

# **BA STUDIO ART**

# **HANDBOOK**

**2025-2026**

**Department of Art**  
**Florida State University**

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# Welcome to the Studio Art Program

Welcome to your department! The Department of Art will be your home for the next several years, and this is an opportunity for you to be an active part of this creative community. Our department boasts an impressive network of alums who have taken what they learned in our classrooms and studios and have launched into the professional world.

As a student of Studio Art, you are finding your path among an accomplished team of artists, scholars, and makers committed to pursuing excellence and rigorous intellectual inquiry. Our outstanding faculty and staff have extensive experience and have dedicated their careers to educating and training the next generation of scholars and artists. Please take a moment to learn more about our faculty and staff, and be sure to introduce yourself so they can get to know you better.

This handbook, intended for both new and returning students, serves as a valuable resource for you. It contains information that we believe will help you navigate our program, as well as some available resources and opportunities. We encourage you to become involved in the many activities of the department and university; this is an essential way to challenge yourself and have the greatest impact during your undergraduate education experience.

As your BA Director, I am also here to help you find your way among the many possibilities that an education in Studio Art can provide. Please do not hesitate to contact me for guidance on academic or career pathways and to offer feedback on your experience in our program.

We are excited that you are here and look forward to getting to know you! Let the adventure begin!

Sincerely,

Liz Di Donna

*Elizabeth Di Donna*

BA Program Director | Associate Teaching Professor

Department of Art | College of Fine Arts

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

Office: FAB 407

# Art Without Boundaries: Florida State University

Studio Art at Florida State emphasizes interdisciplinary thinking and offers diverse opportunities for creative development and expression on both the graduate and undergraduate levels.

We are proud of the accomplishments of our esteemed faculty, who guide students in developing the skills necessary not only for artistic creation but also for expressing contemporary issues through their visual arts. We are committed to excellence and strive to combine curricular flexibility with a rigorous mix of experiences and opportunities for serious, focused study in art and design.

The Department of Art is one of the largest departments in the College of Fine Arts. Please take this opportunity to explore our website or join us at one of our upcoming artist talks, exhibitions, and community events.

## **BA in Studio Art Mission**

The BA in Studio Art is a fundamental liberal arts program that enables students to cross cultural and disciplinary boundaries while cultivating critical, creative, and independent thinkers. It seeks to provide students with training in the visual arts and combine this with other discipline skills that prepare them for professional careers.

# Department of Art Contacts

**Website:** <https://art.fsu.edu/>

**Office Location:** Fine Arts Building (FAB) Room 220

**Academic & Student Services:** Fine Arts Building (FAB) Room 223

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## Department of Art Office Team

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# Faculty

The faculty consists of committed artists, each with an original position and extensive exhibition record. They assist with the individual needs of students, responding to and helping them in the search for a personal position in their work through exposure to relevant historical and contemporary artists, movements, theories, and techniques. Above all, the faculty seeks to help students learn to ask questions and find solutions to presenting their artistic visions.

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# FACILITIES

On the main FSU campus, students may use the department's state-of-the-art facilities, communal computer and photography labs, the fabrication lab (FABLab) with 3D modeling and laser cutting capabilities, an extensive printmaking lab, sculpture & ceramics. Studios are available for students to use during scheduled classes. The department also makes every effort to keep labs open outside of class for students to work on their class projects.

More information is located on our website: <https://art.fsu.edu/facilities/>

Lab hours and equipment checkout hours can be found here: <https://art.fsu.edu/art-labs/>

## LOCATIONS

[View Interactive Webmap](#)

### **Fine Arts Building (FAB)**

Main department location 540  
West Call Street

### **Carnaghi Arts Building (CAB)**

BFA/MFA facilities, Lightbox lab, Phyllis Straus Gallery  
Located off the main campus at 2214 Belle Vue Way

### **Arts Teaching Lab (ATL)**

Painting & Drawing  
Located on Call Street across from the Fine Arts Building

### **Kellogg Research Building (KRB)**

Printmaking  
Located at 108 S Copeland Street

### **Facility for Arts Research (FAR)**

Faculty research, Small Craft Advisory Press (SCAP) Located  
off the main campus at 3216 Sessions Road

## **LABS & EQUIPMENT**

More information is located on our website: <https://art.fsu.edu/facilities/>

### **Ceramics Lab**

Located on the lower level of the Fine Arts Building

### **Computer Labs**

Many classrooms have computer stations for students to use during lab hours, such as the full computer labs in rooms FAB 301 and FAB 320A. Additionally, Strozier Library and the Carothers Building also have computer labs available for students.

### **Equipment Checkout**

Fine Arts Building Room FAB 335

### **FABLab (Digital Fabrication Lab)**

4<sup>th</sup> Floor Fine Arts Building

### **Painting Lab**

Located in the Art Teaching Lab Building (across the street from the Fine Arts Building)

### **Photography Darkroom**

Fine Arts Building Room FAB 335

### **Printmaking Lab**

Located on the lower level of the Kellogg Research Building

### **Sculpture Lab**

Located on the lower level of the Fine Arts Building

## DEPARTMENT & 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.

Upcoming talks are announced each semester and posted on our events calendar:

<https://art.fsu.edu/events-calendar/?date=2025-2-28>

## 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 artworks that contribute meaningfully to the scholarship and conversations that sustain the civic and intellectual life of our campus, city, and region.

<https://mofa.fsu.edu/>

### **WJB Gallery**

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

<https://mofa.fsu.edu/wjb-gallery/>

### **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.

<https://art.fsu.edu/galleries/>

### **Phyllis Straus Gallery**

Located in the Carnaghi Arts Building, 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 showcases made by appointment, students are given the opportunity to submit their work for potential selection for upcoming shows.

<https://art.fsu.edu/galleries/>

### **FAB Gallery**

The FAB Gallery is located on the 2nd floor of the Fine Arts Building on the FSU campus. The FAB Gallery expands exhibition opportunities for staff, faculty members, and students in the Department of Art at FSU. The gallery serves as an educational tool for continued critical inquiry and experimentation within the department. The FAB Gallery shares the pedagogy of the Department of Art with the broader community in a space that is open and accessible to students from across the university. By embracing experimentation and all the varied media of the Department of Art, the FAB Gallery showcases the creative and educational processes that are fundamental to the department.

