

COLLEGE OF CREATIVE ARTS

J. BERNARD SCHULTZ, PH.D. DEAN AND DIRECTOR

Introduction

Within a University system of over 25,000 students, we are a family of about 800 students, faculty and staff. Our College consists of the Divisions of Art, Music, and Theatre and Dance. All of the College's academic programs, from bachelor degrees to masters and doctorates, are nationally accredited and nationally recognized.

Creative development in art, music, theater, and dance is the purpose of the College of Creative Arts at West Virginia University. A distinguished faculty of musicians, actors, directors, dancers, artists, historians and scholars bring to the Center's outstanding facilities a commitment to a creative process of artistic growth and intellectual development that we share with each student. Here, in a rich environment of plays, art exhibits, workshops, lectures and concerts, we offer students the knowledge, skills, and inspiration necessary for professional success.

Our Divisions have educational links with programs in Asia, Africa, China and Eastern Europe, so that our students may better understand the global context of their futures. But while we know that the arts speak an international language, we are ever responsive to our role as a state university and our dedication to the people of West Virginia. The College gives performances, exhibitions, lectures, workshops, and other presentations in schools and communities throughout our state and region at the rate of well over two hundred activities each year. But our greatest joy -- and what we are about -- is the education of our students. Our students are talented, creative, and dedicated people, and we are committed to maintaining the highest level of professional education.

DIVISION OF ART

ALISON HELM, INTERIM CHAIRPERSON PHONE: 304-293-4841 EXT. 3138 FAX: 304-293-5731

Housed in the Creative Arts Center, the Division of Art has outstanding studio space for ceramics, graphic design, intermedia, painting, photography, printmaking, and sculpture. The studio programs encourage traditional approaches as well as inter-media crossovers including photo-based techniques, electronic art, installation and the book arts. Art education and teaching certification is offered within the Bachelor of Fine Arts curriculum. Art history offers a growing diversity of courses along with close interaction with the studio programs. All our programs are enriched by the Mesaros Gallery which hosts numerous national and international exhibitions and distinguished visiting artists.

Currently, the Division of Art has over 300 undergraduate and 20 graduate majors. We attract the majority of talented undergraduate students from West Virginia and numerous states in the region through our annual portfolio days and exciting summer programs.

The environment in our College is always lively and very conducive to creative growth and intellectual challenge. As a faculty we are also concerned with the rapidly changing culture of the arts. In response, we are aggressively integrating emerging technologies into the studios and classrooms, establishing international programs and expanding our curriculum to prepare students for the professions of the 21st century.

DIVISION OF ART OFFICE

Patsy Weaver, Sr. Admin. Secretary, **Jann Maser**, Admin. Secretary
Room 419A, Office hours: 8:15am – 4:45pm, Closed 12:00pm-1:00pm for lunch
Phone: 304-293-4841 Ext. 3138, 3139

DIVISION OF ART FACULTY

PROFESSORS

Robert Anderson, Bob.Anderson@mail.wvu.edu ext. 3135 office 2339
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M.F.A.(Rhode Island School of Design), Graphic Design
Alison Helm, Alison.Helm@mail.wvu.edu ext. 3218 office 419 A
M.F.A.(Syracuse University), **Interim Chair**, Sculpture
Bernie Schultz, Bernie.Schultz@mail.wvu.edu ext. 3109 office 308 A
Ph.D. (University of Pittsburgh), Art History

ASSOCIATE PROFESSORS

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Janet Snyder, Janet.Snyder@mail.wvu.edu ext. 3144 office 429 A
Ph.D. (Columbia University), Art History

ASSISTANT PROFESSORS

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M.F.A. (University of Oregon), Photography, Digital Imaging
Naijun Zhang, Naijun.Zhang@mail.wvu.edu ext. 3148 office 501 A
M.F.A. (West Virginia University), Painting, Drawing

VISITING ASSISTANT PROFESSOR

Dylan Collins, Dylan.Collins@mail.wvu.edu ext. 3219 office 2251
M.F.A. (Kent State University), Sculpture
Cindy Persinger, Cindy.Persinger@mail.wvu.edu
Ph.D. (University of Pittsburgh), Art History

VISITING RESEARCH ASSISTANT

Christopher Brown, Christopher.Brown@mail.wvu.edu ext. 3208 office 2340
B.F.A. (West Virginia University), Visiting Research Assistant

DEGREE PROGRAMS:

Bachelor of Arts in Art History

Bachelor of Fine Arts in Visual Arts (Ceramics, Graphic Design, Intermedia, Painting, Printmaking, Sculpture)

Bachelor of Fine Arts in Visual Arts with Teacher Certification Option

Nature of Programs

The Division of Art is an accredited institutional member of the National Association of Schools of Art and Design.

The curriculum of the division is designed to afford the student an opportunity to explore the Visual Arts, Art History and Art Education. Undergraduate programs offer scholarly and studio experiences to potential artists, teachers and historians. The in-depth instruction is enhanced by the close working relationship between students and faculty, which allows sharing the insights and investigative processes of professional artists and scholars.

The Division of Art is committed to providing the opportunity and the environment for the best possible education in the visual arts at both the undergraduate and graduate levels. The division's program of professional education is centered in the studio arts and reinforced with art history and liberal studies. Students are encouraged to take advantage of the broad range of educational possibilities available at the University and to enroll in courses that support their professional goals and enrich their knowledge.

The Bachelor of Arts in Art History provides students with a foundation in the history of art and architecture in its cultural and theoretical context. The B.A. candidate must complete 129-131 credit hours and the curriculum requirements in order to graduate. The B.A. curriculum includes required and elective Art History courses, studio art courses, recommended cognate courses and University-established liberal studies program requirements. In order to broaden their experiences, students are encouraged to study abroad during one or two semesters of the junior year. Students are required to complete a senior research project on a topic selected by the student with the approval of the Art History faculty. A **Bachelor of Fine Arts (B.F.A.) Degree** is conferred upon those students who satisfy all University and department requirements, complete the appropriate curriculum, and comply with the general regulations of the University concerning degrees. The Bachelor of Fine Arts (B.F.A.), a professional degree, is awarded to those persons who have satisfactorily completed the required 129-131 semester credit hours of study and made the expected commitment to the vocation of art. This degree program requires an amount of self-education based on a sound foundation of studio experience. Students in the B.F.A. curriculum may participate in a wide range of studio class work, including drawing, intermedia and photography, painting, printmaking, ceramics, graphic design, and sculpture, as well as a program of art history. **Teacher Certification in Art, K-12**, may be earned with any area of studio emphasis in the B.F.A. program. Through careful counseling, individual goals are established in keeping with the student's aims and talents. A minor in Art History can also be earned along with the B.F.A. or B.F.A. + Certification degree with an additional two courses or six hours.

Minor in the History of Art

Students who pursue degrees in other disciplines with Liberal Studies and the Arts and Humanities may find that the study of the history of art enhances comprehension of their primary field of study and permits them to achieve a broader and deeper understanding of cultural history. Students considering the History of Art as a minor should be aware that the discipline requires a considerable grasp of writing and research. The vocabulary and technical aspects of art historical writing and research practice are addressed in both the survey and in the upper-level courses. Additional information is available from the coordinator of Art History.

Admission Requirements

The College of Creative Arts and the Division of Art follow the admissions standards and procedures of the University. In addition, because of the creative nature of our students, we admit some students under the "Individual Consideration" clause of the general admission policy. This category allows admission of exceptionally talented students who might not meet the criteria for grade-point averages and standardized test scores. Inquiries regarding such requests should be directed to the Chairperson of the Division.

