

BA

HANDBOOK

2023-2024

**Department of Art
Florida State University**

Table of Contents

Welcome to the Studio Art Program	4
Art Without Boundaries: Florida State University	5
<i>BA in Studio Art Mission</i>	5
Department of Art Contacts	6
Faculty	7
FACILITIES	9
<i>LOCATIONS</i>	9
<i>LABS & EQUIPMENT</i>	10
DEPARTMENT & COLLEGE RESOURCES	11
<i>VISITING ARTIST LECTURES</i>	11
<i>RESEARCH SUPPORT</i>	11
<i>EXHIBITION SPACES</i>	12
Resources for Mental, Physical, & Emotional Well-Being	13
BA PROGRAM OVERVIEW	15
PROGRAM REQUIREMENTS	16
<i>EQUIPMENT & MATERIAL FEES</i>	17
STUDENT EXPECTATIONS	18
<i>PREREQUISITES & COREQUISITES</i>	18
<i>ACADEMIC PERFORMANCE & RETENTION</i>	18
<i>COMPUTER REQUIREMENTS</i>	18
<i>COMMUNICATION</i>	19
ACADEMIC ADVISING	20
<i>SAMPLE SCHEDULE FOR INCOMING FRESHMEN</i>	21
<i>SAMPLE SCHEDULE FOR TRANSFER STUDENTS</i>	23
<i>GRADUATION CHECKLIST</i>	25
STUDIO ART FOCUS AREAS	26
ACADEMIC OPPORTUNITIES FOR BA STUDENTS	36

<i>DOUBLE MAJORS</i>	36
<i>5 Year Art Ed & MINORS</i>	37
<i>HONORS PROGRAM & HONORS in the MAJOR</i>	38
EXPERIENTIAL LEARNING OPPORTUNITIES	39
<i>INTERNSHIPS IN CREATIVE ART</i>	39
<i>INTERNATIONAL STUDY</i>	40
<i>SERVICE LEARNING & LEADERSHIP</i>	41
<i>GARNET & GOLD SCHOLAR SOCIETY</i>	42
STUDENT CLUBS & ORGANIZATIONS	43
<i>CURRENT CLUBS RELATED TO ART</i>	43
AWARDS & FUNDING	44
CAREER PLANNING	45

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 that 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 learn more about our faculty and staff, and be sure to introduce yourself so they can learn more about you.

This handbook, intended for new and returning students, is a resource for you. It has information that we feel will help you navigate our program and 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 receive 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 | Assistant Teaching Professor

Department of Art | College of Fine Arts

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 provide guidance in the skills necessary for not only artistic creation but also in 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

Department of Art Chair

Jeff Beekman

jbeekman@fsu.edu

Assistant Chair/BA Director

Liz Di Donna

edidonna@fsu.edu

BA Academic Advisor (Junior & Senior)

June Dollar

jdollar@fsu.edu

BA Academic Advisor (Freshman & Sophomore)

Jordan Evans

jevans9@fsu.edu

Department of Art Office Team

Senior Administrative Specialist

Tori Cole

vcole@fsu.edu

850.644.6478

Program Manager

Celeste Ivory

mivory@fsu.edu

850.644.3147

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.

Carrie Ann Baade

Professor & BFA Director | cjonesbaade@fsu.edu
<https://carrieannbaade.com>

Jeff Beekman

Associate Professor & Chair | jbeekman@fsu.edu
<https://jeffbeekman.wixsite.com/home>

Denise Bookwalter

Professor | dbookwalter@fsu.edu
<https://denisebookwalter.com>

Mona Bozorgi

Assistant Professor | mbozorgi@fsu.edu
<https://monabozorgi.com/>

Kevin Curry

Assistant Professor & Head of Sculpture | kcurry@fsu.edu
<https://kcurry.com>

Elizabeth Di Donna

Assistant Teaching Professor & BA Director | edidonna@fsu.edu
<https://elizabethdidonna.com>

Rob Duarte

Associate Professor & MFA Director | rduarte@fsu.edu
<https://robduarte.com>

Marty Fielding

Assistant Professor & Head of Ceramics | mfielding@fsu.edu
<https://martyfielding.com>