<https://art.fsu.edu/galleries/>

## Resources for Mental, Physical, & 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 offers a range of services throughout campus to support the academic and personal success of its students. The link above provides an extensive list of services for students' mental, physical, and emotional health and well-being. This is a good starting point.

### [FSU ACE Center: Study Skills Tutoring](#)

Study skills tutors assist students 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 that every Florida State University student has universal access. 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 operates a food pantry for students in need of food. The food pantry is 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 open 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 [Nole Central](https://nolecentral.dsa.fsu.edu/).

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

## BA PROGRAM OVERVIEW

The BA in Studio Art is a fundamental liberal arts program that enables students to cross cultural and disciplinary boundaries while cultivating critical, creative, and independent thinkers. It seeks to provide students with training in the visual arts and combine this with other discipline skills that prepare them for professional careers.

By the end of the program, students will have achieved a well-rounded studio arts education fused with interdisciplinary academic interests as problem finders and problem solvers in arts-based inquiry.

Students can customize their learning experience to suit individual academic and career goals choosing among studio art focus areas, internship and other experiential learning opportunities, double majors and minors, and more.

### **The BA in Studio Art program offers:**

- Focused coursework taught by dedicated and distinguished faculty with expertise in a diversity of media areas
- Potential for double major, minor, certificates, study abroad, and more
- Opportunities for advanced and individualized research
- Visiting Artist Lecture Series featuring internationally acclaimed artists and curators
- Opportunities for gallery exhibition and internships
- A wide range of industry-standard technology, tools, and equipment (for full descriptions, go to the facilities webpage: <https://art.fsu.edu/facilities/> )
- Dedicated computer and media labs with evening and weekend access

# PROGRAM REQUIREMENTS

For incoming freshmen, transfer students, or students who wish to change their major to studio art, there are no prerequisites for declaring a BA in Studio Art. There is no portfolio review process. The minimum GPA required by the university is 2.0.

To receive a BA degree in Studio Art, students must successfully complete one hundred- twenty (120) credit hours. The credit hours will be divided among:

- Sixteen (16) credit hours in [Foundations](#) courses.
- Thirty-six (36) credit hours in General Education studies.
- Twenty-seven (27) credit hours of Studio Art courses, including the completion of one [focus area](#). Focus areas are a sequence of courses in a media area and typically consist of 12-15 hours, which count toward the 27 hours required. Students must choose their focus area by the time they reach 90 credit hours.
- ART4851 BA Opportunities in the Arts is a required course for all BA students and counts toward the 27 credit hours mentioned above. Students should take ART4851 in their Junior year.
- Nine (9) credit hours of Art History.
- Completion of a foreign language, which for most students will require three courses (12 credit hours) taken at the 1120, 1121, and 2220 levels.
- Additional courses (20 – 32 hours) to complete the required 120 credit hours for graduation (refer to the [Art Bulletin](#) for a complete list of Studio Art course descriptions).

## ADMISSIONS INFORMATION FOR INCOMING FRESHMEN

## ADMISSIONS INFORMATION FOR INCOMING TRANSFER STUDENTS

The BA Studio Art [Academic Advisors](#) can provide additional guidance regarding entrance and degree requirements.

## TRANSFER STUDENTS

Incoming freshmen and transfer students must meet the requirements for admission to the university. Applicants transferring directly after earning the AA degree from a Florida public institution will receive priority consideration for admission. Students can enter the Studio Art Program in Fall, Spring, and Summer terms.

Good preparation for your intended major is the best preparation for admission. Our Academic Advisors are here to help make your transition to FSU a smooth process.

[Contact an advisor](#) to:

- Evaluate your transcripts for credit transfer
- Help with academic and career planning

## **EQUIPMENT & MATERIAL FEES**

Equipment fees are charged to all Studio Art students each semester, regardless of what classes the student is taking. Material fees are charged based on the particular studio course the student is enrolled in and vary according to the course's material needs.

Beginning the semester a student declares an art major and every semester thereafter, they will be charged a \$125 departmental equipment fee. These fees support the specialized equipment and technology required by the disciplines in the College. Without these fees, our Departments would be unable to deliver the high-quality education we all expect. Even if the equipment is used less on campus, it still must be maintained and serviced. In our department, this requires the employ of full and part-time technicians.

Every year, the College of Fine Arts evaluates the fees it charges its students. All of the fees have been approved by the University and the State University System of Florida's Board of Governors which oversees higher education in our state.

We try our best to keep our students' costs as low as possible, but it simply would not be possible to deliver our high-quality programs without charging students fees.

# STUDENT EXPECTATIONS

## PREREQUISITES & COREQUISITES

Pre-requisite and co-requisite courses provide students with the essential skills and knowledge required to take more advanced coursework. It is the student's responsibility to ensure they have met all prerequisite and co-requisite requirements before enrolling in intermediate and advanced classes. These requirements are listed for each course description in the online course search and in the Art Bulletin.

## ACADEMIC PERFORMANCE & RETENTION

Students in the Department of Art are expected to make satisfactory academic and professional progress toward completion of their degree. Students who accumulate three unsatisfactory grades (U, F, D–, D, D+) in major-specific courses taken for college credit at Florida State University or elsewhere will be reviewed for continued eligibility in the Studio Art major. These students may be placed on an Academic Student Success Plan that outlines specific goals for improvement and a timeline for achieving satisfactory progress. As part of the remediation process in the student success plan, students may be asked to retake courses. Note that courses in which a grade below the minimum (U, F, D–, D, D+) is received may only be repeated once. If minimum goals are not achieved during the designated timeframe noted in the student success plan, the student's progress in the Studio Art major can be discontinued. Students whose progress in the Studio Art major is discontinued will be required to formally change their major. However, they remain enrolled as FSU students unless otherwise notified by the University regarding GPA-based academic standing.

BA Studio Art students must also meet the minimum University GPA requirement of a 2.0 cumulative GPA. Students whose cumulative GPA falls below the stated minimum will be placed on Academic Probation by the University, in accordance with University policy. Students can review the Academic Probation policy in the *FSU Undergraduate Bulletin* under the section titled Academic Regulations and Procedures.

## COMPUTER REQUIREMENTS

All Studio Art students will need to purchase a laptop computer. This allows students to work seamlessly on their own computer in studio classes and computer labs.