Academic Standards

Majors in the Division of Art programs are expected to maintain the minimum university GPA requirements and remain in good academic standing. Students must also earn a grade of "C" or higher in all required studio art and art history courses. Courses in which a student earns a grade below "C" cannot be applied toward the degree requirements.

BFA Entrance Portfolio

All applicants to the Bachelor of Fine Arts Program are required to submit a portfolio for review. This evaluation is conducted by the art faculty and is designed to ensure that all students entering the program have certain basic competencies and abilities. These skills are essential in enabling the students to obtain the highest caliber of professional training in the visual arts.

Portfolio Review and Exhibition for First-year Students

All first-year students are required to participate in the portfolio review, which will take place near the end of the spring term. The portfolio must consist of work completed in foundation courses (Art 111 and 112, Art 121 and 122) and, if possible, selections should be reviewed by a student's particular instructor. The portfolio typically includes 3 works from 2-D Foundations class, 3 works from 3-D Foundations class and 10 drawings. Transfer students will also be reviewed. **Faculty and graduate students who teach foundations courses will meet to review student work and in some cases may recommend that a student repeat a particular course and resubmit their portfolio for approval to advance in the program.**

This portfolio review and exhibition is intended to accomplish the following goals:

- to underscore the fact that the faculty recognizes and values their efforts as young artists and designers who will compose the future of our program;
- to examine their work relative to the department's expectations regarding levels of proficiency achieved with respect to foundations area coursework;
- to improve retention by identifying students whose work does not meet departmental expectations and give them the opportunity, direction and encouragement to improve their performance.

Concurrent with this review the faculty will have the opportunity to identify students whose work is of very high quality and recommend them for a scholarship. Students should keep their work in good condition and preserve it for the review. Additionally, students wishing to pursue studies in Graphic Design or Intermedia must submit portfolios for review during the second semester of their sophomore year. Contact **Professor Eve Faulkes** for information regarding the portfolio review for Graphic Design, and **Professor Jerry Habarth** for information regarding the portfolio review for Intermedia.

**** The Division of Art reserves the right to require a portfolio review to determine a student's retention in a program or studio emphasis.**

Scholarships and Scholarship Portfolio Reviews.

Portfolio reviews for scholarships in art are scheduled during March. Scholarships are awarded to the top students in the program, who meet the minimum GPA requirements and receive favorable portfolio reviews from the faculty. For information regarding the guidelines and application process, contact **Naijun Zhang**, Professor of Painting, or the Division of Art Office.

Curriculum Requirements

Once accepted into the University and the art program, the B.F.A. or B.A. Art History candidate must complete curriculum requirements in order to graduate. The B.F.A. curriculum includes required and elective art courses, art history courses, and University-established academic GEC requirements. During the first two years, the art student must complete a sequence of courses in art history, art orientation, drawing and visual foundations for a total of 19 credit hours. Art electives, which are available in all major studio areas, are designed to provide the basic experience to enable a student to select a major by the beginning of the third (junior) year. The student must complete 12 credit hours of these studio electives and six credit hours of advanced drawing to complete the lower-division requirements of the art program (a total of 37 hours within the Division of Art).

Advising

The College of Creative Arts recommends that all art majors confer regularly with their advisors in order to maintain the correct distribution of course work and to establish the necessary prerequisites for upper-division instruction. The faculty is committed to quality advising and sees this as the best opportunity to guide students in meeting their individual educational and professional goals. The coordinator of undergraduate advising is **Kristina Olson**.

Equal Opportunity and Affirmative Action

WVU is an Equal Opportunity/Affirmative action institution. The University does not discriminate on the basis of race, sex, age, disability, veteran status, religion, sexual orientation, color or national origin in the administration of any of its educational programs, activities or with respect to admission or employment.

The university neither affiliates knowingly with nor grants recognition to any individual, group or organization having policies that unlawfully discriminate. Further, faculty, staff, students and applicants are protected from retaliation for filing complaints or assisting in an investigation under the University's Affirmative Action/Equal Employment Opportunity Plan.

The Affirmative Action/Equal Opportunity Office coordinates the University's affirmative action and equal opportunity program in education and employment. The office also counsels and provides training to students and employees on matters relating to unlawful discrimination.

Most people do not knowingly treat others unfairly. Violations of Equal Opportunity laws are usually the result of poor communication and misunderstanding. Positive efforts to comply with equal opportunity laws will produce better human relations and management practices. The people who study and work at WVU are the University's greatest assets. Any unlawful discriminatory practice-however inadvertent-that injures any member of the community ultimately injures all of us. The University is dedicated to prohibiting unlawful discrimination in all of its programs and activities.

Attendance Policy

Instruction in the Division of Art centers on the interaction of faculty and students and the use of specialized materials, processes and equipment. This unique and directed type of education requires that students attend each and every class. ***Faculty will take roll regularly and attendance is a factor in the final grade of every course.***

Visiting Artists Program

The Division of Art invites distinguished artists and scholars to campus to share their professional and life experiences with the entire community. For the students majoring in art, these lectures provide important and insightful information essential to their education. ***Attendance at the visiting artist lectures is required for all art majors.*** Sign up sheets will be posted in the lecture hall and each student is responsible for signing the roll sheet. Tabulated sheets will be distributed to the instructors who will factor in the attendance as part of the student's final grade. Students having conflicts with the lecture times must discuss these concerns with their faculty.

Health and Safety Policy

Maintaining a healthy and safe work environment is a responsibility shared by students, faculty and staff. Students will be provided with proper instruction on the proper and safe use of equipment and materials. It is a student's responsibility to seek instruction, understand and follow safe operating procedures.

A staff member, monitor or fellow classmate must accompany students who use the facility after hours. No student should be working alone in the studio at any time. Students who fail to act responsibly and follow safe operating procedures will lose their studio privileges.

Students should also carry a health insurance policy that covers injuries and illnesses beyond the University Health Services. Costs related to injuries sustained in the studio are the responsibility of the student.

Transfer Credits

Transfer students must establish transfer credit from other institutions during the first semester in which they are enrolled in the Division of Art. Students should contact their advisor or the advising coordinator to initiate the process with The Office of Admissions and Records prior to or soon after arriving on campus. **Evaluation for advanced standing or transfer credit in studio subjects is not made solely upon the presentation of a transcript but also depends on the evaluation of a portfolio of artwork.** The Division of Art requires a portfolio examination for advanced placement in the program. Students transferring to the College of Creative Arts from other colleges and universities are required to present a minimum GPA of 2.0.

Completion of Degree Requirements

Students are responsible for being aware of and correctly fulfilling all graduation requirements. To ensure successful completion of the degree, students should review the curriculum requirements both before and after every registration period so that errors or omissions will be detected immediately. Transfer students must establish transfer credit from other institutions during the first semester in residence. The degree of Bachelor of Fine Arts is conferred upon each student who complies with the general regulations of the University concerning degrees, satisfies division requirements, including expected proficiency levels and participates in the B.F.A. exhibition during

the last term of their senior year.

Application for Graduation

During the second semester of their junior year, students should visit the College of Creative Arts Records Office and request a review of their records and the requirements for graduation. During the first month of their last semester (or summer sessions), students should apply for graduation and diploma in the College of Creative Arts Student Records office. **No candidate can graduate without this application.** Students must also reapply if there is a change in the graduation date.

Audit, Credit by Examination, Pass/Fail, and Non-Art Major Courses

No studio or art history courses are available on an audit or credit by examination basis. Courses and sections designated as non- art major classes will not meet degree requirements without the approval of the Chairperson.

