
General Academic Policies

Admission to the Undergraduate Major Programs in Studio Art

All applicants for admission submit an art portfolio. This requirement is summarized below. Specific instructions are given in the *Admissions Bulletin*.

New freshman applicants are encouraged to seek admission to the college's studio art programs as "Studio Art Unspecified" majors. During the Foundation Year they will have an opportunity to select specific areas of specialization in consultation with an advisor.

Transfer students are admitted into specific majors only. They will present an art portfolio as an element in the department's admission decision and to aid in the evaluation of their previous work for transfer credit at UMass Dartmouth. They will also be asked to identify a preferred option, such as "Graphic Design" or "Ceramics," if their major of choice offers options. Transfer students who wish to be admitted into courses above the sophomore level must bring a portfolio to transfer orientation. Acceptance into advanced courses is rare, not automatic.

Art Portfolio

Submission of a portfolio is required. In order to understand an applicant's ability and preparation, faculty members will review a portfolio. We recognize that a portfolio is not a precise measure of potential and that our applicants come to us with varying amounts of previous art instruction. Space in the art programs is limited; it is strongly recommended that you submit your application together with your portfolio before March 15.

A portfolio should consist of fifteen 35mm slides presented in an 8 1/2" by 11" plastic file sheet. The faculty is especially interested in seeing drawing from direct observation. Slides should have labels with the applicant's name and the size, medium, and date of completion of the work; a dot in the lower left hand corner; and numbers. The numbers should correspond to a list which includes information that will be useful in understanding the work (e.g., descriptions of the assignments, concepts, or processes). Please enclose a stamped envelope with enough postage so that we may return your portfolio.

Music Audition

An audition is required of applicants to the

music program. The Department of Music and the Office of Admissions will arrange a convenient time with applicants.

Changing to a Studio Art major

Students requesting a change of major into one of the studio arts majors/options are expected to provide a portfolio of slides along with the change of major form.

Advanced Placement

Credit for advanced placement courses will be awarded if grades of 3 or above (on a 1-5 scale) have been achieved in courses which have UMass Dartmouth equivalents. The department will determine whether this credit will be given toward elective or major requirements.

Course Prerequisites

Many programs in the College of Visual and Performing Arts are sequential, building knowledge and skills step-by-step. Course prerequisites, which assure that essential knowledge has been achieved, are identified in the course descriptions found in this catalogue. Normally, courses are offered only once each year; therefore, students entering the college at mid-year should be aware that they may have to wait until the following semester to meet a prerequisite.

Studio Credit/Class Hour Requirements

Studio art courses require three hours of work per week for each hour of credit. In most studio art courses, two hours per credit a week are scheduled in class, and the third hour is the individual student's responsibility to complete.

Cumulative Average

To be eligible to graduate, a student must achieve at least a 2.0 cumulative average (C) for the entire program with a minimum of 2.0 in identified key courses in the major field of study, as identified in subsequent sections of the catalogue.

Retention of Student Work

The College of Visual and Performing Arts reserves the right to retain examples of student class work for teaching and exhibition purposes.

Accreditation

The University of Massachusetts Dartmouth is an accredited institutional member of the National Association of Schools of Art and Design.

Graduate Programs

The college offers graduate programs leading to the Master of Fine Arts in Artisanry, the Master of Fine Arts in Fine Arts, the Master of Fine Arts in Visual Design, and the Master of Art Education. The MFAs in Artisanry, Fine Arts, and Visual Design are professionally oriented and develop the abilities and interests of each student toward the broad goal of advanced professional practice. The Master of Art Education has components for in-service art teachers, fine arts degree holders, and continuing education students. See the *Graduate Catalogue* for information.

Foundation Studio Arts Program

Required of All Majors (except Art History and Music)

The foundation studio arts program at the College of Visual and Performing Arts is a rigorous program designed to promote creativity and develop in the young artist an understanding of the visual language. Emphasis is placed on developing drawing skills through organic and inorganic subject matter, refining abilities in working with two- and three-dimensional design problems, and identifying professional interests. The foundation courses (at the 100 level) are required for all visual arts majors and are a prerequisite for all 200- or higher-level courses in Fine Arts, Artisanry, Visual Design, and Art Education. Two Art History courses, ARH 125 Studies in Visual Culture: Renaissance to Modern Art and ARH 150 Studies in Visual Culture: Modern to Contemporary Art, are also required, and together with ARH 200 Studies in Visual Culture: Ancient, Medieval, and World Art (scheduled for the second year), they provide a historical survey of the art of the Western world.

Foundation Studio Arts Program, cont.