Details at: <http://art.fsu.edu/Undergraduate/Computer-Requirement>

## COMMUNICATION

Students should check their email daily. Upon entering the major, students will be signed up to receive emails from our program listserv: [bastudio@lists.fsu.edu](mailto:bastudio@lists.fsu.edu). We periodically send important news, program information, and opportunities through this listserv, and students are required to check for these messages from the department.

## DEPARTMENT OF ART NEWS AND OPPORTUNITIES

All Studio Art students should subscribe to the Department of Art and College of Fine Arts weekly emails to receive notifications of events, news, and opportunities and follow us on the following social media as well.

[FSU Art News](#)

[Subscribe to Weekly Update](#)

[Submit your news, opportunities, images of your work](#)

Instagram: @fsuart

[FSU Art on Facebook](#) [FSU](#)

[Art on YouTube](#)

# ACADEMIC ADVISING

The mission of the [Office of Student Success](#) is to provide a supportive atmosphere that promotes the educational, career, and professional development of students. As part of this mission, Student Success provides support in all aspects of advising, registration, resolving academic issues, and faculty support. Advisors are available by appointment—virtually or in person—at the Fine Arts Building (FAB). While hours of operation are typically 8:00 a.m. to 5:00 p.m., they may vary by advisor. The most efficient way to meet with an advisor is to schedule an appointment directly. For more information on advisor availability, including booking appointments and walk-in hours, please visit: <https://cfa.fsu.edu/student-success/advising/>. Please note that the busiest times for advisors are at the start of the semester, during drop/add week, and the advising window before registration; therefore, plan ahead when possible.

## 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 must 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/>

## SAMPLE SCHEDULE FOR INCOMING FRESHMEN

The following course map is based on full-time enrollment of 15 credit hours per semester. Alternatively, students may choose to take a minimum of 12 credit hours per semester; however, they should plan to enroll in summer coursework to remain on track for graduation within four years. Please note that summer course offerings are significantly more limited than those available during the fall and spring semesters, which may affect course availability and sequencing.

Be sure to check with your academic advisor if you have AP credit, since this may eliminate the need for some of the required courses below.

TERM 1	HRS
ENC1101 Freshman Comp	3
1 <sup>st</sup> GE Mathematics	3
GE Social Science	3
ART1000 Success Strategies	1
ART1201C Two Dimensional Foundations	3
ART1300C Drawing Foundations	3

TERM 2	HRS
ENC2135 Research, Genre, and Context	3
2nd GE Mathematics or Statistics	3
ART1203 Three Dimensional Foundations	3
ART1602C Digital Foundations	3
ART2204C Contemporary Art Foundations	3

TERM 3	HRS
GE Natural Science with Lab	4
GE Ethics	3
Studio Art course (refer to Focus Area templates for requirements)	3
Studio Art course	3
Art History course	3

TERM 4	HRS
GE History	3
GE Humanities	3
Upper-Level Studio Art course (refer to Focus Area templates for requirements)	3
Art History course	3
Foreign Language (1120 Level)	4

TERM 5	HRS
GE Natural Science	3
Upper-Level Studio Art course (refer to Focus Area templates for requirements)	3
Upper-Level Studio Art course	3
Oral Communications Competency (Speech)	3

Foreign Language (1121 Level)	4
<b>TERM 6</b>	<b>HRS</b>
ART4851 BA Opportunities in the Arts	3
Upper-Level Studio Art course (refer to Focus Area templates for requirements)	3
Upper-Level Studio Art course	3
Upper-level Diversity X or Y	3
Foreign Language (2220 Level)	4

<b>TERM 7</b>	<b>HRS</b>
Upper-level Diversity course	3
Upper-Level Studio Art course (refer to Focus Area templates for requirements)	3
Upper-Level Studio Art course or elective	3
Upper-Level Studio Art course or elective	3

<b>TERM 8</b>	<b>HRS</b>
Upper-Level Studio Art course or elective	3
Upper-Level Studio Art course or elective	3
Upper-Level Studio Art course or elective	3
Upper-level Elective	3

## SAMPLE SCHEDULE FOR TRANSFER STUDENTS

The following sample schedule is designed to guide AA transfer students toward timely graduation, based on full-time enrollment (12–15 credit hours per semester). To complete the degree in two years, students should plan to take courses during the summer as well. However, **the most important step in ensuring a smooth and efficient transfer is completing key coursework before arriving at FSU.**

In addition to general education courses, we strongly recommend that the courses listed below be completed prior to transfer whenever possible:

- Speech
- 6 hours of Art History (we recommend *ARH2051* and *ARH2052*)
- 6–9 hours of Foundations coursework, such as:
  - Drawing Foundations (*ART1300C*)
  - 2D Foundations (*ART1201C*)
  - 3D Foundations (*ART1203C*)
  - or their equivalents
- Civic Literacy requirement (*POS1041* or *AMH2020*)
- Foreign Language coursework

Each student's pathway will vary depending on previously completed coursework. To ensure you are on track for timely graduation, it is essential to consult with your academic advisor early and often.

TERM 5	HRS
ART1000 Success Strategies	1
Foundations course	3
Foundations course	3
Foundations course	3
Upper-Level Diversity "Y"	3

TERM 6	HRS
Foreign Language 1120 level	4
2000 Level Studio Art in Focus Area (refer to Focus Area templates for requirements)	3
Upper-Level Studio Art course	3
ART4851 BA Opportunities in the Arts	3
Upper-Level elective	3

SUMMER TERM	HRS
Foreign Language 1121 level	4
Upper-Level elective or Art Internship	3
Natural Science Lab	1

<b>TERM 7</b>	<b>HRS</b>
Foreign Language 2220 level	4
Upper-Level Studio Art/Focus Area (refer to Focus Area templates for requirements)	3
Upper-Level Studio Art/Focus Area	3
Upper-Level Studio Art/Focus Area	3
Upper-Level elective	3

<b>TERM 8</b>	<b>HRS</b>
Upper-Level Studio Art/Focus Area (refer to Focus Area templates for requirements)	3
Upper-Level Studio Art	3
Upper-Level Studio Art or Art Internship	3
Upper-level elective	3

# GRADUATION CHECKLIST

Student's Name: _____	Student ID: _____
Meeting Date: _____	Expected Graduation Date: _____