Petitions for Substitutions and Waivers

Students must fulfill specific degree requirements as stated in the current university catalogue. Students enrolled in the Division of Art may not substitute courses for art degree requirements unless approved in advance by the Chairperson of the Division of Art. In special circumstances, such as transfer credit, a formal request for a waiver must be initiated by the student. This process begins with the advisor and requires the approval of the Chairperson, the Dean's Office of the College of Creative Arts and the Office of Admissions and Records. **Waivers will only be issued in very special cases.**

Student Work

Every effort is made to protect student work and property. Work displayed in the Mesaros Art Galleries is insured for the exhibition period. The Division of Art and WVU do not accept responsibility for damage or losses under other circumstances. The Division of Art reserves the right to retain certain examples of student work for reproduction, educational and exhibition purposes.

Art Supplies

Supplies for classroom presentations, demonstrations, and common use must (for economy and availability) be purchased from a central source and fund. To expect every student individually to supply all materials needed for high consumption courses of instruction would create a situation of excessive financial hardship for most and a complex logistical problem for all. To offset this burden, the Division of Art orders in advance some necessary supplies at a bulk rate, and requires each student enrolled in those studio classes in which materials are supplied to share the cost through an art fee assessed each semester. Instructors can provide a complete list of materials to be supplied. As the art fee is used to purchase supplies for common consumption, students may also need to purchase materials for individual or specialized projects.

Library Resources

Most of the art books and periodicals are located in the Evansdale Library, located near the Creative Arts Center. Many instructors and assignments require extensive research. The computer catalog system at the library also contains other databases of information and the catalogue of holdings can also be accessed from their web site www.libraries.wvu.edu. Any member of the library staff can assist you with your projects and research.



**College of Creative Arts
Division of Art**

Studio Art Minor

Name: _____ 700# _____

Major: _____ Email _____

Major Advisor: _____ Major Advisor Phone _____

Major Advisor Campus Address: _____

Minor Advisor: _____ Minor Advisor Phone: _____

Minor Advisor Campus Address: _____

The Division of Art requires a minimum of 18 hours, 9 hours in the upper level courses with a minimum GPA of 2.0. The requirements have been divided into a 2-Dimensional track and a 3-Dimensional. Individual schedules will be established in consultation with an Art advisor.

2-D Track

3 hr (1) – 101, 120 or 160

3 hr (1) – 111 or 112 or 103

3 hr (1) – 121

6 hr (2) – 213, 214 (sec. 1), 230, 231, 270

3 hr (1) – 213, 230, 231, 232, 313, 330

18 credits

3-D Track

3 hr (1) – 101, 120 or 160

3 hr (1) – 111, 112 or 103

3 hr (1) – 122

6 hr (2) – 226 or 227 or 240, 241

3 hr (1) – 326 or 340

18 credits

COURSE TITLES

ARHS 101 – Art Appreciation	ART 227 – Sculpture
ART 103 – Materials and Procedures	ART 230 – Printmaking-Intaglio and Relief
ARHS 120 – Survey of Western Art 1	ART 231 – Printmaking-Lithography
ARHS 160 – Survey of Western Art 2	ART 232 – Introduction to Photography
ART 111 – Drawing 1	ART 240 – Ceramics
ART 112 – Drawing 2	ART 241 – Ceramics
ART 121 – 2D Visual Foundation	ART 270—Introduction to Electronic Media
ART 122 – 3D Visual Foundation	ART 313-Painting
ART 213 – Painting	ART 326 – Sculpture
ART 214 – Painting	ART 330 – Printmaking
ART 226 – Introduction to Sculpture	ART 340 – Ceramics



**College of Creative Arts
Division of Art**

Art History Minor

NAME: _____ 700# _____

Major _____ Email Address _____

Major Advisor _____ Advisor Phone _____

Major Advisor Campus Address _____

Minor Advisor _____ Minor Advisor Phone _____

Minor Advisor Campus Address _____

The Art History Minor allows students in various disciplines within the Arts and Humanities a minor that enhances comprehension of their primary study and permits them to achieve a broader and deeper understanding of cultural history. Several Art History Architecture courses have also been approved and can be used for the Minor.

The Art History Minor requires a considerable grasp of writing and research. The vocabulary and technical aspects of art historical writing and research are addressed in both the survey and in the upper-level courses.

Minor Requirements:

ARHS 120, Survey of Western Art I - 3 credits

ARHS 160, Survey of Western Art II - 3 credits

ARHS 240, Methods of Research in Art - 3 credits

Upper Division Art History Courses - 9 credits

Total Credits Required: 18



College of Creative Arts
Division of Art

Arts Administration Minor

NAME: _____ 700# _____

Major _____ Email Address _____

Major Advisor _____ Advisor Phone _____

Major Advisor Campus Address _____

Minor Advisor _____ Minor Advisor Phone _____

Minor Advisor Campus Address _____

Arts Administration is one of the fastest growing fields in the Arts industry. The minor combines selected courses in the arts, arts administration, and business, to provide students with the basic knowledge and skills they will need for entry-level work with performing and visual arts organizations such as orchestras, theaters, museums, and dance companies.

The minor is recommended for students who wish to gain a better understanding of the business aspects of the arts. It may be completed as an individual course of study or in conjunction with one of the other recognized majors in the College of Creative Arts.

A minimum of 21 hours, drawn from both the academic and practical courses, is required for completion of the minor. These courses include at least 12 hours of upper division level courses.

Arts Core Courses* 3 hours

1 (or more) course(s) taken from the following:

- ARHS 101-Art Appreciation
- MUSC 170-Appreciation of Music
- THET 101-Introduction to Theatre

* This requirement is waived for any student completing another minor or major in the College of Creative Arts

ACCT 201-Principles of Accounting	3 hours
PR 215-Intro to Public Relations/POL 240 – Public Administration	3 hours
BUSA 330-Survey of Marketing**	3 hours
BUSA 340-Survey of Finance**	3 hours
ARHS 315 -Arts Administration	3 hours
ART 491B-Internship	<u>3 hours</u>

TOTAL: 21 hours

** Because of individual program requirements, Business and Economics majors must complete BCOR 340-Business Information Systems and Technology and 350-Business Finance instead of BUSA 330 and 340.

BACHELOR OF FINE ARTS IN VISUAL ART (B.F.A.)

Studio Emphasis in: Ceramics, Graphic Design, Intermedia, Painting, Printmaking or Sculpture

In order to complete the B.F.A. degree program in four years, a student must take from 15 to 18 credit hours per semester, or 30 to 36 credits per year. The B.F.A. programs require a total of 30 credit hours in the studio major area six hours of 100-level courses and 24 hours of 200-level courses. Additional information is available from the coordinator of the various areas or the Divisional Advising Coordinator.

To enter the upper division, major area studio courses, the student must complete the four-semester, lower-division program, including at least two semesters (six semester credit hours) of introductory work from the area of the intended major.

B.F.A. Degree credit-hour minimum requirements are as follows:

	Hrs.
Studio Courses (12 credits in drawing; 30 credits in major area)	72
Art Orientation	1
Art History	12
General Education Curriculum	38-40
Open Electives	6
Total	129-131

Lower Division:

The two-year, lower-division required sequence of courses in Drawing, Visual Foundations, Art Orientation, Art History, and Introductory Studios, prepares the student for advanced study. Idea development, technical ability, and communication skills are taught with equal emphasis by involving the student in a wide range of projects. The first year of lower-division instruction offers a broad experience in drawing, design, and art history. Emphasis is on basic skills, concepts and the development of a common vocabulary with which student objectives can be clearly defined. In the second year, students have the option of selecting introductory courses from three of the six major studio areas, which are most suited to their particular interest. Figure Drawing and Advanced Drawing are also required in the second year.