Foundation Courses

FOU 101 one credit **C**
Visual Arts Colloquium I
1.25 lecture hours

A forum for faculty and visual artists to present current topics in the arts to new visual art students. It serves as an introduction to the resources of the College of Visual and Performing Arts and the University. In addition, the Colloquium hosts cultural events, providing opportunities for community activities for the CVPA.

FOU 102 one credit **C**
Visual Arts Colloquium II
1.25 lecture hours
Continuation of FOU 101.

FOU 110 three credits **C**
Foundation: Structural Drawing
One of two studio courses that introduce students to the comprehensive visual language of drawing. Various projects and presentations expose students to numerous drawing approaches, including ways of structuring the picture plane, establishing proportion, creating believable space with linear perspective, and modeling form with shading. Students will apply these skills to idea generation, form development, experimental variations on a design, investigative studies of creative problem solving, and expressions of movement and spatial illusion. Students are also introduced to the processes involved in planning, researching, and actualizing a major drawing project. Critiques and lectures will help students develop an understanding of the critical issues of drawing and of its context within the history of art.

FOU 112 three credits **C**
Foundation Life Drawing
Studio course that introduces students to fundamental drawing principles. The advancement of observational skills is the primary concern, as it plays a major role in preparing students for subsequent study in the visual arts. Assignments develop abilities in the two-dimensional representation of form and space. In addition, students are introduced to the historical spectrum of drawing through lectures and demonstrations. Through intensive study of the figure, students are provided with a basis for artistic and cultural tradition. The human form, the most enduring theme of western art, has been used by artists throughout history to express their interpretations of the world.

FOU 114 two credits **C**
2D Workshop
To develop a critical understanding of basic two dimensional design, students explore the processes of idea generation, research, and organization of fundamental visual principles. Comprehension is facilitated by direct implementation in a single medium. Students pursue the development of visual principles in one of the following studio areas: painting, photography, printmaking, illustration, textile design, or electronic imaging. The studio dynamics allow for intense interactions with faculty and fellow students, as well as the enhancement of critical and creative problem solving. Emphasis is placed on constructive critical analysis, visual perception, and the relationship between sensory and reasoning activities.

FOU 115 two credits **C**
Visual Language
Studio course that explores two dimensional form at a fundamental level. Assignments develop skills in composition, color theory, figure and ground, proportion, contrast and scale. In addition, attention to craftsmanship in various media, such as drawing, painting, photography and collage, develop patience, concentration, and the necessary work ethic for all forms of visual communication. A fundamental goal for this course is to investigate the communicative power of art. Lectures and presentations, coordinated with other disciplines such as Art History and English, develop students' critical awareness of visual arts' potential to inform and influence its audiences.

FOU 124 two credits **C**
3D Concepts
Studio course that promotes the discovery and understanding of the third dimension through the manipulation of materials. Students develop creative problem solving abilities by conducting research, generating ideas, developing working drawings and plans, and constructing three dimensional objects. This course advances visual sensitivity, accurate analysis of process, and a basic proficiency in the processes of carving, modeling, casting, and assemblage.

FOU 125 two credits **C**
3D Workshop
Studio course that utilizes the tactile, physical and visual richness of three dimensional discipline areas to explore object making and related processes. Students will explore basic design in one of

the following studio areas: ceramics, metals, sculpture or wood. The limited class sizes provide significant contact between faculty and students, and the inclusion in a studio community provides exposure to creative problem solving techniques and innovations used by advanced students. This course strives to help students develop an awareness of what is meaningful and of personal interest to them, promoting idea generation and self confidence.

ARH 125 three credits **C, G**
Studies in Visual Culture: Renaissance to Modern Art
3 lecture hours
Surveys painting, sculpture, and architecture from the Renaissance to Impressionism.

ARH 150 three credits **C, G**
Studies in Visual Culture: Modern to Contemporary Art
3 lecture hours
Surveys developments in painting and sculpture from the late 19th century to World War II. The historical context of major artists and the theoretical, critical and aesthetic issues surrounding their works will be discussed.

ARH 200 three credits **C, G, W**
Studies in Visual Culture: Ancient, Medieval, and World Art
3 lecture hours
Prerequisites: ARH 125, 150; or permission of instructor
Explores the critical relationships between art/architecture and its social, political, and economic contexts. The course presents the art object as a cultural artifact which expresses specific values of the time and space in which created. The course thus transcends identification and chronology of objects of art, to ask: Why was a work of art made? Students will attain an intellectual and visual understanding of significant themes and issues of Ancient, Medieval, and World Art; will think and write critically about social, economic, political, and/or religious structures that influence and formulate visual art traditions; and will gain in-depth knowledge on a specific artist, art period, or theoretical problem through an extended research project.