## BA Studio Art Degree GRAD CHECK

LIBERAL STUDIES REQUIREMENTS	Credit Received	Required/Need
<b>English</b> – ENC 1101 & 2135 (6 hrs., "C -" or better)	_____	_____
<b>Qualitative/Statistics</b> (6 hrs., "C -" or better)	_____	_____
<b>History/Social Science</b> (6 hrs.)	_____	_____
<b>Ethics/Humanities</b> (6 hrs.)	_____	_____
<b>Natural Science</b> – 6 hrs. (plus 1 hr. Lab, below)	_____	_____
Gen Ed Elective (6 hrs.)	_____	_____

UNIVERSITY/STATE REQUIREMENTS	Credit Received	Required/Need
<b>SIP</b> (two courses required, "C -" or better) <small>***only one SIP course for transfer students</small>	_____	_____
<b>"W"</b> (two state-mandated writing ("C -" or better)	_____	_____
<b>Diversity</b> (two courses required, "C -" or better) <small>***only one Diversity course for transfer students</small>	_____	_____
<b>Upper Division Writing</b> (ART 4851, "C -" or better)	_____	_____
<b>Oral Communication Competency</b> ("C -" or better)	_____	_____
<b>Natural Science Lab</b> (1 hr., "C -" or better)	_____	_____
<b>Summer Attendance</b> (9 hours required)	_____	_____
<b>Civic Literacy</b> (POS 1041 or AMH 2020 and Exam)	_____	_____
<b>Foreign Lang.</b> (three courses required: 1120/1121/2220) <small>*** or proficiency to 2200 level for BA</small>	_____	_____

### MAJOR REQUIREMENTS

Focus Area: \_\_\_\_\_

<u>Foundations (C - or better)</u>	<u>27 Hrs. in Studio Art</u>	<u>Art History (9)</u>
Success Strat. ART1000 ____	1. ____ 8. ____ ARH****	. 2D Foundations ART1201C
	2. ____ 9. <u>ART 4851</u>	
3D Foundations ART1203C ____	3. ____	ARH**** ____
Drawing ART1300C ____	4. ____	
Digital Found. ART1602C ____	5. ____	ARH**** <u>ART2204C</u>
Contemp. Art ART2204C ____	6. ____	
	7. ____	

\*\*\*ART 1602 fulfills computer competency requirement

TOTAL HOUR STANDING	Credit Received	Required/Need
<b>Credit hours (120 required)</b>	_____	_____
<b>Upper level hours (3000/4000, 45 required)</b>	_____	_____
FSU Residency (30 required at 3000/4000)	_____	_____
Total hours needed	_____	_____
GPA – Florida State & Cumulative (2.0 required)	_____	_____

Excess hours threshold:	Excess hours counter:	Hrs. left:
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# STUDIO ART FOCUS AREAS

The Department of Art currently offers the following [Focus Areas](#):

- [Book Arts](#)
- [Ceramics](#)
- [Drawing](#)
- [Electronic Art](#)
- [Moving Image](#)
- [Painting](#)
- [Photography](#)
- [Printmaking](#)
- [Sculpture](#)

BA students entering the program in Fall 2022 or later are required to complete one focus area as a part of their major requirements. Complete information on each Focus Area is outlined on the following pages of the handbook.

# BOOK ARTS FOCUS AREA

## GATEWAY (Required)

**ART 2400C Intro to Printmaking** - In this course, students learn the basics of each printmaking media including relief, etching, screen printing, polyester plate lithography, and bookmaking.

## FOUNDATIONS PREREQUISITES

ART 1201C 2D Foundations  
ART 1300 Foundations Drawing

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1203 3D Foundations  
ART 1602C Digital Foundations  
ART 2204C Cont. Art Foundations

## TAKE THESE TWO COURSES:

**ART 3173C Book Structures** - This course is an initiation into the fundamental techniques, processes and materials used in producing handmade books. In addition to hand skills, students are introduced to the history, theory and context concerning the field of book arts.

**ART 4928C Advanced Workshop: Printed Book** - In this course students learn about the history of artist publications and develop their personal and collaborative publishing practices. Students participate in studio projects, supplemented by a series of exercises and readings on publishing, typography, dissemination of information, book design, and artists working with the book as an object.

## PREREQUISITES

**All Foundations**

**All Foundations**  
3000-IV "Book Arts" class

## CHOOSE AT LEAST ONE OF THE FOLLOWING:

**ART 3433Cr Screen Printing** – In this course, students expand on the basics of screen printing. New processes include photo-based stencils, alternate materials, multiple colors, and advanced concepts and uses of the multiple.

**ART 3442Cr Intaglio Printmaking: Etching** – In this course, students expand on the basics of the intaglio technique through learning contemporary non-toxic techniques including color printing, drypoint, chine collé, soft ground etching, line etching, aquatint, photo etching, and traditional and experimental printing.

**ART 34443Cr Relief Printmaking** - In this course students learn and execute intermediate and advanced levels of the relief print process including color woodcut, registration, reduction woodcut, printing with found materials, laser cut woodcut, chine collé, ink modification, paper selection, and image creation.

**ART 3471Cr Letterpress** - Using movable type and other relief surfaces, students design and print several projects. In addition to learning techniques in letterpress printing, students are introduced to the history and context of letterpress printing.

**ART 4928C Advanced Workshop: Graphic Narrative** – Like a traditional written narrative or piece of art, the graphic narrative and comic should evoke a sensual response from the reader/viewer but do so with text and visual art. This course is comprised of both visual artists and writers.

**ART 4928C Advanced Workshop: Typography** - Framed around contemporary visual art and alternative design practices, this studio seminar course will introduce students to the basic vocabulary and techniques of typography within a studio art context.

## PREREQUISITES

**All Foundations ART**  
2400C - Intro to  
Printmaking

**All Foundations ART**  
2400C - Intro to  
Printmaking

**All Foundations ART**  
2400C - Intro to  
Printmaking

**All Foundations**

**All Foundations**

**All Foundations**

# CERAMICS FOCUS AREA

## GATEWAY (Required)

**ART 3764C Beginning Ceramics** - This course covers hand-building processes and glazing techniques. The development of a high degree of technical proficiency and a keen sense of form is emphasized.

## FOUNDATIONS PREREQUISITES

ART 1203 3D Foundations  
ART 1300C Foundations Drawing

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1201C 2D Foundations  
ART 1602C Digital Foundations  
ART 2204C Cont. Art Foundations

## GATEWAY (Required)

**ART 4762 Wheel as Tool** - This course introduces the development of ceramic techniques, concepts, and presentation strategies in support of personal aesthetic development using a potter's wheel.

