

SLANE COLLEGE OF COMMUNICATIONS AND FINE ARTS

Jeffrey Huberman,
Dean

The mission of the Slane College of Communications and Fine Arts shall be the pursuit of excellence in providing distinctive programs and learning environments most conducive to the intellectual, aesthetic, and professional development of its students and faculty. The College also recognizes its centrality to the broader University as a participant in general education and to the larger community, nation, and world as a cultural and communications center.

In keeping with this mission, the College offers graduate degrees in the Department of Art, as well as courses in communication and multimedia.

A dedicated faculty of professional artist-teachers is committed to providing quality educational opportunities to students desiring post-baccalaureate study.

Art

Paul Krainak,
Chair, Department of Art

Fisher Stolz,
Graduate Advisor and Coordinator

The graduate degree program in art was established in 1948. The program is accredited by the National Association of Schools of Art and Design (NASAD).

Mission

The mission of the graduate art program is the professional development of individual studio and scholarly abilities, exemplified by a significant body of work. Students admitted to the program demonstrate the potential to solve contemporary problems in the visual arts and address new questions and issues.

Two levels of graduate degrees are offered: a Master of Art in Studio (M.A.) and a terminal graduate degree, Master of Fine Art (M.F.A.), which designates the highest level of academic achievement in studio art. The purpose of these degrees is to prepare students for professional practice in the field of studio art. Through participation in the program, students gain knowledge and insight into historical and contemporary ideas and studio theory and practice.

Admission Requirements

Applicants for graduate degrees in art shall demonstrate a special ability for growth and conceptual development in their area of concentration.

Following are requirements for admission to the program:

1. Official transcript confirming an undergraduate degree with a major in art or the equivalent, and a grade point average in accordance with the requirements of the Graduate School.
2. Portfolio of work (20 slides or the equivalent in electronic format for ceramics, drawing/illustration, interdisciplinary art studies, painting, printmaking, sculpture; visual communications and design).
3. Three letters of recommendation.

4. A statement of one's interests, abilities, and direction in the Fine Arts (250 words).
5. Personal interview with graduate or studio area coordinator (recommended).
6. Application deadlines are November 1 (for spring entrance) and March 1 (for fall entrance) to be assured full consideration.

In some cases, conditional acceptance is possible. Undergraduate study may be necessary where deficiencies exist. Students who already hold a Master of Arts degree in studio art may be admitted to the M.F.A. program. For details, consult the department chair.

Degree Requirements

General requirements:

1. Students are eligible to advance to candidacy with an oral and visual presentation to the graduate faculty after completion of 9 semester hours and before 18 hours. Graduate faculty will make a collaborative decision regarding the student's continuation in the program. Undergraduate study may be necessary where deficiencies exist.
2. Each student must participate in the biennial graduate exhibition.
3. A student may transfer from 6 to 12 semester hours of credit in the major concentration from another accredited institution if approved in advance by the graduate coordinator.
4. The following studio major concentrations are offered: ceramics, drawing/illustration, interdisciplinary art studies, painting, photography, printmaking, sculpture, and visual communications and design.
5. Each student is assigned a graduate committee consisting of a major professor in the field and two additional graduate faculty members. The student must work closely with the major graduate coordinator to plan his or her program of study.
6. Each full-time graduate student must take one seminar each semester until the requirement is completed. Twelve credits or four seminars are required.
7. A residency of 48 semester hours is required for the M.F.A. degree and 24 semester hours for the M.A. degree.
8. Students must pass a written comprehensive examination and oral presentation.
9. Documentation of the student's thesis exhibition and presentation shall be the responsibility of the student and will become the property of the University.

Course Requirements

Master of Fine Arts Degree with a Major in Studio Art

Studio (major concentration).....	30 hrs.
Graduate studio electives.....	9 hrs.
Graduate electives (may be University graduate courses, additional graduate studios, seminars, and/or written thesis)	6 hrs.
Seminars in art history.....	6 hrs.
Seminar in contemporary trends.....	6-12 hrs.
Thesis (exhibition)	3-6 hrs.
Total Hours Required	60 hrs.

Master of Arts Degree with a Major in Studio Art

Studio (major concentration).....	12 hrs.
Graduate studio electives.....	6 hrs.
Graduate electives (may be University graduate courses, additional graduate studios, seminars, and/or written thesis)	3 hrs.
Seminar in art history.....	3 hrs.
Seminar in contemporary trends.....	3 hrs.
Thesis (exhibition)	3-6 hrs.
Total Hours Required	30 hrs.