Lower-division art requirements are as follows:

	Hrs.
ART 111 Drawing Fundamentals I	3
ART 112 Drawing Fundamentals II	3
ART 199 Art Orientation	1
ART 121 Visual Foundation 2-D	3
ART 122 Visual Foundation 3-D	3
ARHS 120 Survey of Art History I	3
ARHS 160 Survey of Art History II	3
ART 211 Figure Drawing	3
ART 212 Advanced Drawing	3
ART 200 Studio Introductory Courses	12
Lower -Division Art Total	37

Upper Division:

The third year of study marks the entry into the upper division. The student begins to concentrate in one major studio concern, and to direct and apply the basic skills acquired during the first two years of art instruction. Major areas offered by the Division of Art are Ceramics, Intermedia, Painting, Printmaking, Graphic Design, and Sculpture. During the third and fourth years, the studio major accounts for a minimum of 24 semester credit hours or almost half the credit earned. The remaining credit hours are taken in art history, art electives and liberal studies.

Upper-division art requirements are as follows:

	Hrs.
ART 300 Studio Major	24
ART 200/300 Art Electives	18
ARHS 200 and 300 Art History	6
Upper-Division Art Total	48

B.F.A. General Education Curriculum Requirements: General Education Curriculum (GEC) requirements are defined by WVU. The undergraduate art student must successfully complete a minimum of 38 semester credit hours of GEC to qualify for graduation. To satisfy this requirement, the following distribution of GEC credits must be achieved:

GEC #1 Communication - English 101 and 102	6
GEC #2 Basic Math and Science	13-14
GEC #3 Past and Its Traditions	3
GEC #4 Contemporary Society	3-4
GEC #5 Artistic Expression	3
GEC #6 The Individual in Society	4
GEC #7 American Culture	3
GEC #8 Western Culture	3
GEC #9 Non-western Culture	3

Courses that meet the writing requirement are signified by a “W” next to the section number. Students should check the course schedule for courses that meet this requirement.

Note: Check most recent course schedules for approved GEC and writing.

**BACHELOR OF FINE ARTS IN VISUAL ARTS (B.F.A.)
ADVISOR'S CHECKLIST**

GEC

Hrs Course Name Grade Sem.

Communication (6 cr) Objective # 1

3 English 101/(103) _____
3 English 102 _____

Basic Math & Science (13-14cr) Objective #2

3 Math _____
3 _____
1 _____
3 _____
1 _____
3 _____

The Past and Its Traditions (3 cr) Objective # 3

3 ARHS 120 _____

Contemporary Society (3-4 cr) Objective #4

3 _____

Artistic Expression (3 cr) Objective # 5

3 ARHS 160 _____

The Individual in Society (4 crs) Objective #6

1 Univ. 101 _____
3 _____

American Culture (3 cr) Objective # 7

3 _____

Western Culture (3 cr) Objective #8

3 _____

Non-western Culture (3 cr) Objective #9

3 _____

19 STUDIO FOUNDATIONS CORE

1 Art 199 Orientation _____
3 Art 111 Drawing I _____
3 Art 112 Drawing II _____
3 Art 121 2-D _____
3 Art 122 3-D _____
3 Art 211 Fig. Drawing _____
3 Art 212 Adv. Drawing _____

6 ART HISTORY 200-300 Level

3 ARHS 2/3 (W) _____
3 ARHS 2/3 _____

ART 200 MAJOR STUDIO AREA SEQUENCE

(Ceramics, Graphics, Intermedia, Painting, Printmaking, Sculpture)

3 Art 2 _____
3 Art 2 _____

Art 200 level studio courses (from two additional studio areas)

3 Art 2 _____
3 Art 2 _____

18 ART 300 MAJOR STUDIO AREA SEQUENCE

Art 400 Senior Project (6) _____

18 ART ELECTIVES (200 LEVEL or higher)

9 OPEN ELECTIVES (OR ART HISTORY MINOR)

TOTAL CREDIT HOURS = 129-131

*Students must complete a senior project as part of their studio concentration. Therefore a course in this studio area must be taken in the final semester.

W – Courses which meet the writing requirement are signified by a “W” next to the section number. Students should check the course schedule for courses that meet this requirement.

Updated 6/08

PROPOSED COURSE OF STUDY: BACHELOR OF FINE ARTS IN VISUAL ARTS GEC

FIRST YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art 111 Drawing	3	Art 112 Drawing	3
ARHS 120 Art History GEC #3	3	ARHS 160 GEC # 5	3
Art 121 Visual Foundation	3	Art 122 Visual Foundation	3
English 101 GEC #1	3	Art 199 Art Orientation	1
GEC Objective	3	GEC Objective	3
University 101 GEC #6	1	GEC Objective #2 (+lab)	4
Semester Total	16	Semester Total	17

SECOND YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art 211 or Art 212 Drawing	3	Art 212 or Art 211 Drawing	3
Art 200 level studio major	3	Art 200 level studio major	3
Art 200 level elective	3	Art 200 level elective	3
English 102 GEC #1	3	GEC #2 Objective – Math	3
GEC Objective	3	ARHS 200/300 Art History	3
GEC Objective	3	Open Elective	3
Semester Total	18	Semester Total	18

THIRD YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art 300 Studio Major	6	Art 300 Studio Major	6
Art Elective 200/300	3	Art Electives 200/300	3
GEC Objective	3	ARHS 200/300 Art History	3
GEC Objective 2	3-4	GEC Objective	3
Semester Total	15-16	Semester Total	15

FOURTH YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art 300 Studio Major	6	Art 400 Senior Project	6
Art Elective 200/300	6	Art Electives 200/300	6
Open Elective	3	Open Elective	3
Semester Total	15	Total	15

30 credit hours are required in the studio major area: six hours 200-level and 24 hours 300-400 level.
Additional information is available from the coordinator of the various areas or divisional academic advisor.

SUMMARY OF REQUIREMENTS:

Studio and art electives
(includes Art Orientation) 73 hrs.
Art History 12 hrs.
GEC Objectives 35-37 hrs.
Electives 9 hrs.

Total 129-131 hrs.

Ceramics, Intermedia, Graphic Design, Painting, Printmaking or Sculpture, with Teacher Certification, K-12.

Students wishing certification to teach K-12 in West Virginia and other reciprocal states must complete competency requirements established by the state in addition to Division of Art B.F.A. degree requirements. This unique program allows students to earn teacher certification while emphasizing a content area within the B.F.A. curriculum. Typically, the student's schedule is reviewed with an art advisor, the division chairperson, or the art education coordinator.

B.F.A. with Certification Curriculum:

This variation of the regular B.F.A. program begins after the completion of the freshman year and requires careful selection of both studio and academic courses. With the additional liberal studies and education course requirements, the anticipated time frame to complete this program is five years.

Liberal Arts and Education Requirements:

Liberal arts requirements are selected by the certifying agency of the State of West Virginia and WVU. Certification requirements are established and reviewed by state agencies. Undergraduate art students desiring certification should consult with the art education faculty to be certain of compliance with certification criteria.

EDUCATION TESTING REQUIREMENTS TO RECEIVE K-12 CERTIFICATION IN ART

To be accepted into the teacher education program and be allowed to student teach, the following requirements that must be fulfilled:

Grade Point Average

A minimum GPA (grade point average) of 2.5 must be maintained.