## FOUNDATIONS PREREQUISITES

ART 1203 3D Foundations  
ART 1300C Foundations Drawing

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1201C 2D Foundations  
ART 1602C Digital Foundations  
ART 2204C Cont. Art Foundations

## CHOOSE AT LEAST 2 OF THE FOLLOWING:

**ART 4122C Print on Clay** - This course covers a variety of print techniques to create surface content on ceramic forms through assigned projects. Each project is accompanied by presentations of historical to contemporary examples and technical demonstrations.

**ART 4123C Mold-making/Slip-casting** - In this course, students create ceramic forms through assigned projects, using a variety of mold-making and slip-casting techniques. Each project is accompanied by presentations of historical to contemporary examples and technical demonstrations.

**ART 4766C Clay & Glaze Materials** - This advanced-level studio course is designed to provide students an understanding and knowledge of ceramic materials. Information is given on how to individually formulate ceramic clay bodies and glazes through assigned projects.

**ART 4767C Digital Ceramics** - This course explores applications for employing digital fabrication techniques in forming and surfacing ceramic works through assigned projects. Each project is accompanied by presentations of historical to contemporary examples and technical demonstrations.

**ART 4780r Kiln Building** - This course covers the theories and structures of how to build a variety of kilns through hands-on projects and research presentations. The course presents historical and contemporary examples, along with technical information and demonstrations.

**ART 4928Cr Advanced Workshop: Advanced Throwing** - This course introduces students to advanced techniques and concepts on the potter's wheel. A combination of assigned and independent projects provide an expanded investigation of using the wheel as a tool in making design-based, utilitarian, and sculptural work.

**ART 4929Cr Advanced Workshop: Inter/Adv Ceramics** - Using ceramics as the primary material, students will construct artworks based upon specific ideas that will be evaluated verbally and in critiques and writing through formal critical analysis.

## PREREQUISITES

**All Foundations**  
ART 3764C OR ART 4762

**All Foundations**  
ART 3764C OR ART 4762

**All Foundations**  
ART 3764C OR ART 4762

**All Foundations**  
ART 3764C OR ART 4762

**All Foundations**  
ART 3764C OR ART 4762

**All Foundations**  
ART 4762 Wheel as Tool

**All Foundations**  
ART 3764C OR ART 4762

# DRAWING FOCUS AREA

## GATEWAY (Required)

**ART 2301C Drawing II** - This course builds on the technical and conceptual skills learned in Foundations Drawing. Artistic expression and communication through drawing in both black and white and color media will be explored.

## FOUNDATIONS PREREQUISITES

ART 1201C 2D Foundations  
ART 1300C Foundations Drawing

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1203 3D Foundations  
ART 1602C Digital Foundations  
ART 2204C Cont. Art Foundations

## CHOOSE AT LEAST 2 OF THE FOLLOWING:

**ART 2330Cr Figure Drawing I** - This course explores the anatomical and conceptual complexities of the human form.

**ART 3219C Art Journaling** - This course considers the artist's journal as a visual collection of ideas that provides a vibrant key to the artist's thoughts, methodologies, and processes. Students will observe the real world as reference for drawing and note-taking while working in public spaces as well as in the studio. Developing a visual language that includes mapping, landscaping, biomorphic forms, and abstraction, students will learn to assemble their visual notes into fully designed pages.

**ART 3333C Figure Drawing II** - This course uses the nude figure as the focus of study and explores the anatomical, conceptual, and expressive complexities of the human form.

**ART 3380C Experimental Drawing** - This course explores a variety of approaches to drawing using a wide range of media, materials, and strategies.

**ART 3389C Field Connections** - This course explores art making through a variety of topics relating to nature including but not limited to displacement, natureculture, nature as process, constructed realities, abstracted topographies, and activism. Students will be responsible for three projects based on selected readings, field trips, and specimen collection.

## PREREQUISITES

**All Foundations**  
ART 2301C Drawing II

**All Foundations**

**All Foundations**  
ART 2330C Fig. Drawing

**All Foundations**  
ART 2301C **OR** ART 2500C

**All Foundations**  
ART 2301C Drawing II

## CHOOSE AT LEAST 1 OF THE FOLLOWING:

**ART 4921C - Media Workshop: Rotating Special Topics**

## PREREQUISITES

**All Foundations**  
ART 2301C **OR** ART 2500C

**ART 4921C - Media Workshop: Collage** - This mid-upper level drawing and water-based materials course focuses on mixed media with an emphasis on collage. Historical and contemporary examples will be shown, and what makes collage an important means of making will be discussed. The assignments are intended to give students direction with a thematic guide, however, students will be asked to create works with a personal voice.

**All Foundations**

# ELECTRONIC ART FOCUS AREA

## GATEWAY COURSE:

### **ART 4652C Interactive Art 1: Creative Coding**

This course introduces the possibilities that computational processes hold for visual artists and designers. Students learn how to apply computer programming skills in a variety of creative contexts. Topics may include programming for visuals, sound, moving images, games, and interactivity. Previous computer programming knowledge is not required.

## FOUNDATIONS PREREQUISITES

ART 2204C Cont. Art Foundations

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1201C 2D Foundations  
ART 1203C 3D Foundations  
ART 1300C Foundations Drawing  
ART 1602C Digital Foundations

## CHOOSE AT LEAST 3 OF THE FOLLOWING:

**ART 3651 Art & Electronic Media** - Exploring the relationship between art and electronic media, this course focuses on the shift from industrial to information-driven economies. Specific historical trajectories are examined, from the invention of photography to film, gaming, 3D printing, architecture, and interdisciplinary art practices.

## PREREQUISITES

**All Foundations**

**ART 3654C Web 1: Art, Design, Code** – In this course students learn to conceptualize, design, and program responsive websites as an applied and creative practice. Through a combination of technical topics in interface design and development, as well as readings and discussions around net-based artworks and historical and cultural concerns surrounding the internet as a communication platform, students execute interactive projects that are both culturally relevant and technically sophisticated.

**All Foundations**

**ART 3920C Networked Art** - Students in this course research the history of artists using communications technologies ranging from phones and radios, to the internet and the cloud. Drawing on these approaches, students develop original projects that simultaneously live online, depend on recent networks, and consider how these technologies have shifted our relationships with the production of knowledge and contemporary art. Topics covered may include web design, net.art, artwork for mobile devices, blockchain technologies, and machine learning.