Lilian Garcia-Roig

Professor | lgarciaroig@fsu.edu
<http://www.liliangarcia-roig.com>

Holly Hanessian

Professor in Ceramics | hhanessian@fsu.edu
<http://www.hollyhanessian.com>

Katie Kehoe

Assistant Professor | mkehoe@fsu.edu
<https://main.katiekehoe.com/>

Daniel Luedtke

Assistant Professor & Head of Printmaking | dluedtke@fsu.edu
<http://www.dnml.org/>

Jiha Moon

Assistant Professor | jmw23m@fsu.edu
<http://jihamoon.com/>

MJ Neuberger

Visiting Assistant Professor | mneuberger@fsu.edu
<https://mjneuberger.wordpress.com/>

Keith Roberson

Associate Professor | kroberson@fsu.edu
<http://www.k-roberson.com>

Judy Rushin

Professor & Head of Painting | jrushin@fsu.edu
<https://www.judyrushin.com>

Clint Sleeper

Assistant Professor & Head of Photography & Moving Image | csleeper@fsu.edu
<http://www.clintsleeper.com>

Allison Spence

Assistant Professor | aespence@fsu.edu
<https://www.allison-spence.com>

Anne Stagg

Associate Professor & Foundations Director | astagg@fsu.edu
<http://www.annestagg.com>

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, 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/about/facilities-equipment/>

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

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

Ceramics Lab

Located on the lower level of the Fine Arts Building

Computer Lab*

Fine Arts Building Room FAB 331

*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)

4th Floor Fine Arts Building

Painting Lab

Located in the Art Teaching Lab Building (across the street from 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.

For a listing of past and upcoming talks, visit:

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

RESEARCH SUPPORT

Your Fine Arts Research Librarian

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

Leah Sherman

Visual & Performing Arts Librarian

Florida State University Libraries

116 Honors Way

LRSherman@fsu.edu

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

EXHIBITION SPACES

Museum of Fine Arts (MoFA)

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

WJB Gallery

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

Working Method Contemporary

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

Phyllis Straus Gallery

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

Resources for Mental, Physical, & Emotional Well-Being

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

As well, please reach out to your faculty and advisors as resources as well. We are all here to help and support you.

[FSU Healthy Campus](#)

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

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

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

[Office of Accessibility Services](#)

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

[Food for Thought](#)

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

[Student Government Association Agencies](#)

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

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

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 [click here](#))
- 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 pre-requisites for declaring a BA in Studio Art. There is no portfolio review process. The minimum GPA is the university-required 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](#). Students must declare their focus area by the time they reach 90 credit hours.
- ART4851 BA Opportunities in the Arts counts toward Studio Art credit hours and is a required course for all BA students. Students should take ART4851 in their Junior year.
- nine (9) credit hours of Art History
- at least thirty-two (32) credit hours in additional courses (including completing a foreign language, which for most students will require three courses taken at the 1120, 1121, and 2220 levels)

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 with regard to 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
- Visit the Department of Art

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 make sure they have met all pre-req and co-req 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. *If you are enrolled in a class without the appropriate prerequisites or co-requisites, you may still be dropped from the class after the add/drop period has passed.*

ACADEMIC PERFORMANCE & RETENTION

The Department of Art reserves the right to discontinue enrollment of art major students at any time if satisfactory academic progress is not being made. Students who have accumulated three unsatisfactory grades (U, F, D-, D, D+) in studio art courses taken for college credit at Florida State University or elsewhere will not be permitted to continue, be readmitted, or graduate with a major in studio art.

Courses in which a grade below the minimum is received may only be repeated once. BA students must maintain a minimum GPA per University requirements. If a BA student's GPA falls below the minimum, s/he is placed on probation for the following semester. If the student's grade or GPA remains below the minimum standards by the end of the probationary semester, s/he is dismissed from the Department of Art.

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 on a daily basis. Upon entering the major, students will be signed up to receive emails from our program listserv: 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 Academic & Student Services](#) is to provide a supportive atmosphere that promotes the educational, career and professional development of the student. As part of this mission, Student Services assists with all aspects of advising, registration, resolution of academic issues and faculty support.

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

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

Your academic advisor can help with:

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

HOW TO GET THE MOST OUT OF ADVISING

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

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

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

SAMPLE SCHEDULE FOR INCOMING FRESHMEN

The following course map is based on full-time/15 hours per semester. Alternatively, students can plan to take a minimum of 12 hours per semester, but then should consider taking summer coursework to graduate in four years.