Pre-Professional Skills Tests

Students must pass all **PPST** (Pre-Professional Skills Tests) components in reading, writing and math. Contact the Office of Educational Advising in Allen Hall for registration information, times as well as the statewide locations for testing. Students in the B.F.A.+ Certification Program should complete the PPST when they enroll in Art 265. All or parts of the PPST can be retaken. Study booklets and tutors are also available.

Exemption to the PSST

Students who have ACT scores of 26 or higher, or SAT scores totaling 1035 or more may be exempt from some or all of the PPST requirements. A copy of the scores must be submitted to Division of Art files and forwarded to the College of Human Resources and Education. If you plan to teach outside of West Virginia you must take them anyway.

Content Specialization Test

Students are required to successfully complete the Praxis content specialization test in the visual arts by the time they take Art 365.

Pedagogy Exam

Students are also required to pass a Pedagogy Exam before certification papers can move forward. Students may choose the exam focusing on elementary or secondary level education. This exam can be taken before students begin their semester of teaching or during their first semester in the field. The exam must be passed before certification is granted.

Some other considerations

Any student teaching in the classrooms must have up-to-date TB results on file. Testing for TB must be updated every two years.

**BACHELOR OF FINE ARTS IN VISUAL ARTS WITH CERTIFICATION (B.F.A. +) GEC
ADVISOR'S CHECKLIST**

Hrs Course Name Grade Sem.
Communication (6 cr) Objective # 1
 3 English 101/(103) _____
 3 English 102 _____

Basic Math & Science (13-14cr) Objective #2
 3 Math _____
 3 _____
 1 _____
 3 _____
 1 _____
 3 _____

The Past and Its Traditions (3 cr) Objective # 3
 3 ARHS 120 _____

Contemporary Society (3-4 cr) Objective #4
 3 _____

Artistic Expression (3 cr) Objective # 5
 3 ARHS 160 _____

The Individual in Society (4 crs) Objective #6
 1 Univ. 101 _____
 3 Spec. Ed. 304 _____

American Culture (3 cr) Objective # 7
 3 _____

Western Culture (3 cr) Objective #8
 3 _____

Non-western Culture (3 cr) Objective #9
 3 _____

19 Studio Foundations
 1 Art 199 Orientation _____
 3 Art 111 Drawing I _____
 3 Art 112 Drawing II _____
 3 Art 121 2-D _____
 3 Art 122 3-D _____
 3 Art 211 _____
 3 Art 212 _____

6 ART HISTORY 200-300 Level
 3 ARHS 2/3 (W) _____
 3 ARHS 2/3 _____

12 Art 200 level studio courses. At least one each in all 200 level studios besides your major studio (ceramics, graphics/intermedia, painting, printmaking, sculpture)
 3 Art 2 _____
 3 Art 2 _____
 3 Art 2 _____
 3 Art 2 _____

Art 200 major studio area sequence (Ceramics, Graphics, Intermedia, Painting, Printmaking, Sculpture)
 3 Art 2 _____
 3 Art 2 _____

18 Art 300 Major Studio Area Sequence

6 Art 400 Senior Project _____

14 ART EDUCATION
 3 Art 264 _____
 4 Art 265 _____
 4 Art 266 _____
 3 Art 365 _____

14 OUTSIDE EDUCATION AND PE
 3 Education 301 _____
 3 Special Ed. 360 _____
 3 Reading 422 _____
 2 PE or Dance 135 _____
 3 Creative Arts Electives _____

16 Professional Practice: Student Teaching Semester
 12 Art 491D _____
 4 C&I 491 _____

MINIMUM TOTAL: 152/154 HOURS

6 ART HISTORY MINOR
 3 _____
 3 ARHS 240 Art Theory _____
 or
 ARHS 345 _____

**TOTAL CREDIT WITH ART HISTORY MINOR:
160/162**

W- Courses which meet the writing requirement are signified by a "W" next to the section number. Students should check the course schedule for courses that meet this requirement.

Proposed course of study Art Education Program: Bachelor of Fine Arts with Certification (B.F.A. +) GEC

FIRST YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art 111 Drawing I	3	Art 112	3
ARHS 120 GEC # 3	3	ARHS 160	3
Visual Foundations 121	3	Visual Foundations 122	3
English 101 GEC #1	3	GEC Objective	3
GEC Objective	3-4	GEC Objective #2 (+lab)	4
University 101 GEC #6	1	Art 199 Orientation	1
Semester Totals	16-7	Semester Total	17

SECOND YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art 211/212 Drawing	3	Art 212/211 Drawing	3
Art 213/214 Painting	3	Art 230/231 Printmaking	3
Art 226/227 Sculpture	3	Art 240/241 Ceramics	3
English 102 GEC # 1	3	Art 264 Intro to Art Education	3
GEC Objective	3	GEC Objective	3
Semester Total	15	Semester Total	15

THIRD YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art 200 Studio Major	3	Art 300 Studio Major	6
Art 223/224 Graphic Design	3	Art 266	3
Art 265 or 200 level Art History	3-4	GEC Objective	3-4
Educ. 301 Learning 1	2	Mathematics	3
PE or Dance 135	2	(Art History Minor)	(3)
Semester Total	13-14	Semester Total	15, 16(18)

FOURTH YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art 300 Studio Major	6	Art 300 Studio Major	6
Art 265 or 200 level Art History	3-4	GEC Objective	3
GEC Objective or Art 265	3	Art 266 or GEC Objective Spec. Ed 304	3-4
Creative Arts Elective	3	Reading 422	3
(Art History Minor)	(3)	Semester Total	15-16
Semester Total	14-15(18)		

FIFTH YEAR

First Semester	Hrs.	Second Semester	Hrs.
ARHS 200/300 Art History	3	Student Teaching	16
Art 365 Art Education	3	C&I 491	4 credits
Art 400 Senior Project	6	Art 491	12 credits
Spec. Education	3		
Semester Total	15	Semester Total	16

TOTAL CREDIT HOURS FOR B.F.A. WITH CERTIFICATION: 150/152 HRS.

BACHELOR OF ARTS IN VISUAL AND PERFORMING ARTS MAJOR IN THE HISTORY OF ART

The major in the History of Art provides a foundation in the history of art and architecture in its cultural and theoretical context. Once accepted into the University and into the Art History program, the B.A. candidate must complete curriculum requirements in order to graduate. The B.A. curriculum includes required and elective Art History courses, studio art courses, cognate courses and University-established liberal studies program requirements. Students are encouraged to study abroad during one or two semesters of the junior year. In the final semester the student will complete a senior research project on a topic selected by the student with the approval of the Art History faculty.