**All Foundations**

**ART 4642C Digital Fabrication** - This course serves as an introduction to the modeling, simulation, and physical realization of digital forms, through the use of rapid prototyping techniques and associated software applications. In addition to creating works of art and design using these tools and techniques, students will learn about the theory, history, and current trends regarding the use of digital fabrication in contemporary art and culture.

**All Foundations**

**ART 4925Cr Media Workshop: Interactive Art 2: Electronic Objects** – Students in this course will learn the tools and techniques required to incorporate physical interactivity into objects, performances, and art installations. Technical topics may include programming of microcontrollers, design and fabrication of electronic circuits, and the use of sensors, actuators, lighting, and sound. Students will also learn about the historical and contemporary use of mechatronics, robotics, and physical computing in contemporary art.

**All Foundations**

ART 4652C Interactive Art 1

# MOVING IMAGE

## GATEWAY COURSE

**ART 4686C Video Art** – This course emphasizes video as a fine art medium, rather than a vehicle for narrative storytelling. The course is geared toward conflict and resolution and focuses on creating works primarily concerned with concept and affect, with an interest in the formal aspects of digital video.

## FOUNDATIONS PREREQUISITES

ART 2204C Cont. Art Foundations

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies ART  
1201C 2D Foundations ART  
1203C 3D Foundations  
ART 1300C Foundations Drawing ART  
1602C Digital Foundations

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## CHOOSE AT LEAST 3 OF THE FOLLOWING:

**ART 3651 Art & Electronic Media** - Exploring the relationships between art and electronic media, this course focuses on the shift from industrial to information-driven economies. Specific historical trajectories are examined, from the invention of photography to film, gaming, 3D printing, architecture, and inter-disciplinary art practices.

**ART 4652C Interactive Art 1: Creative Coding** - This course introduces the possibilities that computational processes hold for visual artists and designers. Students gain a basic and intermediate knowledge of computer programming and discover how this awareness can advance computers beyond their role as simple tools and into a true artistic medium.

**ART 4928C Advanced Workshop: Experimental Animation** - This course explores the basics of 2D and AI-produced animation, including editing and sound. Projects created for installation and social media are expected. Integrating animation into the student's time-based art practice is a primary focus.

**ART 4928C Advanced Workshop: 3D Animation** – The class is structured to explore a broad range of theories, concepts, and techniques related to foundational digital modeling, animation, visual effects, and time-based artmaking. The class incorporates professional animation tools and techniques used in the industry.

**ART 4928C Advanced Workshop: Virtual Environments** - This class will cover art production using Virtual Reality, Augmented Reality, and 3D game building using Unity software. Artistic themes and goals are decided within the class and are based on the student's interests. Use of VR headsets, alternate forms of input/output, and/or projection is expected.

## PREREQUISITES

**All Foundations**

**All Foundations**

**All Foundations**  
ART 4686 Video Art

**All Foundations**  
ART 4686 Video Art

**All Foundations**  
ART 4686 Video Art  
ART 4652C Interactive Art I

# PAINTING FOCUS AREA

## GATEWAY (Required)

**ART 2500C Beginning Painting** - This course is an introduction to personal expression in painting with an emphasis on composition, color, and painting techniques through technical demonstrations and historical examples.

## FOUNDATIONS PREREQUISITES

ART 1201C 2D Foundations  
ART 1300C Foundations Drawing

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1203 3D Foundations  
ART 1602C Digital Foundations  
ART 2204C Cont. Art Foundations

## CHOOSE AT LEAST 2 OF THE FOLLOWING:

**ART 3522r Intermediate Painting** - This intensive studio course offers painting as a means of investigating content and concepts. The emphasis is on developing ideas while refining techniques of handling paint.

**ART 3542Cr Aqueous Painting** - This course is an investigation of acrylic, watercolor, gouache, and flash processes and techniques. A very intense study that requires exploration of watercolor to its fullest potential. May be repeated to a maximum of six semester hours.

**ART 3560r Figure Painting** - This course uses the nude figure as the focus of study. The emphasis shifts towards the development of more personal expressions and personal development in terms of painting style and technique. May be repeated to a maximum of six semester hours.

**ART 3561 Experimental Painting** - This course is an investigation of non-traditional painting materials and approaches in the context of "hybridization." Over the course of the semester, several topics in the use of new technologies of production are covered.

**ART 3567C - Mixed Media Painting** - Working with a wide variety of materials, different approaches to physicality and surface, and inventive methods for manipulating color, students will make works occupying Painting's familiar space on the wall without relying on its most traditional conventions. Using recycled, found and gathered materials as much as traditional art materials, the art made will be critiqued for both presence and meaning.

## PREREQUISITES

**All Foundations**  
ART 2500C Beg. Painting

**All Foundations**

**All Foundations**  
ART 2330C Fig. Drawing  
ART 2500C Beg. Painting  
ART 3522r Inter. Painting

**All Foundations**  
ART 2500C Beg. Painting

**All Foundations**  
ART 2500C Beg. Painting

## CHOOSE AT LEAST 1 OF THE FOLLOWING:

**ART 4520r Advanced Painting** - This course provides an advanced undergraduate studio experience, where students direct their semester projects. Each student is provided with opportunities to expand their understanding, production, and quality of their work through critique, group discussion, lectures, and presentations.

**ART 4921C - Media Workshop: Rotating Special Topics**

**ART 4921C - Media Workshop: Collage** - This mid-upper level drawing and water-based materials course focuses on mixed media with an emphasis on collage. Historical and contemporary examples will be shown, and what makes collage an important means of making will be discussed. The assignments are intended to give students direction with a thematic guide, however, students will be asked to create works with a personal voice.

## PREREQUISITES

**All Foundations**  
ART 3522r Inter. Painting

**All Foundations**  
ART 2301C OR ART 2500C

**All Foundations**

## PHOTOGRAPHY FOCUS AREA

### GATEWAY (Required)

**PGY 2941 Digital Photography** - This course is about creative exploration in photography. Students learn digital skills as a means to express themselves through image making. Technical skills mean nothing if not paired with imagination and attention to production. This course aims to develop these areas, as well as introduce ideas in art and photography.

