DEPARTMENT OF ART & DESIGN

VIRGINIA STATE UNIVERSITY

art&design

ANIMATION | GRAPHIC DESIGN | STUDIO

ABOUT THE DEPARTMENT

The Department of Art and Design, accredited by the National Association of Schools of Art and Design, offers courses leading to a Bachelor of Fine Arts degree. All students begin with the CORE program (Communication, Organization, Realization, Expression), covering the first two years, which produces a strong understanding of the design fundamentals and applications of traditional art media. Foundation level courses, including two-dimensional and three-dimensional design, color theory, drawing, and computer fundamentals, are designed to prepare students to begin their advanced concentration coursework in the sophomore year.

Deonte Brown

Lina Kim

Sherica Campbell

Terri Curtis

ACCEPTANCE

Acceptance into the **ART CORE Program** is contingent on:
1) acceptance into the University according to its criteria for incoming freshmen or transfer students;
2) a minimum of 2.0 GPA with good standing in the University for current VSU students;
3) display of artistic knowledge and ability through either a) the successful completion of two (2) art classes at a high school, junior college, or continuing education level, or b) submission of two (2) letters of recommendation by artists and/or art educators.
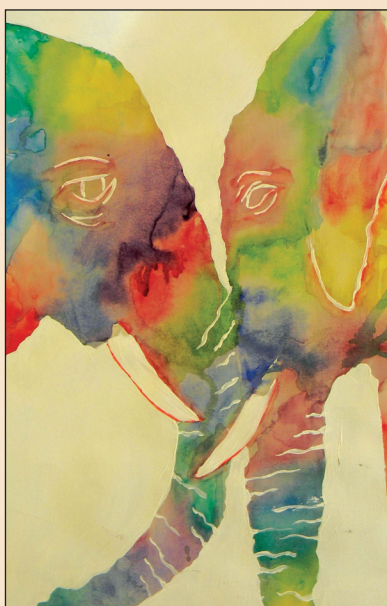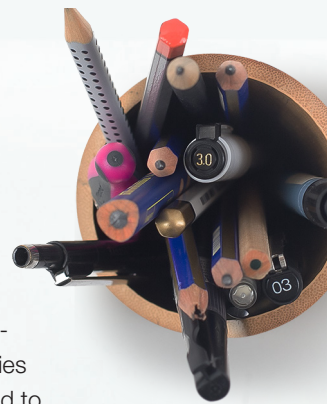
Students in the major can decide from four primary career paths: Studio Arts, Animation, Graphic Design, or Web Design.

The **Animation** program teaches students the principles and skills of animating in both traditional drawing and computerized formats. The curriculum is designed to prepare students to enter into graduate programs of study in animation, and/or entry-level apprentice positions within the industry.

In the **Graphic Design** curriculum, students follow a structured curriculum that gives them all of the knowledge and skills necessary to compete in today's commercial arts marketplace. The program prepares students for careers as commercial artists in such areas as illustration, print and package design.

The **Studio Arts** curriculum prepares students for traditional artistic careers in the disciplines of drawing, painting, printmaking, sculpture, and ceramics. As they follow their specific media through four sequential courses, students can shape their own curricula to span across traditional artistic boundaries and learn a variety of media specially designed to meet their needs and creative desires. This artistic "cross training" permits students to expand their creative horizons through the use of new media tools, techniques, and concepts, and become the artistic leaders of the 21st century.
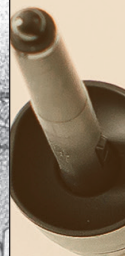
Ana Rice

Selene Christian–Reddick

Lina Kim

Advancement to the specific concentrations (Studio Arts, Animation, Graphic Design, Web Design) in the Sophomore year is dependent on a review of the student's portfolio of art work, along with the successful completion of all pre-requisite courses, in proper sequence, with a minimum of a 'C' grade.

Students will undergo an annual portfolio review during the spring semester of their sophomore and junior years to 1) assess their viability as a professional artist; 2) address any weaknesses in their skills and cognitive abilities; and 3) advise them on possible specializations and career opportunities within their areas of strength.

The senior year concludes with two capstone course: Portfolio and Senior Thesis. In Portfolio, students prepare their personal work into a professional quality portfolio and prepare resumes, cover letters, business cards, etc. in preparation to enter the workforce. In Senior Thesis, students create a cohesive body of work to display in a group, thematic exhibition that they organize and execute. Lectures in this class cover the business aspects of art, from taxes to office management.

ASSESSMENT

Students are assessed in each course through a series of class and instructor critiques of their assignments/projects, exams, and written essays. All students must pass the capstone courses of Portfolio and Senior Thesis, in which they present a professional quality portfolio in the former, and a unified body of art work in the latter, for evaluation by the department's faculty members.

ACCREDITATION

The Art and Design program, accredited by the National Association of Schools of Art and Design, offers courses leading to a Bachelor of Fine Arts in Visual Arts degree.

ENROLLMENT

The Department of Art & Design has between 70–125 full time students.

