of advising, registration, resolution of academic issues and faculty support.

Advisors are available by appointment, virtually or in-person at the Fine Arts Building (FAB). Hours of operation are typically 8:00am – 5:00pm though times vary with each advisor.

More info on appointments and walk-in hours can be found at:  
<https://art.fsu.edu/people/advisors/>

## Your academic advisor can help with:

- Graduation requirements
- Academic Progress
- Course selection/planning
- Matching classes to career goals
- Locating campus resources

## HOW TO GET THE MOST OUT OF ADVISING

- We strongly recommend seeing your advisor once per term.
- Review your Academic Requirement Report (ARR) before your appointment.
- As a professional courtesy, make sure you are on time for your appointment. If you have to cancel, email or call to let your advisor know you will need to reschedule.
- Be prepared with a list of questions that you have.
- Take notes! Don't expect yourself to remember everything. If you take notes you can refer to them later.

In addition, there are many advisors to assist you throughout the FSU campus! Check out the FSU resource page for more information:

<https://studentaffairs.fsu.edu/resources/resources-for-students/>



# HONORS PROGRAM & HONORS in the MAJOR

## UNDERGRADUATE RESEARCH OPPORTUNITY PROGRAM (UROP)

Florida State University provides high-achieving students an engaging community with the flexibility and funding opportunities to explore their full range of interests. Our award-winning professors focus on student success with opportunities such as undergraduate research, which launches students into the fascinating world of a research university.

**More information:** <https://cre.fsu.edu/undergradresearch/urop>

## HONORS IN THE MAJOR (HITM)

Honors in the Major allows art students to create independent, original research as a part of the undergraduate experience. A Studio Art thesis project can be defined as a number of original works and/or research paper, which incorporates the methodology, results, and conclusions of academic research. Successful Honors in the Major students find that the talents they develop are especially useful later in graduate and professional school and in their careers.

### **HITM Information & Guidelines:**

<https://honors.fsu.edu/honors-major>

### **More information for Studio Art students and links to past projects:**

<https://art.fsu.edu/about/undergraduate/honors-in-the-major/>

[HITM Funding & Awards](#)

# Experimental Learning Opportunities

## Benefits of Experiential Learning Opportunities

- Network— Boost your professional contacts.
- Develop— Gain professionalism while building your resume and career portfolio.
- Clarify— Narrow your job search focus and refine your career goals.
- Learn— Acquire industry-specific language and discover new industry trends.

## INTERNSHIPS IN CREATIVE ART

### WHAT IS AN ART INTERNSHIP?

*"An internship is a form of experiential learning that integrates knowledge and theory learned in the classroom with practical application and skills development in a professional setting. Internships give students the opportunity to gain valuable applied experience and make connections in professional fields; and give employers the opportunity to guide and evaluate talent."*

– National Association of Colleges and Employers (NACE)

Studio Art students are encouraged to seek internship experiences while they are in school. Internships provide on-the-job training and mentorship and often lead to future job opportunities.

Students have the option to apply for academic credit for an art-related internship.

Certain rules apply – for more information, go to:

<https://art.fsu.edu/about/undergraduate/internships-2/>

Students are strongly encouraged to meet with their career advisor, Anissa Ford (asford@fsu.edu), who can help with information and guidance to get started.

## Resources for Internships

[The Career Center at FSU](#)

[Search Internships](#)

[InternFSU](#)

The InternFSU program provides 100 on-campus paid experiential learning opportunities for currently enrolled full-time, undergraduate, degree-seeking FSU students during the Fall and Spring semesters.

[Intern Abroad through International Programs](#)

[Intern through Global Scholars](#)

[Experiential Recognition Program \(ERP\)](#)

[Internship Housing Information](#)

[Help with resumes and cover letters](#)

[Professional Clothing Closet](#)

## INTERNATIONAL STUDY

### International Programs

Studying abroad with FSU means taking courses for FSU credit in a unique location while experiencing a culture unlike your own. You will make lifelong friends, learn skills in cross cultural communication and use the city as your classroom. Study abroad means small class sizes, opportunities to foster relationships with your professors, enhanced educational experiences, and of course, seeing the world. FSU is ranked in the Top 10 universities for study abroad and International Programs has been providing these life changing experiences for over 60 years.

For Studio Art students, studying abroad provides art students an opportunity to explore the rich culture and art historical treasures in places around the world with faculty who are experts in their field.

For more information: <https://international.fsu.edu/>

## **Global Scholars**

The FSU Global Scholars program offers a unique opportunity for undergraduate students to engage with critical questions about social impact, social justice, and social change through a combination of academic, classroom-based learning as well as independent research, internship, and/or service-learning experiences.

For more information: <https://cre.fsu.edu/global/globalscholars>

## **SERVICE LEARNING & LEADERSHIP**

Volunteerism is an excellent way to gain work experience and explore career options.

## **Center for Leadership & Social Change**

The Center for Leadership & Social Change transforms lives through identity development, leadership education and community engagement. The Center encourages students to learn, serve and transform through programming that encompasses leadership, diversity and service.

The Center offers more than 30 programs intended to foster opportunities and vision to create positive, sustainable change in their communities and the broader world. Opportunities range from one-time service at local nonprofits to year-long training and leadership roles. They offer training on such topics as leadership development, identity and cultural competence, service learning, and community change.

