

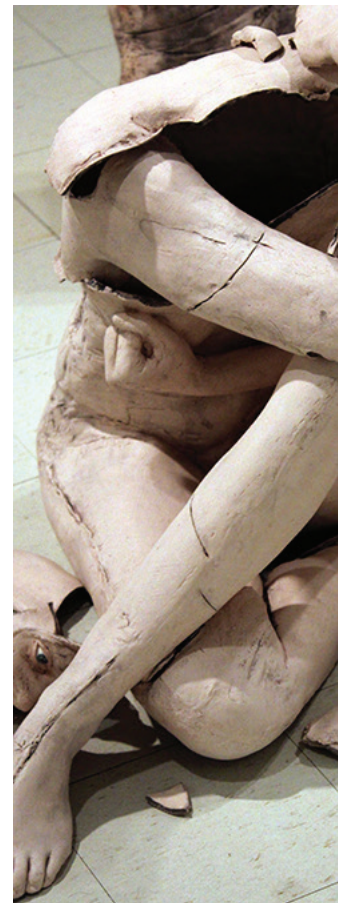
# ART & DESIGN

at SUNY Oswego

Accredited by the National Association  
of Schools of Art and Design, and  
Middle States Association of  
Colleges and Schools

# EXPLORE

MULTIMEDIA • ILLUSTRATION • ART HISTORY • CERAMICS • PAINTING  
INTERACTION DESIGN • DRAWING • PHOTOGRAPHY • PRINTMAKING  
SCULPTURE • WEB DESIGN • 3D MODELING • MUSEUM STUDIES  
GRAPHIC DESIGN • ART THERAPY • MOTION GRAPHICS



ART DEPARTMENT • SCHOOL OF COMMUNICATION, MEDIA AND THE ARTS

# Welcome

At Oswego we strive to empower students to navigate their own projects and research interests by offering programs that support both breadth and depth in study. Studio offerings include Drawing, Design, Digital Media, Graphic Design, Illustration, Interaction Design, Multimedia Design, Painting, Photography, Printmaking, Ceramics, Sculpture, and Web Design.



## Our Mission

- › Deliver strong, contemporary visual arts programs that value the history of art-making while also pursuing a vision of the future.
- › Provide learning experiences led by a creative and caring faculty that
- › Prepare students for fulfilling lives and careers.
- › Value high-quality teaching and learning activities that promote
- › Individual and collaborative work and student growth.
- › Foster critical and creative thinkers who value the arts as necessary
- › Components in society and our collective culture at large.
- › Provide transformative service-learning and experienced-based opportunities to help students as they evolve from novice to professional.



## Facilities

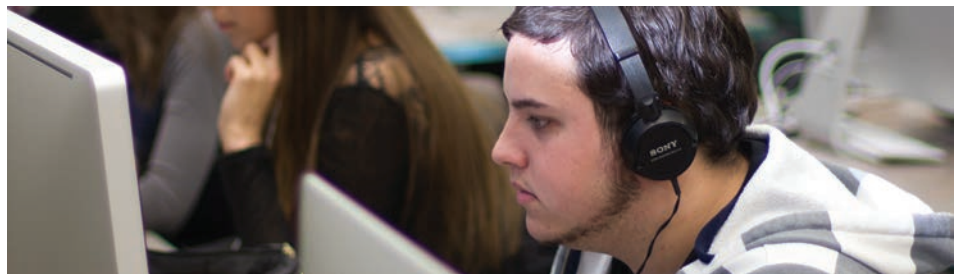
Recently renovated studios are well equipped and support all our disciplinary areas. Our digital labs are state-of-the-art, supporting a wide range of activities that meet contemporary standards and emerging media forms. Students have access seven days a week and can apply for on-campus studio space.

## Student Groups

Student groups like Arts Alive!, OZ Design, Photography Club, and the Student Art Exhibition Committee support exhibitions and field trips. Showcase opportunities include our Annual Juried Exhibition, BFA exhibitions each semester as well as numerous theme-based exhibitions. Student work attracts the campus, community and media to departmental galleries on and off campus.

***Our Programs are accredited by the National Association of Schools of Art and Design (NASAD)***

*"The Art Department at SUNY Oswego seeks fearless students wanting to be among the few who want to understand where the world has been, define the world as it is today, and shape the world of tomorrow."*



## STUDY AREAS, MAJORS AND DEGREE OFFERINGS

### Graphic Design

Includes options to study in traditional graphic design areas such as packaging and publication as well as study of web, motion graphics, interaction, app design, UX, and 3-D modeling and animation

- BFA Graphic Design
- BA Track III – Graphic Design
- Graphic Design Minor

### Interaction Design

Design to allow students to focus on media studies connected to interaction design while encouraging study outside the major in complementary programs.