MAJOR IN THE HISTORY OF ART: REQUIRED COURSES

Art 199 Orientation	1
Art 111, 112, 121, 122/other studio	6
Art 105 Survey of the History of Art	3
Art 106 Survey of the History of Art	3

ART HISTORY CORE

Art History Majors must select one course from each
6

of the areas listed below:

I. Classics

320 Art History: Greek	3
331 Art History: Medieval	3

II Western European traditions

350 Northern Renaissance	3
	3
354 Italian Renaissance	3
360 Baroque	3

III. Modern and Contemporary Studies

	3
375 19 th Century	3
380 Modern	3
389 Contemporary	3

ART HISTORY COURSES

ARHS 240/345 Art Theory	3
ARHS 400 Senior Research Project	3
ARHS 395 Senior Seminar	3
Elective 200/300 level Art History Courses	9
ARHS 493 Special topics	3

COGNATE AREA REQUIRED COURSES

(In addition to the required GEC courses)

Foreign Language (2 years proficiency)	12
History/Humanities/Anthropology	9
Classics (at least 6 hrs upper division)	6
Philosophy/Religion/Women's Studies	6
Arts and Literature	

GENERAL EDUCATION CURRICULUM REQUIRED COURSES

GEC #1 Communication-English 101 and 102	6
GEC #2 Basic Math and Science	13-14
GEC #3 Past and Its Traditions	3
GEC #4 Contemporary Society	3-
GEC #5 Artistic Expression	
GEC #6 The Individual in Society	4
GEC #7 American Culture	3
GEC #8 Western Culture	3
GEC #9 Non-western Culture	

Open Elective Courses

15

Total hours required for the BA in Visual and Performing Art- Art History: 129-131

STUDENTS PURSUING A MINOR IN ART HISTORY MUST COMPLETE THE FOLLOWING COURSES:

6 hours Survey of History of Art: 120-160
3 hours Art Theory
9 hours 200/300 level Art History courses
or Art 493

(It is suggested that one of these courses be selected for each field of the history of art.)

BACHELOR OF ARTS IN ART HISTORY

ADVISOR'S CHECKLIST

GEC Liberal Studies Courses

Hr Course Name Grade Sem.

Communication (6 cr) Objective 1

3 English 101/103 _____
3 English 102 _____

Basic Math & Science (13-14cr)

Objective 2

3 Math _____
3 _____
3 _____
3 _____
1 _____
1 _____

The Past and Its Traditions (3cr)

Objective 3

3 ARHS 120 _____

Contemporary Society (3-4cr)

Objective 4

3 _____

Artistic Expression (3 cr) Objective 5

3 ARHS 160 _____

The Individual in Society (4 cr)

Objective 6

1 Univ 101 _____
3 _____

American Culture (3 cr) Objective 7

3 _____

Western Culture (3 cr) Objective 8

3 _____

Non-western Culture (3 cr) Objective 9

3 _____

15-18 Open Elective Courses

3 _____
3 _____
3 _____
3 _____
3 _____
(3) _____

6 Art 111, 112, 121, 122 or other Studio

3 _____
3 _____

Art History Core

I Classics: ARHS 210, 331

3 _____

II Western European traditions:
ARHS 350, 354, 360

3 _____

III Modern and Contemporary Studies:
ARHS 375, 380, 370, 390

3 _____

Art History Courses

3 Seminar, History of Art _____

3 ARHS 240, 390 _____

3 Senior Research Project 401 _____

3 Topics in Art History or Seminar _____

Elective 200 level Art History courses

3 _____
3 _____
3 _____

Cognate Area Required Courses

12 Foreign Language (2 years proficiency)

3 _____
3 _____
3 _____
3 _____

9 History/Humanities/Classics/
Anthropology

3 _____
3 _____
3 _____

6 Philosophy/Religion/Women's
Studies/Native American Studies

3 _____
3 _____

6 Arts and Literature

3 _____
3 _____

TOTAL CREDIT HOURS 128-131

Updated 10/07

PROPOSED COURSE OF STUDY: BACHELOR OF ART IN ART HISTORY GEC

FIRST YEAR

First Semester	Hrs.	Second Semester	Hrs.
GEC Objective #4 (HUM 101 & 102 or PHIL 100)	3	GEC Objective	3
ARHS 120 GEC Objective #3	3	ARHS 160 GEC Objective # 5	3
Cognate Foreign Language	3	Cognate Foreign Language II	3
English 101 GEC Objective #1	3	GEC Objective	3
GEC Objective # 2	3-4	GEC Objective # 2 (+lab)	4
University 101 GEC Objective #6	1		
Semester Total	16-17	Semester Total	16

SECOND YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art History	3	Art History	3
GEC Objective # 2 - Math	3	GEC Objective 2	3
Classics/Humanities/History	3	Open Elective	3
Cognate Foreign Language III	3	ART 112 or 122	3
English 102 GEC Objective # 1	3	Cognate Foreign Language IV	3
GEC Objective	3	Literature/Theatre/Music	3
Semester Total	18	Semester Total	18

THIRD YEAR

First Semester	Hrs.	Second Semester	Hrs.
Art History	3	Art History	3
Art History	3	GEC Objective	3
Cognate Philosophy	3	Cognate Literature/Arts.	3
Open Elective	6	Open Elective	3
Humanities/Anthro/History	3	Religion/Phil./Native American	3
Semester Total	18	Semester Total	15

FOURTH YEAR

First Semester	Hrs.	Second Semester	Hrs.
GEC Elective	3	Art History	3
Art Seminar	3	Cognate Humanities	3
Art Theory	3	Open Elective	3
Art History Senior Seminar	3	Art History Senior Research Project	3
Open Elective	3	Semester Total	12
Semester Total	15		

Total Hours 129-131

SOME OTHER FORMS YOU MAY NEED TO KNOW ABOUT

These forms are available from the College of Creative Arts Records Office and may be useful during advising and registration.

1. **D/F Repeat:** If a student earns a D or F during their first 60 hours, the course may be repeated. Courses must be repeated at WVU and the grade achieved in the second attempt will be recorded as the final grade, A **D/F repeat** form must be completed while registering for the repeat and submitted to Admissions and Records for approval.
2. **Waiver/Substitution Form:** This form is submitted to request transfer in credits from another institution, request that a required course be waived in lieu of substitution hours, or have open hours (non-designated) transferring in from another college or university. For example, if a student received credit for a studio course at another institution, and that specific studio is not offered at WVU, the credits would transfer as an art elective. The student's advisor, Chairperson of Academic Standards, Division Coordinator of Advising, and the Chairperson of the Division must approve the transfer of credits.
3. **Undergraduate Transient Application:** This form must be completed and submitted if a student plans to take courses at another institution and transfer the credits towards a degree at WVU. It is recommended that students bring a catalog/course schedule with a description of the course they intend to take to the Division Advisor or Chair and complete this form BEFORE registering for the course. In some cases students may take a course that will NOT transfer to WVU. Typically this occurs with institutions that are not colleges, such as private vocational schools. WVU accepts credit only from institutions of higher education and not trade schools.
4. **Leave of Absence:** If a student must take a leave from school for a semester or year for any reason they must complete a Leave of Absence Request. This enables the student to re-enter school without having to reapply for admission.
5. **Independent Study:** Students wishing to undertake independent study with one of the professors must obtain that faculty member's permission before enrolling for those hours. A contract form needs to be filled out and signed by the student, faculty member, and Chairperson of the division and be in the student's file in the Division of Art. There are different forms for studio and art history.
6. **Overload of Hours:** Students registering for more than 18 hours during a semester must fill out this petition. Since the computer registration system will not allow students to enroll for more than 18 hours, additional hours must be registered for in person and accompanied by a signed override form from the instructor. Students must consult with their advisor regarding overloads, complete the **Override Form** and submit the form to the Division Advisor or Chair for approval. This form also allows students to enroll in a course that is restricted by major or level. To override these restrictions, the faculty member's approval is required.
7. **Star Course Registration Form:** Students complete this form and review the selection of course with their advisor during each registration period. Students will receive their **Pin Number** only after this form is completed and signed by the advisor. Courses requiring faculty or department approval must be signed in the right hand column of this blue form. Students should save these forms in a file as well as record and keep the PIN number on file; it is required to make any course adjustments.
8. **Change of Status Form:** students deciding to change their major within the university should contact Rachel Hanks in the College of Creative Arts Student Records Office. She will initiate the change of major form and then it is delivered to the student's new department. Students must be in good standing, with a minimum GPA of 2.0 to change majors. Departments reserve the right to accept students on a probationary status.

