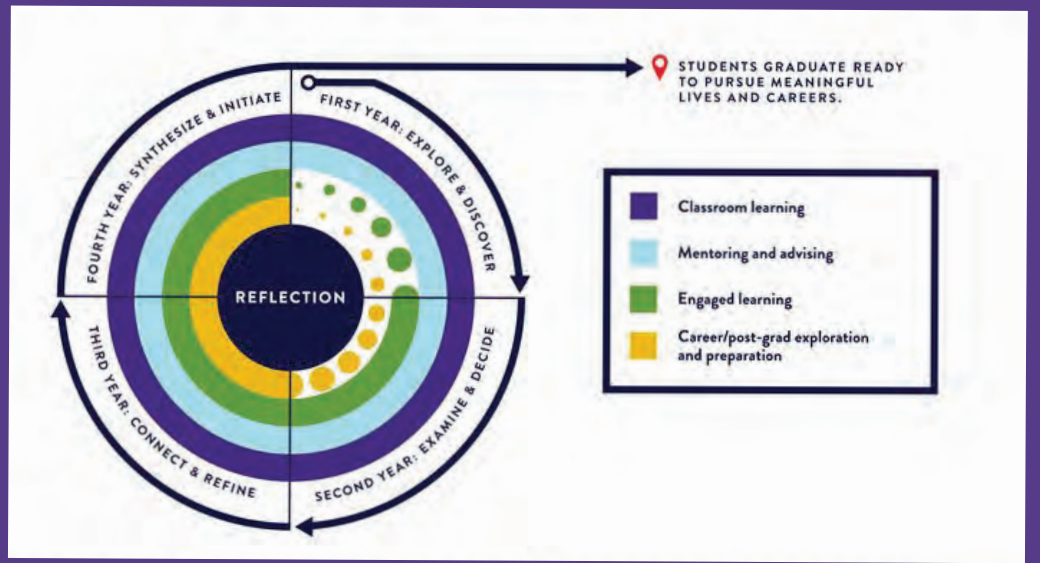


# MAJOR MAP

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



## TAKE THE COURSES YOU NEED

### 1st YEAR

Take introductory studio classes:

- ◆ ART 111 Introduction to Design
- ◆ ART 112 Introduction to Sculpture
- ◆ ART 113 Introduction to Painting
- ◆ ART 205 Darkroom Photography
- ◆ ART 206 Color and Digital Photography

### 2nd YEAR

Take History of Western Art 1 & 2 and finish intro studio courses.

### 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

### 4th FINAL YEAR

Fall Semester: Enroll in Senior Seminar & Art Criticism

## GAIN EXPERIENCE

Sign up to receive weekly newsletters, learn what is happening in the art department and get involved.

Explore Research Opportunities and Internships, think about work study, and participate in Sleep When You're Dead: 24 hour design competition.

Explore Internships:

- ◆ Abercrombie & Fitch
- ◆ EP&Co
- ◆ Anthropologie
- ◆ TOWN Magazine
- ◆ Smithsonian
- ◆ High Museum of Art
- ◆ TODUM

Get an internship in your desired field!

## CONNECT WITH THE COMMUNITY

Attend Gallery openings and other art events on campus such as, the Indie Craft Parade and Open Studios in November.

Attend Art Talks on Fridays @ 1:30 to hear professional artists discuss their lives and careers.

Volunteer and connect with local artists organizations like...

- ◆ GCCA
- ◆ Art on the Trail
- ◆ Artisphere
- ◆ Greenville Museum of Art
- ◆ Local Artist Studios

Submissions to galleries and become more entrepreneurial with your art.

## THINK GLOBALLY

Explore GERs in order to draw from those experiences for your Studio Art Major.

Apply for an art May X or the semester in Cortona, Italy.

Study Away! Apply for Undergraduate Research Fellowship

Consider working abroad.

## PREPARE FOR LIFE AFTER GRADUATION

Go on a career trek, create a LinkedIn account, create an online portfolio (like Behance), visit the Malone Career Center, discuss post-grad plans with advisor, consider taking Success in the Arts course.

Set up informational interviews, update resumé, 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

### 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

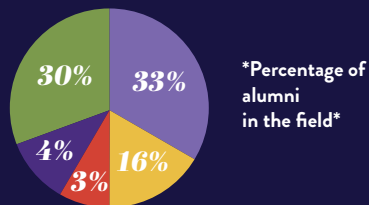
Our primary goal is to support, encourage and mentor students through their educational pathways while championing the Arts.

### WHERE WILL I GO?



### OUR ALUMNI

#### Career Outcomes:



- ◆ Graphic Design Related
- ◆ Photography Related
- ◆ Independent Artist
- ◆ Education
- ◆ Other

#### Graduate Degrees:

50% of our alumni chose to further their education



#### Employment Hours:



66% of our alumni work full time in 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

- Artist (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
- Museums/gallery operations
- Photojournalism
- 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

### GRADUATE STUDIES:

Our majors pursue higher degrees in such fields as

- ◆ Law
- ◆ Medicine
- ◆ Architecture
- ◆ Studio Art (MFA)
- ◆ Strategic Design (MA)
- ◆ Art History
- ◆ 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

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