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 st 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
2 nd 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

TERM 6	HRS
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

TERM 7	HRS
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

TERM 8	HRS
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 guides AA transfer students with an academic plan toward graduation based on a full-time schedule/12-15 hours per semester. If students plan to finish in two years, taking courses in summer terms will help accomplish this goal.

We recommend transfer students complete the following coursework *before* coming to FSU. These requirements are not included in the sample schedule below and should be added if not completed before arriving at FSU:

- Speech
- 6 hours of Art History, we recommend taking ARH2051 & ARH2052
- 6-9 hours toward Foundations coursework (Drawing Foundations ART1300C, 2D Foundations ART1201C, and/or 3D Foundations ART1203, or equivalents)
- Course meeting Civic Literacy (POS 1041 or AMH 2020)
- We also recommend that students begin their Foreign Language coursework before coming to FSU.

Each student's pathway may vary based on the coursework completed, so it is in your best interest to consult with your academic advisor early and often to ensure you are on track.

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	3
Natural Science Lab	1

TERM 7	HRS
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

TERM 8	HRS
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

BA Studio Art Degree GRAD CHECK

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

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

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

MAJOR REQUIREMENTS Focus Area: _____

Foundations (C- or better)	27 Hrs. in Studio Art	Art History (9)
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
Credit hours (120 required)	_____	_____
Upper level hours (3000/4000, 45 required)	_____	_____
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:
-------------------------	-----------------------	------------

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-lvl "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.

PREREQUISITES

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

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.

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

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.

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

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.

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

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.

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

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.

All Foundations
ART 4762 Wheel as Tool

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.

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: Power, Aesthetics, & Representation - This course combines essays, reviews, and articles with projects geared towards painting and its expanded fields. Projects explore authorship and the artist's relationship to their public, place, the negotiation of identity, representation, the importance of iterations to process, and the role constructive obstructions can play in generating new work.

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 2301C OR ART 2500C

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 FOCUS AREA

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

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: Power, Aesthetics, & Representation - This course combines essays, reviews, and articles with projects geared towards painting and its expanded fields. Projects explore authorship and the artist's relationship to their public, place, the negotiation of identity, representation, the importance of iterations to process, and the role constructive obstructions can play in generating new work.

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 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: 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: View Camera + Darkroom - This advanced course is an exploration of view camera (large format 4"x5") photographic techniques using traditional analog chemical-based darkroom processes. Included is the study of large format photography and history. The class will have lectures covering artists (both current and historic) who work with the view camera. Concept development and personal vision play a key role in each project.

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

Other "ART 4929C" photography workshops will count toward fulfilling Focus Area Requirements.

PRINTMAKING FOCUS AREA

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-lvl "Print/Book Course"
(ART 3173C recommended)

All Foundations

ART 2400C Intro to Print
3000-lvl "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
ART 3651 Art and Electronic Media

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 up 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

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

5 YEAR ART EDUCATION PROGRAM

(BA in Studio Art + MS in Art Education)

The primary mission of the 5 year direct-entry pathway is to prepare art teachers for public and private school service, who possess knowledge and skills in the arts, advanced theoretical and practical knowledge in art education and understanding of the roles of education within wider contexts of culture and society. This degree provides comprehensive, field specific knowledge and is primarily focused on social justice art education. Students currently enrolled in the BA or BFA at FSU are eligible for this program. Completion of this direct-entry pathway results in a BA/BFA in Studio Art and an MS in Art Education with eligibility for certification.

Visit: <https://arted.fsu.edu/programs/art-education/>

MINORS

The BA Studio Art program does not require a minor, however, many students choose to do a minor which will complement their studies in art. Minors are typically 12 to 15 credit hours and can be done gradually throughout students' time at FSU.

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

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

HONORS IN THE MAJOR (HITM)

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

HITM Information & Guidelines:

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

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

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

[HITM Funding & Awards](#)

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 provide on-the-job training and mentorship and often lead to future job opportunities.

Students have the option to apply for academic credit for an art-related internship. Certain rules apply – for more information, go to:
<https://art.fsu.edu/about/undergraduate/internships-2/>

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

Resources for Internships

[The Career Center at FSU](#)

[Search Internships](#)

[InternFSU](#)

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

[Intern Abroad through International Programs](#)

[Intern through Global Scholars](#)

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

[Internship Housing Information](#)

[Help with resumes and cover letters](#)

[Professional Clothing Closet](#)

INTERNATIONAL STUDY

International Programs

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

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

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

Global Scholars

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

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

SERVICE LEARNING & LEADERSHIP

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

Center for Leadership & Social Change

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

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

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

[Meet with a service advisor](#)

GARNET & GOLD SCHOLAR SOCIETY

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

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

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

STUDENT CLUBS & ORGANIZATIONS

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

Search for clubs:

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

How to create a Recognized Student Organization (RSO):

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

CURRENT CLUBS RELATED TO ART

[Art Students' League](#)

[Clay Club](#) (see Professor Marty Fielding, 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:

Anissa Ford

Career Liaison for the College of Fine Arts

Fine Arts Building (FAB) 229

asford@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.