For more information: <https://thecenter.fsu.edu/>

[Meet with a service advisor](#)

## GARNET & GOLD SCHOLAR SOCIETY

The Garnet & Gold Scholar Society facilitates involvement and recognizes the engaged, well-rounded undergraduate student who excels within and beyond the classroom in the areas of **International, Internship, Leadership, Research and Service**.

Through completion of the Garnet & Gold Scholar Society Engagement Areas and associated reflections, Garnet & Gold Scholars will learn critical thinking and professional skills that will translate to an increased ability to synthesize and articulate information and experiences to varying audiences in order to demonstrate professional competencies.

More information: <https://garnetandgoldscholar.fsu.edu/about>

# Student Clubs and Organizations

New clubs are forming all the time, and you can form one too!

**Search for clubs:**

<https://nolecentral.dsa.fsu.edu/>

**How to create a Recognized Student Organization (RSO):**

<https://union.fsu.edu/sac/involvement/get-recognition>

## CURRENT CLUBS RELATED TO ART

**CeramiNOLES Clay Collective** (see Professor Marty Fielding, [mfielding@fsu.edu](mailto:mfielding@fsu.edu) for more info) [Print Club](#)

[Phocus Photography Club](#)

[Studio H](#) (Student Art Studio for Healing)

[The Museum Society at FSU](#)

[Undergraduate Art History Association](#)

[Diverse World Fashion DWF Magazine](#)

[Clutch Magazine](#)

[The Kudzu Review](#)

[Japanese Animation Club](#)

# Awards and Funding

[Department of Art Student Awards](#)

[Excellence in the Visual Arts Awards](#)

[FS4U](#) – Finding Scholarships for You, FSU Scholarship Opportunities

[Idea Grants](#)

[Honors in the Major Funding & Awards](#)

[Admissions Scholarships](#)

[Office of Financial Aid](#)

[Landing a Work-study position](#)

[Landing a part-time job](#)

# Career Planning

## CAREER CENTER RESOURCES

[The Career Center](#) provides comprehensive career services, including:

- Career Planning & Advising
- Job Search Assistance
- Job Shadowing & Mentorship
- Events & Workshops
- Cover Letter and Resume Building
- Graduate School Planning
- Mock Interviews

The **College of Fine Arts Career Liaison** provides industry-specific career advising for Studio Art students:

**Anissa Ford**

Career Liaison for the College of Fine Arts

Fine Arts Building (FAB) 229

[asford@fsu.edu](mailto:asford@fsu.edu)

850.644.1817

[Events & Workshops](#)

[Job Shadowing](#)

[Mentorship](#)



# Map Out a Career Plan

If you know (or think you know) what you want to pursue as a career when you graduate, you should work with the Career Center to begin developing specific steps for executing your career plan. If you are unsure of what you want to do when you leave and would like to explore that question, you should prioritize working with the Career Center liaison. They can help you through the process of self-discovery, identify your skills and interests, explore different career paths, and help you to develop a plan for moving into the future.

The key to having a plan when you graduate is to **begin preparing yourself as early as possible**. You don't need to decide on your specific career path during your first year or even by your senior year. However, you should work with the Career Center to identify your interests, build the skills, make connections, explore opportunities, and develop the professionalism you will need to succeed in any career path.

Below is a general outline of every student's steps during college to begin mapping out a successful career plan that can be executed before, during, or after graduation. If you have missed a few steps, don't worry, the Career Center will work with you to move forward from wherever you are starting. Everyone is different — you don't have to do everything! Select things based on your interests and at your own pace so that you don't experience burn out. Many opportunities are not necessarily time-consuming and can be implemented alongside your studies.

## First/Second Year Strategies:

- Set up a [ProfessioNole](#) profile (you will use it to search for jobs, internships, and other opportunities)
- Meet with a career counselor at least one time during your first year (walk-in hours posted at [career.fsu.edu](#))
- Get involved on campus outside the classroom in something that interests you
- Have a productive summer (pursue an internship, summer job, volunteer opportunity, independent research project, community service, summer coursework)

## Third/Fourth Year Strategies:

- Get involved on campus outside the classroom in something that interests you and perhaps take on a leadership role
- If you are planning to do an internship, meet with a career counselor to begin preparing your internship search and materials

- If you think graduate school might be an option, begin researching degree programs and having conversations with your faculty and/or with a career counselor
- Continue to develop your professional network (use informational interviews and social media such as LinkedIn)
- Use the Career Center to help secure a mentor from FSU alumni
- Attend a Career Center or ACE workshop
- Have a productive summer (you should seek a substantive summer experience that allows you to develop your skills and achieve a set of results; however, don't worry if your summer experience isn't directly related to what you might want to do when you graduate)

### **Getting Ready to Graduate:**

- The Career Center doesn't go away once you graduate – the office works with alumni and you will still have access to ProfessioNole, career counseling, networking, and other career resources
- Apply to job opportunities as early as possible and in some cases, reach out to your target employers before jobs are even posted
- Keep in touch with professors and other professionals on campus; ask for referrals
- Keep your resume updated
- Don't stress if you don't have immediate success, if you receive some rejections, or if you decide to change your career plan – the Career Center is there to support you.

# 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 Designer/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  
Sculptor  
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