Course Descriptions

ART 500 Advanced Studio 3-6 hrs.

Advanced work in printmaking, drawing, photography, ceramics, sculpture, intermedia, or painting. Prerequisites: graduate standing or completion of corresponding senior level course.

ART 600 Photography Studio 3-30 hrs.

Development of advanced technical, aesthetic, and conceptual concerns through experimentation within the photographic media relating to appropriate historical and contemporary references. 3-6 hours per semester. Prerequisite: graduate standing.

ART 610 Drawing 3-6 hrs.

Analytical and conceptual evaluation of individual style and content emphasizing technical, creative, and digital competencies on a professional level. 3-6 hours per semester. Repeatable to a maximum of 30 hours.

ART 620 Printmaking Studio 3-30 hrs.

Technical and conceptual development with intaglio, relief, and planographic printing. Etching, engraving, wood, paper, and plastic relief printing, serigraphy and lithography. 3-6 hours per semester.

ART 630 Ceramics Studio 3-30 hrs.

Techniques and materials used in stoneware, earthenware, and porcelain. Emphasis on creative development and technical competence. 3-6 hours per semester.

ART 640 Sculpture Studio 3-30 hrs.

Technical and conceptual information about wood and stone carving and construction, welding and metals fabrication, non-ferrous foundry practice, and plastics lamination, emphasizing individual development. 3-6 hours per semester.

ART 660 Interdisciplinary Art Studio 3-6 hrs.

Advanced work in more than one area of concentration. May include two- or three-dimensional media; may incorporate installation work, performance, construction, and creative expression with interrelated forms of fine arts and design. 3-6 hours per semester. Repeatable to a maximum of 30 hours.

ART 670 Painting Studio 3-30 hrs.

Advanced painting in the medium and direction of the student's choice. Emphasis on creative development and technical competence. 3-6 hours per semester.

ART 680 Special Problems 3-18 hrs.

Problems in area of student's special interest, as advised by instructor. 3 hours per semester.

ART 690 Seminar 3-18 hrs.

Research and presentation of art topics ranging from history to contemporary concerns of the artist, to interdisciplinary courses or courses consisting of an organized sequence of guest speakers. May be repeated under various topics for a maximum of 18 hours or 3 hours per semester.

ART 694 Visual Communications and Design Studio 3-6 hrs.

Working within hypothetical environments and data, focuses on design development, problem-solving skills, visualization, and invention. Concept exploration emphasized while developing a personal creative vision and understanding of current graphic design practices and technology. Repeatable up to a maximum of 30 hours.

ART 695 Theory and Criticism 3-6 hrs.

Research, discussion, and presentations on topics in fine arts and design, including contemporary trends, philosophies, literature, and history.

ART 696 Advanced Digital Design 3 hrs.

Advanced work in applied software for web design, animation, rapid prototyping, interactive design, and experience design. Repeatable up to a total of 6 semester hours.

ART 697 Design Management 3 hrs.

Development phases of real-world project execution, including research, problem definition, planning, cost and budget analysis, organization, and presentation of information for business, public institutions, government, and the entertainment industry.

ART 698 Design Research and Collaboration 3 hrs.

A design problem that responds to social, economic, and environmental concerns created in consultation and collaboration with a corporation, institution, or government agency under the supervision of the faculty. Repeatable up to a maximum of 6 semester hours.

ART 699 Thesis Exhibition 3-6 hrs.

At the beginning of the third semester, graduate students submit a proposal that defines their evolving thesis work. During the last semester of their final year, all graduate students present thesis exhibitions for review by the graduate faculty and other invited participants. A written thesis may supplement the exhibition at the discretion and interest of the student. Repeatable to a maximum of 6 hours.

Supportive Courses

CFA 500 Research Methods in Speech and Theatre Arts 3 hrs.

Problems and principles in conducting original and creative research, investigation, and reporting in rhetoric and public address, theatre arts, and oral interpretation. Prerequisite: consent of appropriate chairperson.

CFA 604 Independent Study 1-3 hrs.

Independent research or creative production problems not leading to a thesis. Repeatable to a maximum of 6 credit hours with permission of the graduate coordinator. Prerequisite: consent of appropriate chairperson.

Multimedia

MM 513 Educational Software Design 3 hrs.

The design and construction of educational software that is based upon sound educational theory and best practice. Students will become proficient with appropriate multimedia instructional design software in developing their projects. Investigating and applying current theories of learning, instruction, and assessment. Cross-listed as ETE 513. Prerequisites: MM 113 or ETE 551; MM 213 or instructor approval.