Jonathan North

MISSION OF THE DEPARTMENT

The mission of the Department of Art and Design at Virginia State University is to produce the artists of tomorrow, one individual at a time. Our faculty is committed to the artistic development of each student as a unique individual through the process of instruction and mentorship. Our goal is to prepare students for success in whatever professional arena of art they choose by providing a solid base of artistic knowledge and technical skill, then encouraging creative exploration and stylistic development from this foundation. Through the creative work and service of our students and faculty, we hope to engender a broader appreciation for the arts to enhance the vitality of the university and surrounding community.

GOALS OF THE DEPARTMENT

- Students will demonstrate an entry-level competence for a professional in their area of specialization, including technical mastery of their media, understanding and use of the concepts of design, and the ability to clearly communicate the intended message to both customer and audience.
- Students will demonstrate the ability to develop a cohesive artistic concept (theme) evident throughout a body of work produced in their chosen media.
- Students will be able to research, form and defend value judgments about art and design in both written and oral statements. The student will effectively communicate these ideas as related to their major fields of practice to professionals and lay persons alike.
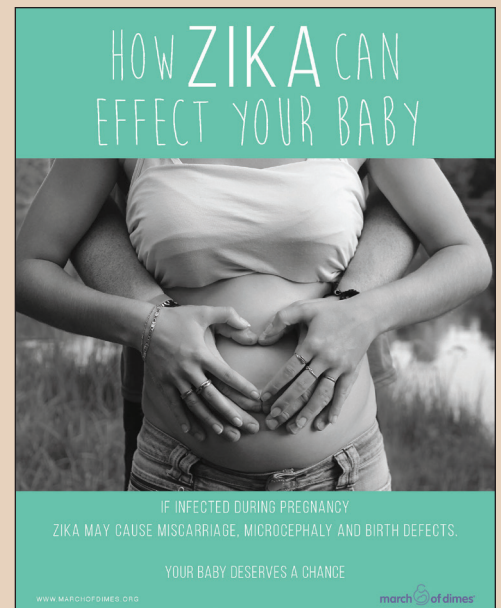
Sherica Campbell

HOW ZIKA CAN EFFECT YOUR BABY

IF INFECTED DURING PREGNANCY
ZIKA MAY CAUSE MISCARRIAGE, MICROCEPHALY AND BIRTH DEFECTS.

YOUR BABY DESERVES A CHANCE

WWW.MARCHOFDIMES.ORG   march of dimes

Orlando Andrews

Jonathan Mignouna

Alexis Newbill

FACILITIES

The Department of Art & Design resides in Fauntleroy Hall.
Studio classrooms include:
Ceramics studio
Sculpture studio
Animation lab
Multi-use studio (2D Design, Color Theory, Watercolor, etc.)
Drawing and Painting studio
Graphics computer lab
Printmaking studio

Art history and art appreciation courses use the multi-media lecture halls of Rooms 218 (100+ seats) and 219B (50 seats). Both rooms have tiered seating and controlled lighting for proper presentation of visual imagery.
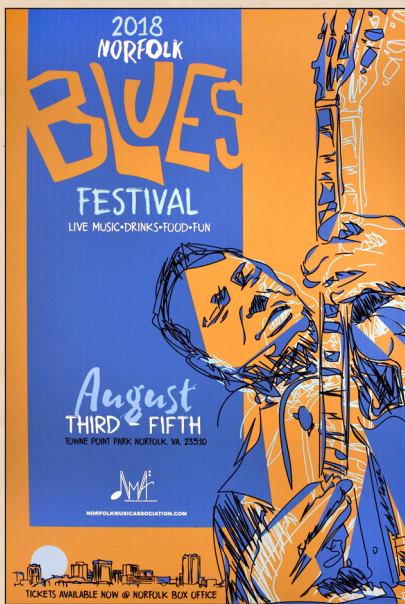
The Meredith Art Gallery, operated by the Department of Art & Design, is also located on the second floor of Harris Hall, near the center of the building.

VISION

The VSU Art & Design Program is the ONLY HBCU to offer programs in Animation and Web Design, and is only one of two (Howard is the other) to offer a BFA degree with a concentration in Graphic Design. This will, and already has, attracted students from across the country to VSU.
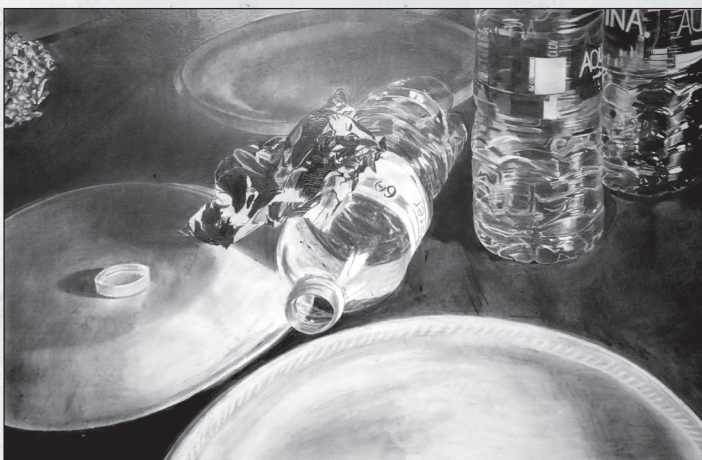

Devyn Casey

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Samuel Lickorish III

Aris Love