INFORMATION ON CAREER OPPORTUNITIES IN THE VISUAL ARTS

SOURCE: THE U.S. DEPARTMENT OF LABOR [HTTP://WWW.BLS.GOV/OCO/OCOS092.HTM](http://www.bls.gov/oco/ocos092.htm)

Significant Points

About 63 percent of artists and related workers are self-employed.

Keen competition is expected for both salaried jobs and freelance work; the number of qualified workers exceeds the number of available openings because the arts attract many talented people with creative ability.

Artists usually develop their skills through a bachelor's degree program or other postsecondary training in art or design.

Earnings for self-employed artists vary widely; some well-established artists earn more than salaried artists, while others find it difficult to rely solely on income earned from selling art.

Nature of the Work

Artists create art to communicate ideas, thoughts, or feelings. They use a variety of methods—painting, sculpting, or illustration—and an assortment of materials, including oils, watercolors, acrylics, pastels, pencils, pen and ink, plaster, clay, and computers. Artists' works may be realistic, stylized, or abstract and may depict objects, people, nature, or events.

Artists generally fall into one of four categories. *Art directors* formulate design concepts and presentation approaches for visual communications media. *Craft artists* create or reproduce handmade objects for sale or exhibition. *Fine artists*, including *painters, sculptors, and illustrators* create original artwork, using a variety of media and techniques. *Multi-media artists and animators* create special effects, animation, or other visual images on film, on video, or with computers or other electronic media. (Designers, including graphic designers are discussed elsewhere in the *Handbook*.)

Art directors develop design concepts and review material that is to appear in periodicals, newspapers, and other printed or digital media. They decide how best to present the information visually, so that it is eye catching, appealing, and organized. Art directors decide which photographs or artwork to use and oversee the layout design and production of the printed material. They may direct workers engaged in artwork, layout design, and copywriting.

Craft artists hand-make a wide variety of objects that are sold either in their own studios, in retail outlets, or at arts-and-crafts shows. Some craft artists may display their works in galleries and museums. Craft artists work with many different materials—ceramics, glass, textiles, wood, metal, and paper—to create unique pieces of art, such as pottery, stained glass, quilts, tapestries, lace, candles, and clothing. Many craft artists also use fine-art techniques—for example, painting, sketching, and printing—to add finishing touches to their art.

Fine artists typically display their work in museums, commercial art galleries, corporate collections, and private homes. Some of their artwork may be commissioned (done on request from clients), but most is sold by the artist or through private art galleries or dealers. The gallery and the artist predetermine how much each will earn from the sale. Only the most successful fine artists are able to support themselves solely through the sale of their works. Most fine artists have at least one other job to support their art careers. Some work in museums or art galleries as fine-arts directors or as curators, planning and setting up art exhibits. A few artists work as art critics for newspapers or magazines or as consultants to foundations or institutional collectors. Other artists teach art classes or conduct workshops in schools or in their own studios. Some artists also hold full-time or part-time jobs unrelated to the art field and pursue fine art as a hobby or second career.

Usually, fine artists specialize in one or two art forms, such as painting, illustrating, sketching, sculpting, printmaking, and restoring. *Painters, illustrators, cartoonists, and sketch artists* work with two-dimensional art forms, using shading, perspective, and color to produce realistic scenes or abstractions.

Illustrators typically create pictures for books, magazines, and other publications and for commercial products such as textiles, wrapping paper, stationery, greeting cards, and calendars. Increasingly, illustrators are working in digital format, preparing work directly on computers. *Medical* and *scientific illustrators* combine drawing skills with knowledge of biology or other sciences. Medical illustrators draw illustrations of human anatomy and surgical procedures. Scientific illustrators draw illustrations of animal and plant life, atomic and molecular structures, and geologic and planetary formations. The illustrations are used in medical and scientific publications and in audiovisual presentations for teaching purposes. Medical illustrators also work for lawyers, producing exhibits for court cases.

Cartoonists draw political, advertising, social, and sports cartoons. Some cartoonists work with others who create the idea or story and write the captions. Most cartoonists have comic, critical, or dramatic talents in addition to drawing skills.

Sketch artists create likenesses of subjects with pencil, charcoal, or pastels. Sketches are used by law enforcement agencies to assist in identifying suspects, by the news media to depict courtroom scenes, and by individual patrons for their own enjoyment.

Sculptors design three-dimensional artworks, either by molding and joining materials such as clay, glass, wire, plastic, fabric, or metal or by cutting and carving forms from a block of plaster, wood, or stone. Some sculptors combine various materials to create mixed-media installations. Some incorporate light, sound, and motion into their works.

Printmakers create printed images from designs cut or etched into wood, stone, or metal. After creating the design, the artist inks the surface of the woodblock, stone, or plate and uses a printing press to roll the image onto paper or fabric. Some make prints by pressing the inked surface onto paper by hand or by graphically encoding and processing data, using a computer. The digitized images are then printed on paper with the use of a computer printer.

Painting restorers preserve and restore damaged and faded paintings. They apply solvents and cleaning agents to clean the surfaces of the paintings, they reconstruct or retouch damaged areas, and they apply preservatives to protect the paintings. Restoration is highly detailed work and usually is reserved for experts in the field.

Multi-media artists and animators work primarily in motion picture and video industries, advertising, and computer systems design services. They draw by hand and use computers to create the large series of pictures that form the animated images or special effects seen in movies, television programs, and computer games. Some draw storyboards for television commercials, movies, and animated features. Storyboards present television commercials in a series of scenes similar to a comic strip and allow an advertising agency to evaluate commercials proposed by the company doing the advertising. Storyboards also serve as guides to placing actors and cameras on the television or motion picture set and to other details that need to be taken care of during the production of commercials.

Working Conditions

Many artists work in fine- or commercial-art studios located in office buildings, warehouses, or lofts. Others work in private studios in their homes. Some fine artists share studio space, where they also may exhibit their work. Studio surroundings usually are well lighted and ventilated; however, fine artists may be exposed to fumes from glue, paint, ink, and other materials and to dust or other residue from filings, splattered paint, or spilled fluids. Artists who sit at drafting tables or who use computers for extended periods may experience back pain, eyestrain, or fatigue.

Artists employed by publishing companies, advertising agencies, and design firms generally work a standard workweek. During busy periods, they may work overtime to meet deadlines. Self-employed artists can set their own hours, but may spend much time and effort selling their artwork to potential customers or clients and building a reputation.

Training, Other Qualifications, and Advancement

Postsecondary training is recommended for all artist specialties. Although formal training is not strictly required, it is very difficult to become skilled enough to make a living without some training. Many colleges and universities

offer programs leading to the bachelor's or master's degree in fine arts. Courses usually include core subjects such as English, social science, and natural science, in addition to art history and studio art.

Independent schools of art and design also offer postsecondary studio training in the craft, fine, and multi-media arts leading to a certificate in the specialty or to an associate's or bachelor's degree in fine arts. Typically, these programs focus more intensively on studio work than do the academic programs in a university setting. The National Association of Schools of Art and Design accredits about 250 postsecondary institutions with programs in art and design; most award a degree in art.

Formal educational programs in art also provide training in computer techniques. Computers are used widely in the visual arts, and knowledge and training in computer graphics and other visual display software are critical elements of many jobs in these fields.

