MAJOR MAP

Use the major map to find ways which you can become involved with the art studio major.

1st YEAR
- Take introductory studio classes:
  - Visual Language I
  - Visual Language II
  - Visual Language III
  - Photography I
  - Drawing
  - Ceramics I
- Sign up to receive weekly newsletters, learn what is happening in the art department and get involved.
- Attend Gallery openings and other art events on campus such as, the Indie Craft Parade and Open Studios in November.
- Explore GERs in order to draw from those experiences for your Studio Art Major.

2nd YEAR
- Take History of Western Art I & 2 and finish intro studio courses.
- Explore Research Opportunities and Internships, think about work study, and participate in Sleep When You’re Dead: 24 hour design competition.
- Attend Art Talks on Fridays @1:30 to hear professional artists discuss their lives and careers.

3rd YEAR
- Begin to specialize by taking upper level courses in one or two areas, including classes such as:
  - Logos and Symbols
  - Advanced Photo
  - 20th Century Art
  - Ceramics II
  - Life Studies
- Explore Internships:
  - Abercrombie & Fitch
  - EP&Co
  - Anthropologie
  - TOWN Magazine
  - Smithsonian
  - Museum of Art
  - TODUM
- Volunteer and connect with local artists organizations like...
  - GCCA
  - Art on the Trail
  - Artisphere
  - Greenville Museum of Art
  - Local Artist Studios
- Apply for an art May X or the semester in Cortona, Italy.

4th FINAL YEAR
- Fall Semester: Enroll in Senior Seminar & Art Criticism
- Get an internship in your desired field!
- Submissions to galleries and become more entrepreneurial with your art.
- Consider working abroad.
- Set up informational interviews, update resume, Linkedin, apply to grad schools like Furman’s Masters in Strategic Design!

STUDIO ART
MAJOR MAP
STUDIO ART
MAJOR MAP

THE FURMAN ADVANTAGE DEVELOPS:

- IDENTITY & PURPOSE
- AGENCY & INTEGRITY
- INTELLECTUAL CURIOSITY & CREATIVITY
- CIVIC & GLOBAL ENGAGEMENT

STUDIO ARTS BUILDS

Critical Thinking and Problem Solving: making art, 24 Hour design competition, art historical research and writing

Communication Skills: making art and visual messaging, visual literacy coursework, art history research, curatorial projects, client presentations, artist talks, Furman Engaged

Teamwork/Collaboration: collaborative class projects, 24 Hour design competition, curatorial projects, work study, undergraduate research projects, community-engaged projects, local exhibitions

Leadership/Initiative: student groups and clubs, curatorial projects, internships, study away, undergraduate research

WHERE WILL I GO?

- Ante (exhibiting, maintaining studio, artist residencies)
- Arts management
- Art/Creative Entrepreneurship
- Art direction, creative director, graphic designer
- Book Illustration (technical, editorial, scientific, children)
- Brand Strategist
- Cartoonist or political cartoonist
- Commercial photographer
- UX designer
- Content manager
- Copywriter
- Design and production (jewelry, ceramics, industrial, furniture)
- Interior design
- Landscape design
- Museum/gallery operations
- Photожournalism
- Public relations, marketing, account management
- Retail display and concept promotion
- Stage or set design
- Surface designer (fabric, wallpaper, carpets)
- Teaching (BA with teacher certification)

12:1 Student Faculty Ratio

70% of Art Majors are double majors

90% have had an internship by graduation

The world needed more designers. Design blended everything I had loved with math, technology and art. Design was everything that I had been interested in and loved all wrapped up into one field.

- Rowan Griscom ’17

WHO WE ARE

The Art department is a vibrant, collaborative environment that encourages creative innovation, analysis, making, and reflection. Our focus on developing an entrepreneurial mindset produces interdisciplinary creative thinkers and problem-solvers who are adaptable and successful in their lives outside of Furman

Our primary goal is to support, encourage and mentor students through their educational pathways while championing the Arts.

WHAT CAN I STUDY?

- Ceramics
- Drawing
- Graphic Design
- Painting
- Photography
- Printmaking
- Sculpture
- Art & Business
- Illustration
- Museum Studies
- Arts Entrepreneurship

WE PREPARE GRADUATES TO:

1. Think differently, solve problems, and strengthen their creative muscle.
2. Learn visual literacy – how to observe, analyze, and communicate information either in words or images.
3. Understand how images make meaning and can change one’s perception of the world

Our majors pursue higher degrees in such fields as

- Law
- Medicine
- Architecture
- Strategic Design (MA)
- Art History
- Art Therapy

GRADUATE STUDIES:

- Studio Art (MFA)
- Art Therapy

MAJOR BY THE NUMBERS

12 Credits of Visual Language
4 Credits of Drawing
4 Credits of Photography
8 Credits of History of Western Art
4 Credits of Senior Seminar
12 Credits of Studio Art and Art History
4 Credits of Art Criticism