

ART (BFA)

Program Overview

The Bachelor of Fine Arts (BFA) in Art is designed for students discovering, exploring and developing their own creative talents while preparing them for graduate school or arts-related careers. The degree is a well-rounded general fine arts degree with approximately 60% of the total program in studio courses, art history and supportive courses in art and design. Students must choose to focus in one of several media concentrations and may investigate in a broad interdisciplinary manner. The focus is on the progressive nature of the learning experience combined with a rigorous review and culminates in a professionally mounted final exhibition.

The BFA program is dedicated to preparing students for futures as professional artists and providing them with the resources necessary for success in the fields of art and design. The curriculum is designed to develop individual artistic vision, technical skills, visual literacy, aesthetic inquiry, and proficiency in verbal and written communication. Our faculty continually fosters a challenging environment where research, creativity, critical thinking, and experimentation are promoted. Students are required to select one of the areas of focus below. By providing a strong curriculum and personal contact with faculty and visiting artists, our BFA program produces a positive environment of diverse artistic philosophies that contribute to our students' knowledge, studio practice, and individual artistic vision.

Areas of Focus for the Bachelor of Fine Arts (BFA) in Art include:

3-D, Expanded Media, & Sculpture

3-D, Expanded Media, and Sculpture fosters a broad historical and contemporary understanding of three-dimensional art production. The faculty embrace an interdisciplinary approach to object-based creation and cultivate an environment for students to explore installation, new media, and performance.

Animation

The Animation focus is designed to provide students with the necessary skills needed to migrate into the professional market after graduation. While studying animation at CSU, students are presented with a framework of industry standard animation practices and given the opportunity to explore the traditional, experimental and interactive aspects of digital animation.

Ceramics

The Ceramics program provides students with a foundation in the technical and aesthetic aspects of the ceramic medium. Students develop skills in the construction of ceramics works and an understanding of firing techniques and relevant chemistry.

Graphic Design

Graphic Design is a creative and inspiring process that combines art and technology to develop visual solutions to communication problems. Building upon traditional art foundations, we focus on design fundamentals such as typography, information hierarchy, concept development and visual exploration. Through their studio work, Graphic Design focused students will address a variety of graphic design issues, develop abilities in collaboration, and build an understanding of research-based design all while being prepared to enter into an evolving creative industry.

Painting & Drawing

In the Painting and Drawing program, students develop their skills in liquid and dry media. Teaching the traditional techniques, the faculty enhances their students understanding of art history and visual production while preparing them to explore other media through independent research. The Narrative Illustration curriculum supports and supplements the drawing and painting program.

Photography

Photography foster a historical and pragmatic understanding of lens-based art making. Photography develops skills in multiple photographic formats using analog and digital processes to investigate contemporary approaches to art making.

Printmaking

In the Printmaking program, students learn to apply print processes to both historical paradigms and contemporary problems. Students establish skills with traditional print techniques such as monotype, intaglio, lithography, and relief printing. Book arts and paper making courses supplement the printmaking curriculum.

Career Opportunities

The Bachelor of Fine Arts (BFA) program prepares students to work as professional studio artists, and to pursue a wide variety of careers and leadership opportunities in the arts including employment in museums and galleries, arts related for-profit and non-profit organizations, and various design professions. The program also prepares students for application to graduate programs in the arts.