

ART AND DESIGN

PROGRAM OVERVIEW

Capital's art program has a primary purpose: to ensure students develop and enhance their creative capacities in art and design within the scope of a liberal arts education. The program also helps students to prepare their portfolios for participation in local and national artistic and scholarly opportunities. Supplementing our studio art areas are exhibitions in Capital's Schumacher Gallery. Attendance is encouraged at gallery receptions, where students can meet artists and network with patrons who share an interest in their passion and enthusiasm for art. Additionally, each of the instructors in our art program is a practicing artist and scholar.

CAREERS AND PLACEMENT

Capital's graduates have earned positions in professional areas such as teaching in public and private schools, working as professional studio artists, and serving as art therapists. Many students have pursued graduate degrees in studio art, art history, art therapy, art education, and arts administration. Some of the companies our recent graduates hold positions at are Central Virginia Training Center, International Technology, Inc., Columbus Museum of Art, Professional Minor League Baseball, American Greetings Corporation, AAA Today Magazine, Riverside Recovery Center for Youth Choices, the City of Columbus, and more.

EXPERIENTIAL LEARNING

Since Capital is located in a metropolitan setting, students also have access to many local galleries, museums, and art organizations near campus. Students are encouraged to enrich their learning by engaging with the local arts scene through volunteer and internship opportunities.

AS A GRADUATE, YOU WILL BE PREPARED TO:

- Demonstrate the ability to make informed judgments of artworks through critical inquiry and aesthetic reasoning
- Produce original, well-crafted, and visually organized works of art and design
- Broaden an understanding and appreciation of art and design works by exploring their historical and cultural contexts
- Participate in professional development activities that prepare them for graduate school or their chosen field

WHAT ARE OUR GRADS DOING NOW?

- Commercial Artist
- Studio/Fine Artist
- Graphic Designer
- Arts Administrator
- Art Therapist
- Gallery Director
- K-12 Art Teacher
- College Professor
- Art Consultant
- Cultural Arts Specialist
- Community Art Director
- Museum Curator
- Art Director
- Art Educator in a community setting

Four Year Sample Schedule of an Art Major

First Year Fall

14 credit hours
College Reading & Writing - 3
Quantitative Reasoning - 4
Foundations in Studio Art - 4
Elective - 4

First Year Spring

17 credit hours
Oral Communication - 3
Global Awareness - 3
Drawing - 4
Electives - 7

Second Year Fall

16 credit hours
Design - 4
Art History - 4
Cultural Pluralism - 3
Electives - 6

Second Year Spring

15 credit hours
Painting & Drawing - 4
3D Art Elective - 4
Religion - 3
Elective - 4

Third Year Fall

15 credit hours
Digital Computer Imaging - 4
Social Science - 3
Art History - 4
Elective - 4

Third Year Spring

16 credit hours
Life Drawing - 4
Criticism/Theory - 3
Natural Science - 3
3D Art Elective - 4
Elective - 2

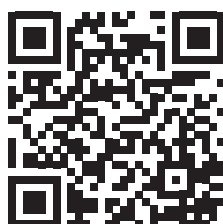
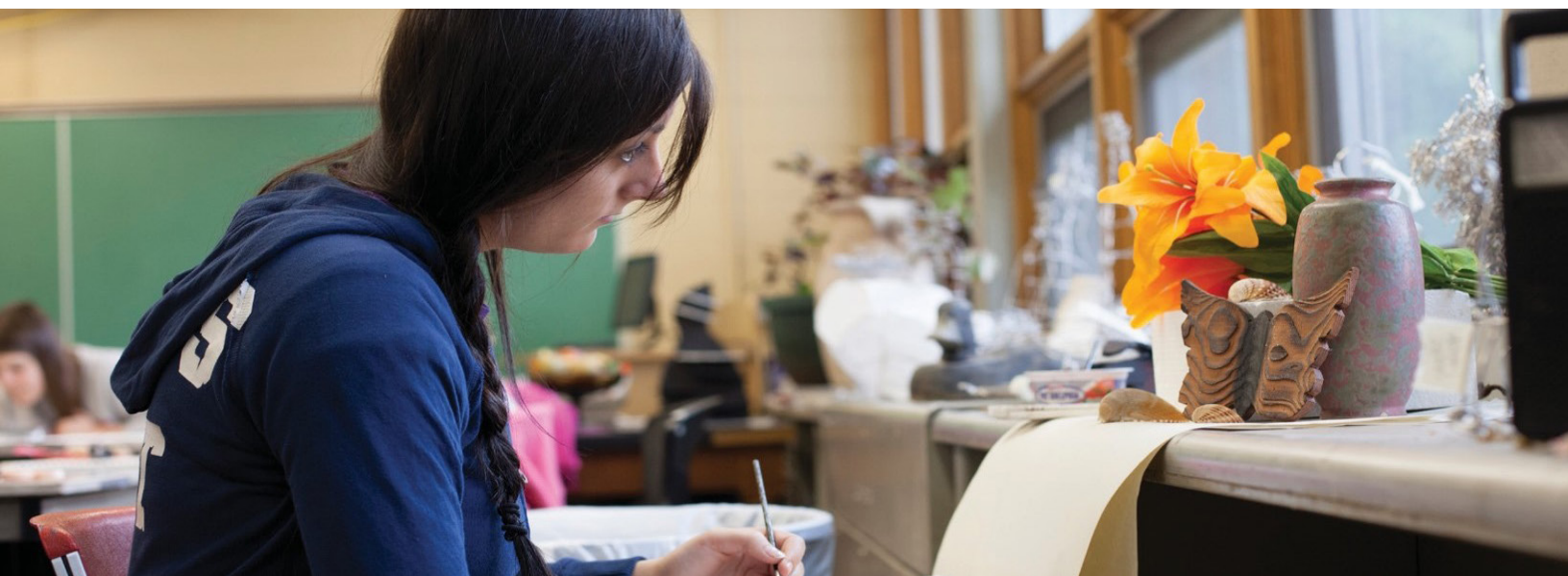
Fourth Year Fall

16 credit hours
Advanced Studio Art
Portfolio - 3
Humanities - 3
Electives - 10

Fourth Year Spring

15 credit hours
Internship - 3
Ethical Thought - 3
Electives - 9

All courses subject to availability and advisor approval. All undergraduates must demonstrate that Signature Learning goals have been met.



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