[Events & Workshops](#)

[Job Shadowing](#)

[Mentorship](#)

Map Out a Career Plan

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

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

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

First/Second Year Strategies:

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

Third/Fourth Year Strategies:

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

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

Getting Ready to Graduate:

- The Career Center doesn't go away once you graduate – the office works with alumni and you will still have access to ProfessoNole, 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	Digital 3D Artist and Illustrator	Multimedia Specialist
Account Manager	Digital Ad Production	Museum Deputy Director
Actor	Director of Business Development	Owner and Developer
Adjunct Instructor	Director of Cultural Programs	Owner, Ceramics Co.
Analytical Graphic Designer	Director of Digital Development	Owner, Design Co.
Architect and Project Manager	Director of Product Development	Owner, Digital Media Co.
Archives Program Associate	Director of Visual Design	Owner, Freelancer
Art Educator	Director, Art and Design	Owner, Gallery
Arts Administrator	Director, Interactive Art	Owner, Outdoor Adventure Co.
Assistant Producer	Director, Marketing	Owner, Photography Business
Assistant Professor, Painting	Director, Production Company	Owner, Publication Co.
Assistant Professor, Photography	Distance Learning Coordinator	Owner, Independent Contractor
Associate Professor, Art Appreciation	Environmental Administrator	Personal Vacation Manager
Associate Professor, Drawing	Event Coordinator	Photo Lab Tech
Aquaponic Engineer	Event Production, Studio Co.	Pixel Artist/Animator, Photographer, Designer, Artist
Behavioral Health Tech	Executive Producer, Marketing Co.	President, Media Production Co.
Biomedical Communications Intern	Executive Producer, Media Production Co.	Professor of Art History
Business Manager	Exhibition Design and Project Manager	Professor of Painting
Calligrapher	Fabrication Manager, Catering Co.	Professor, Art and Design
Chief Executive Artist	Field Researcher/Artist	Professor, Visual Art Computing
Client Advocate	Founder, Design Firm	Professor, Web/Graphic Design
Cofounder, Independent Business	Freelance Illustrator and Designer	Project Manager
Color Specialist	Front-End Web Designer/Developer	Public Art Consultant
Communications Media	Government Operations Consultant	Real Estate Professional
Conceptual Designer	Graphic and Web Designer	Registered Nurse
Conceptual Photographer	Graphic Designer/Illustrator	Researcher/Coder
Condominium General Manager	Independent Filmmaker	Sales Consultant, Gallery
Coordinator of Volunteers	Independent Fine Art Professional	Scenic Artist
Copyright and Graphic Artist	Information Security Analyst	Scientific Graphic Coordinator
Corporation Media Analyst	Installation Artist	Sculptor
Creative Director	Interactive Creative Director	Senior Communication Analyst
Creative Director, Book Company	Interactive Designer	Senior Designer, Marketing Co.
Creative Director, Design Company	Interactive Director and Digital Strategist	Senior Director of Corporate and Foundation Development
Creative Director, Fashion Company	Interior Design	Senior Visual Designer
Creative Professional	Intermediate Designer	Social Media Assistant
Creative Services Director	Inventor, Artisan, Potter	Store Artist
Creative/Multimedia Manager	Jewelry Maker	UX Designer
CTP Operator	Lecturer	Ux Designer and ColdFusion Developer
Curator of Modern and Contemporary Art	Live Chocolate Sculptor	Vice President, Pharmacy Corporation
Database Administrator	Manager, Grower, Graphic Designer, Garden Designer	Visual Artist
Deputy Commissioner of Innovation	Manager, Marketing Co.	Watercolor Artist and Graphic Designer
Designer	Marketing Project and Account Management Expert	Web Editor, Fashion Co.
Designer and Award Winning Illustrator	Media Quality Manager	Web Editor, New Outlet
Designer/Maker		