### FOUNDATIONS PREREQUISITES

ART 1201C 2D Foundations  
ART 2204C Cont. Art Foundations

### FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1203 3D Foundations  
ART 1300C Foundations Drawing  
ART 1602C Digital Foundations

### CHOOSE AT LEAST 3 OF THE FOLLOWING:

**ART 4662C Digital Large Format** - This course is an investigation of advanced photographic techniques, both analog and digital. By merging these, artists can open up new technical and conceptual possibilities. We will investigate how the viewer's relationship to the image has changed and explore the *scale* of photography, particularly in relation to contemporary painting, sculpture and installation. The goal of this course is to work experimentally within photography, yet in concert with other media, and to push personal aesthetic boundaries.

**ART 4871C The Photographic Book** - This course explores photographic books as the final formal output and explores methods to edit, sequence, and reveal photographic content within a given form. In particular, it will focus on image editing, sequencing, material choices, and final outputs to maximize the photographic content.

#### **ART 4872C The Directorial Mode**

This course considers the various ways in which the camera has been used to document ideas and images created specifically for the lens. Conceptual ideas explored include photography and performance, the studio as stage, time-based investigations, and the isolation of identity in the portraiture.

**ART 4929C Advanced Workshop: Experimental Darkroom** - This is an advanced workshop that introduces students to techniques and processes associated with traditional black and white chemical-based photography. Technical instruction covers proper film exposure, development, and making a silver gelatin print. Also covered will be experimental procedures such as Sabatier Effect, Photograms, toning, selective bleaching, multiple exposures, and non-silver processes.

**ART 4929C Advanced Workshop: Self and Social Political Landscape** - Focusing on photography in culture, each student develops projects in a variety of genres while engaging in discourse on contemporary photographic practice. Technical skills mean nothing if not paired with imagination and attention to production. This course aims to develop these.

**ART 4929C Advanced Workshop: Personal Geographies** - More than any technical skill or theoretical acumen, it is critical to discover strategies and daily habits for developing as artists. This means perceiving what your interests are, finding the tools to record and build upon them, and responding to successes, failures, deadlines, and creative blocks in ways that allow your creative processes to continue.

**ART 4929C Advanced Workshop: Materials & Methods** - In this advanced photography course, students will use photography, research methods, archive, and collaboration to experiment with materials, methodologies, and audience engagement.

### PREREQUISITES

**All Foundations**  
PGY 2941 Digital Photography

**All Foundations**  
PGY 2941 Digital Photography

**All Foundations**  
PGY 2941 Digital Photography

**All Foundations**  
PGY 2941 Digital Photography

**All Foundations**  
PGY 2941 Digital Photography

**All Foundations**  
PGY 2941 Digital Photography

**All Foundations**  
PGY 2941 Digital Photography

Other photography workshops will count toward fulfilling Focus Area Requirements.

# PRINTMAKING

## GATEWAY (Required)

**ART 2400C Introduction to Printmaking** - In this course students learn the basics of each printmaking media including relief, etching, screen printing, polyester plate lithography, and bookmaking.

## FOUNDATIONS PREREQUISITES

ART 1201C 2D Foundations  
ART 1300C Foundations Drawing

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1203 3D Foundations  
ART 1602C Digital Foundations  
ART 2204C Cont. Art Foundations

## CHOOSE AT LEAST 2 OF THE FOLLOWING

**ART 3173C Book Structures** - This course is an initiation into the fundamental techniques, processes and materials used in producing handmade books. In addition to hand skills, students are introduced to the history and theory of book arts.

**ART 3433Cr Screen Printing** - This course expands on the basics of screen printing learned in Introduction to Printmaking. New processes introduced include photo-based stencils, alternate materials, multiple colors, and advanced concepts and uses of the multiple.

**ART 3442Cr Intaglio Printmaking: Etching** – This course expands upon the basic intaglio techniques learned in Introduction to Printmaking. Contemporary non-toxic techniques introduced include color printing, drypoint, chine collé, soft ground etching, line etching, aquatint, photo etching and traditional and experimental printing.

**ART 3443Cr Relief Printmaking** - In this course students learn and execute intermediate and advanced levels of the relief print process including color woodcut, registration, reduction woodcut, printing with found materials, laser cut woodcut, chine collé, ink modification, paper selection and image creation.

**ART 3471Cr Letterpress** - Using movable type and other relief surfaces, students design and print several projects. In addition to learning techniques in letterpress printing, students are introduced to the history and context of letterpress printing.

## PREREQUISITES

**All Foundations**

**All Foundations**  
ART 2400C Intro to Print

**All Foundations**  
ART 2400C Intro to Print

**All Foundations**  
ART 2400C Intro to Print

**All Foundations**

## CHOOSE AT LEAST 1 OF THE FOLLOWING

**ART 4928C Adv. Workshop: Printed Book** – Students learn about the history of artist publications and develop their personal and collaborative publishing practices in this course. Students participate in studio projects, supplemented by a series of exercises and readings on publishing, typography, dissemination of information, book design, and artists working with the book as an object.

**ART 4921C – Adv. Workshop: Hybrid Print** – Students develop personal projects that combine printmaking techniques with a theme chosen by the instructor. Past themes have included collaborative printmaking, printmaking as installation, printmaking as social practice, and large papermaking.

**ART 4921C – Adv. Workshop: Adv. Screen Printing** – This course emphasizes how screen printing can be used to create exacting and variable editions, large and small, with traditional and non-traditional materials and techniques.

## PREREQUISITES

**All Foundations**  
ART 2400C Intro to Print  
3000-IV "Print/Book Course"  
(ART 3173C recommended)

**All Foundations**  
ART 2400C Intro to Print  
3000-IV "Print/Book Course"

**All Foundations**  
ART 2400C Intro to Print  
ART 3433Cr Screen Printing

# SCULPTURE FOCUS AREA

## GATEWAY (Required)

**ART 2701C Sculpture I** - This course is an introduction to basic sculptural processes. Students will be introduced to the proper use and function of the wood and steel shops, as well as a variety of other tools and techniques for making sculpture. There is an emphasis on developing ideas through analytical responses to assignments.

