

Department of Visual Arts

www.ndsu.edu/finearts/visual_arts

Art students develop creative technique as well as a life-long commitment to visual understanding and expression. Careers that may result from an art degree include commercial art/graphic design, animation, illustration, arts marketing, commercial photography, museum/gallery work, exhibition design, independent studio art, municipal art programs, art criticism, independent art instruction, art media research, arts organizations management, arts-funding agency work, or continued study in graduate school. Emphasis areas include Graphic Design, Ceramics, Drawing, Photography, Painting, Printmaking and Sculpture.

A comprehensive curriculum in visual arts is offered through a highly supportive studio program augmented by academic art courses. Emphasis is placed upon developing individual concept and content within a broad context of knowledge and skills. The faculty is composed of active studio artists and an art historian, all with extensive experience in both professional and academic settings. Well-equipped facilities are maintained for graphic design drawing, painting, printmaking, photography, digital media, sculpture and ceramics. Academic facilities both in the main library and in the James Falck Departmental Library house books, videos and publications.

All Art majors develop a strong foundation in design and drawing. Then, through experiences in diverse art media, they develop an area of concentration. Motivated and successful upper-class students are eligible to compete for scholarships and individual studio space. Art students are encouraged to supplement their education with outside art experiences such as summer internships and to participate in national and international art competitions and exhibitions.

Art (<http://bulletin.ndsu.edu/past-bulletin-archive/2017-18/undergraduate/colleges/arts-humanities-social-sciences/visual-arts/art>)