Medical illustrators must have both a demonstrated artistic ability and a detailed knowledge of living organisms, surgical and medical procedures, and human and animal anatomy. A bachelor's degree combining art and premedical courses usually is required. However, most medical illustrators also choose to pursue a master's degree in medical illustration. This degree is offered in five accredited schools in the United States.

Art directors usually begin as entry-level artists in advertising, publishing, design, and motion picture production firms. Artists are promoted to art director after demonstrating artistic and leadership abilities. Some art schools offer coursework in art direction as part of postsecondary training. Depending on the scope of their responsibilities, some art directors also may pursue a degree in art administration, which teaches nonartistic skills such as project management and communication.

Those who want to teach fine arts at public elementary or secondary schools must have a teaching certificate in addition to a bachelor's degree. An advanced degree in fine arts or arts administration is necessary for management or administrative positions in government or in foundations or for teaching in colleges and universities. (See the statements for teachers-postsecondary; and teachers-preschool, kindergarten, elementary, middle, and secondary school.) Evidence of appropriate talent and skill, displayed in an artist's portfolio, is an important factor used by art directors, clients, and others in deciding whether to hire an individual or to contract out work. The portfolio is a collection of handmade, computer-generated, photographic, or printed samples of the artist's best work. Assembling a successful portfolio requires skills usually developed through postsecondary training in art or visual communications. Internships also provide excellent opportunities for artists to develop and enhance their portfolios.

Artists hired by firms often start with relatively routine work. While doing this work, however, they may observe and practice their skills on the side. Many artists freelance on a part-time basis while continuing to hold a full-time job until they are established. Others freelance part time while still in school, to develop experience and to build a portfolio of published work.

Freelance artists try to develop a set of clients who regularly contract for work. Some freelance artists are widely recognized for their skill in specialties such as cartooning or children's book illustration. These artists may earn high incomes and can choose the type of work they do.

Craft and fine artists advance professionally as their work circulates and as they establish a reputation for a particular style. Many of the most successful artists continually develop new ideas, and their work often evolves over time.

Job Outlook

Of the artists who were not self-employed, many worked in advertising and related services; newspaper, periodical, book, and software publishers; motion picture and video industries; specialized design services; and computer systems design and related services. Some self-employed artists offered their services to advertising agencies, design firms, publishing houses, and other businesses on a contract or freelance basis.

Employment of artists and related workers is expected to grow about as fast as average for all occupations through the year 2014. However, the competition for jobs is expected to be keen for both salaried and freelance jobs in all specialties, because the number of qualified workers exceeds the number of available openings. Also, because the

arts attract many talented people with creative ability, the number of aspiring artists continues to grow. Employers in all industries should be able to choose from among the most qualified candidates.

Art directors work in a variety of industries, such as advertising, public relations, publishing, and design firms. Despite an expanding number of opportunities, they should experience keen competition for the available openings.

Craft and fine artists work mostly on a freelance or commission basis and may find it difficult to earn a living solely by selling their artwork. Only the most successful craft and fine artists receive major commissions for their work. Competition among artists for the privilege of being shown in galleries is expected to remain acute, and grants from sponsors such as private foundations, State and local arts councils, and the National Endowment for the Arts should remain competitive. Nonetheless, studios, galleries, and individual clients are always on the lookout for artists who display outstanding talent, creativity, and style. Among craft and fine artists, talented individuals who have developed a mastery of artistic techniques and skills will have the best job prospects.

The growth in computer graphics packages and stock art Web sites is making it easier for writers, publishers, and art directors to create their own illustrations. As the use of this technology grows, there will be fewer opportunities for illustrators. One exception is the small number of medical illustrators, who will be in greater demand to illustrate journal articles and books as medical research continues to grow.

Salaried cartoonists will have fewer job opportunities because many newspapers and magazines are increasingly relying on freelance work. In addition, many cartoonists are opting to post their work on political Web sites and online publications. As online posting of cartoons increases, many are creating animated or interactive images to satisfy readers' demands for more sophisticated cartoons.

Multi-media artists and animators should have better job opportunities than other artists, but still will experience competition. Demand for these workers will increase as consumers continue to demand more realistic video games, movie and television special effects, and 3D animated movies. Additional job openings will arise from an increasing demand for Web site development and for computer graphics adaptation from the growing number of mobile technologies. Job opportunities for animators of lower-technology, two-dimensional television cartoons could be hampered as these jobs continue to be outsourced overseas.

Sources of Additional Information

For general information about art and design and a list of accredited college-level programs, contact:

National Association of Schools of Art and Design, 11250 Roger Bacon Dr., Suite 21, Reston, VA 20190-5248.
Internet: <http://nasad.arts-accredit.org>

For information on careers in the craft arts and for a list of schools and workshops, contact:

American Craft Council Library, 72 Spring St., 6th Floor, New York, NY 10012-4019. Internet:
<http://www.craftcouncil.org>

For information on careers in illustration, contact:

Society of Illustrators, 128 E. 63rd St., New York, NY 10021-7303. Internet: <http://www.societyillustrators.org>

For information on careers in medical illustration, contact:

Association of Medical Illustrators, 245 First St., Suite 1800, Cambridge, MA 02142. Internet: <http://www.ami.org>

For information on workshops, scholarships, internships, and competitions for art students interested in advertising careers, contact: Art Directors Club, 106 W. 29th St., New York, NY 10001. Internet:
<http://www.adcglobal.org>

For a list of schools offering degree programs in graphic design, contact:

The American Institute of Graphic Arts, 164 Fifth Ave., New York, NY 10010.

For information on magazine art and design occupations, contact:

The Society of Publication Designers, 60 East 42nd St., Suite 721, New York, NY 10165-1416.

For information on teaching careers, contact:

The National Art Education Association, 1916 Association Drive, Reston, VA 20191-1570

Senior Project/Exhibition Skills Rubric

Student _____ Course _____ Date _____

Intended Outcome: Students completing this course are expected to meet the Program's Expected Learning Outcomes. In addition they should have the ability to create a unique original body of art works that will position them for admittance into competitive art programs or enter a creative profession.

Criteria	Rating = 4	Rating =3	Rating =2	Rating =1	
Student work demonstrates appropriate use of tools and materials and an understanding of the nature of specific media	Use of materials and tools are well informed and results in work that is skillfully crafted.	Use of materials is appropriate, yet the application of craft is somewhat problematic.	Either the use of material or craft is problematic.	Both the use of material and craft is problematic.	
Student work demonstrates the ability to perceive quality and aesthetic relationships between forms used to create a work of art.	Presented body of work represents a sophistication of aesthetic relationships.	Aesthetic relationships are good. Yet lack some sophistication.	Aesthetic relationships are problematic.	Work does not represent good aesthetic relationships.	
Student has acquired the ability to invent new forms by way of using the tools and media in a unique and experimental manner.	Unique work demonstrating inventive new forms. Experimentation in media.	Work is unique. Experimentation and innovation evident, but not as strong.	Work is unique. Experimentation and innovation not evident.	Work is not unique. Experimentation and innovation also weak.	
Student has obtained the ability to apply a knowledge of art history, theory, criticism and aesthetics in the understanding of art and the development of critical thinking.	Written artist statement and the presented work contain distinct knowledge of art history, theory, criticism and the development of critical thinking.	Artist work and statement demonstrates some qualities of art historical knowledge, theory, criticisms and critical thinking.	Work is lacking either an understanding of art historical or theoretical or critical development.	Work reflects little or erroneous art historical knowledge, theoretical or critical thinking.	
				Total	

			Overall Score	Total/4	
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