## FOUNDATIONS PREREQUISITES

ART 1203 3D Foundations  
ART 1300C Foundations Drawing

## FOUNDATIONS COREQUISITES

ART 1000 Success Strategies  
ART 1201C 2D Foundations  
ART 1602C Digital Foundations  
ART 2204C Cont. Art Foundations

## CHOOSE AT LEAST 2 OF THE FOLLOWING:

**ART 4642C Digital Fabrication** - This course serves as an introduction to the modeling, simulation, and physical realization of digital forms, through the use of rapid prototyping techniques and associated software applications. Through readings, screenings, and discussions, students explore the technology, theory, history, and current trends regarding the use of digital forms in contemporary art and culture. Students also design, and realize their own works of art utilizing the appropriate tools and techniques, then evaluate the results and those of their peers in critique sessions.

**ART 4928C Advanced Workshop: Installation** - This course addresses issues related to installation as sculptural form. We will explore ways to activate particular spaces with various materials and processes including projected imagery, constructed objects/environments, found forms, light, sound, digital media, and others. Depending upon ideas and interest, installations may be formal, conceptual, and/or may address political, gender, and/or cultural/social issues.

**ART 4928C Advanced Workshop: Soft Sculpture** - Working with supple, malleable materials - cloth, natural fibers, yarn, plastic, foam, rope, paper - this course explores the creation of three-dimensional structures and forms. We will investigate the inter-relationship between material, concept, and process. Exploration is extended to found materials and devising ways to combine disparate material languages and capabilities. Soft sculpture can be applied to multiple formats, creating single sculptures, multiples, wearable items or installations.

## PREREQUISITES

**All Foundations**

**All Foundations**

ART 2701C – Sculpture I

**All Foundations**

ART 2701C – Sculpture I

## TAKE THIS COURSE:

**ART 3701C Sculpture II** – This course is designed to teach formal and conceptual sculpture-making skills. Assignments address fabrication techniques and concepts. The purpose of this course is to build upon the skills acquired in Sculpture 1 and related courses and to investigate traditional and alternative techniques. This course will also investigate other processes and mediums related to the sculpture discipline to include video, sound, light, digital media, performance, etc.

## PREREQUISITES

**All Foundations**

ART 2701C – Sculpture I

# ACADEMIC OPPORTUNITIES FOR BA STUDENTS

## DOUBLE MAJORS

One of the advantages of choosing the BA Studio Art program is flexibility. BA students have a minimal course load in Studio Art (27 hours beyond Foundations coursework), which allows them to pursue studies of interest outside of art if they choose. Combining Studio Art with other majors opens many possibilities in academics and future careers, and our past students have found great success by going this route.

More information to get started here:

<https://admissions.fsu.edu/first-year/academics/>

## EXAMPLES OF RECENT ART DOUBLE MAJORS

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

## ART EDUCATION PROGRAM

### COMBINED BACHELOR'S/MASTER'S PATHWAY

#### (BA/BFA in Studio Art + MS in Art Education)

The 5-year combined bachelor's/master's pathway in Art and Art Education enables students to earn both degrees with just one additional year of coursework beyond the bachelor's degree. This accelerated program prepares students to become art educators in public and private K–12 schools, as well as in community and museum settings. The curriculum emphasizes strong studio practice and critical inquiry.

This is a state-approved, initial teacher preparation program that includes all requirements necessary for eligibility for K–12 art teacher certification in Florida. Graduates of the program enjoy a **job placement rate of over 95%**, entering careers as certified art educators, teaching artists, and practitioners in community-based and museum settings.

Students currently enrolled in the BA or BFA in Studio Art at FSU are eligible to apply. To stay on track, **interested students should notify their academic advisor of their interest by the end of their sophomore year or during the first semester of their junior year.** Early advising ensures proper course sequencing and a smooth transition into the graduate portion of the pathway.

Visit the following website for more information and how to apply: <https://arted.fsu.edu/programs/arted-combined-pathway/>

## MINORS

The BA Studio Art program does not require a minor; however, many students choose to pursue a minor, which complements their studies in art. Minors are typically 12 to 15 credit hours and can be done gradually throughout students' time at FSU. Complete list of minors that FSU currently offers:

<https://academic-guide.fsu.edu/minors>

### EXAMPLES OF RECENT MINORS:

- Art History
- Communication
- Computer Science
- Digital Media Communication
- Education
- Entrepreneurship (including [Art Entrepreneurship](#))
- Environmental Studies
- Film Studies
- Innovation
- Museum Studies

## **HONORS PROGRAM & HONORS in the MAJOR**

### **UNDERGRADUATE RESEARCH OPPORTUNITY PROGRAM (UROP)**

Florida State University provides high-achieving students with an engaging community with the flexibility and funding opportunities to explore their full range of interests. Our award-winning professors focus on student success, offering opportunities such as undergraduate research that 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 a 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 instrumental later in graduate and professional school, as well as 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](#)

# EXPERIENTIAL 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 offer on-the-job training and mentorship, often leading 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/internships/>

Students are strongly encouraged to meet with their [career advisor](#), who can provide valuable information and guidance to help them get started.

## Resources for Internships

[The Career Center at FSU](#)

[Search Internships](#)

[InternFSU](#)

The InternFSU program offers 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 designed to foster opportunities and vision, creating 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 the completion of the Garnet & Gold Scholar Society Engagement Areas and associated reflections, Garnet & Gold Scholars will develop critical thinking and professional skills that will enhance their ability to synthesize and articulate information and experiences to diverse audiences, thereby demonstrating professional competencies.

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

# STUDENT CLUBS & ORGANIZATIONS

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

**Search for clubs:**

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

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

<https://soi.fsu.edu/registered-student-organizations>

## CURRENT CLUBS RELATED TO ART

[Art Students' League](#) (see Professor Meredith Lynn, [mllynn@fsu.edu](mailto:mllynn@fsu.edu) for more info)

[College Leadership Council](#) (see Cristi Sorensen, [c.sorensen@fsu.edu](mailto:c.sorensen@fsu.edu) for more info)

[Clay Club](#) (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 & 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:

**Aimee Rieger**

Career Liaison for the College of Fine Arts Fine  
Arts Building (FAB) 229

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

850.644.1817

### [NoleNetwork](#)

NoleNetwork is The Career Center's system for linking students and alumni directly with hiring employers and Career Center programs.

### [Job Fairs & Events](#) [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 assist you in developing a plan for moving forward.

The key to having a plan after graduation 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 your faculty, advisors, and 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 the steps every student should take 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, and these are merely suggestions— you don't have to do everything! Select things based on your curiosities and interests, and work at your own pace. 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 alums, and you will still have access to Professionale, 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