- BA Track IV – Interaction Design

### Studio Art

Includes concentrations in Ceramics, Drawing, Painting, Photography, Printmaking, Sculpture, Interdisciplinary, and MAT Preparation

- BFA Track I – Fine Art
- BA Track I – Studio Art
- Art Minor

### Art History & Museum Studies

- BA Track II – Art History
- Art History Minor
- Museum Studies Minor

### Illustration Study

- BFA Illustration
- BA Track IV – Illustration
- Illustration Minor

### Photography Study

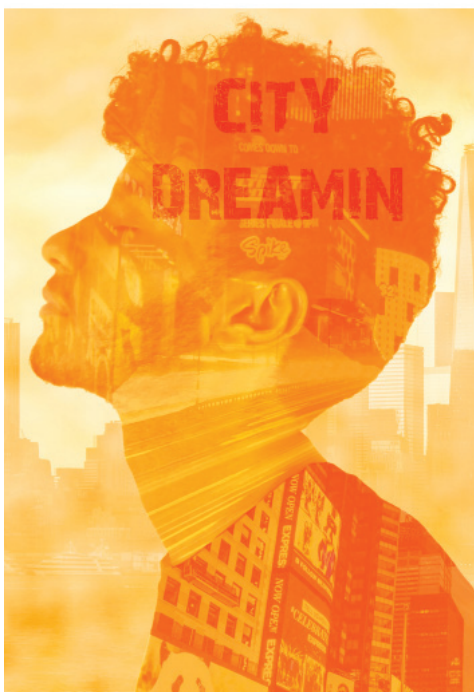
- BFA Track I – Fine Art: Photography Concentration
- Photography Minor

### Graduate Degrees

- MAT in Art Education
- Masters in Studio Art
- Masters in Graphic Design

### Additional Minors

- Arts Management
- Expressive Arts Therapy



# GrAPhic

# DESIGN



## BFA Degree

Students in the BFA Graphic Design program concentrate on the study and practice of contemporary graphic design theory, techniques, and application. The program includes the study of established and emerging media. Students use state-of-the-art workstations and peripheral devices in a hands-on studio environment to create a wide range of graphic design projects. Electives provide ample opportunity for study that can be broad in scope or focused extensively on a specific area of the discipline. Students can participate in work-study and internship programs where they learn within actual industry environments.

Students seeking admission to a BFA degree are accepted separately through an application process directed by the department. Students can pick up a BFA application at the Art Department Offices in Tyler or Lanigan Hall on campus or online at the Art Department's homepage. Successful applicants need to demonstrate that they possess an aptitude for hard work as evidenced by a well-crafted portfolio, exemplary academic performance, and writing skills as shown by writing samples and transcripts.

## About the BA Degree

Students in the BA in Graphic Design Degree look for careers as in-house Graphic Designers, as well as work in design studios and advertising agencies. Most students couple their BA degree with a second major or minor that reinforces their ability to work in the field. These secondary areas of interest often include Broadcasting, Cinema Studies, Communications, Marketing, and Technology.

## After Graduation

Graduates of the program have found employment in many graphic design/communication fields, within large and small companies and institutions throughout the country. Many students elect to go on to graduate school for study in graphic design, information design, marketing, or business degrees specific to the advertising and marketing design.



## GRAPHIC DESIGN MINOR 21CR

### FOUNDATION REQUIREMENTS - 9CR

ART 105 Design Concepts I - 2D - 3CR  
ART 207 Digital Media - Static - 3CR  
ART 209 Typography - 3CR

### GRAPHIC DESIGN REQUIREMENTS - 9CR

ART 307 Type and Image - 3CR  
Choose two different courses from the following - 6CR  
ART 103 Topics in Emerging Media and Methods  
ART 225 Introduction to Printmaking  
ART 304 Motion Graphics I  
ART 308 Type and Image-Static  
ART 309 Multimedia I  
ART 323 Digital Media for Transfer Students  
ART 317 Web Media I  
ART 326 Screenprinting

### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY - 3CR

Choose One:  
ART 100 Introduction to Art  
ART 110 Gender & Contemporary Visual Culture  
ART 250 Western Heritage I - Survey of Art I  
ART 251 Western Heritage II - Survey of Art II

# BFA REQUIREMENTS

## BFA GRAPHIC DESIGN

80 CR

## CURRICULA EXAMPLE — BFA

### FOUNDATION REQUIREMENTS – 16CR

ART 111 Freshman Colloquium or ART 311 Transfer Student Colloquium  
ART 105 Design Concepts I: 2D  
Select ART 106 Design Concepts II: 3D  
ART 207 Digital Media  
ART 210 Drawing I  
ART 243 Introduction Digital Photography I

### GRAPHIC DESIGN CORE – 37CR

ART 209 Typography  
Studio Art: Select course from Ceramics, Design, Drawing, Illustration, Painting, Photography, Printmaking, or Sculpture not previously taken  
300-level Drawing\*: Select one course from the following — ART 300 Figure Draw., ART 310 Draw. II, or ART 322 Drawing for Transfers (Note: ART 322 is required for all transfer students who do not take ART 210 at SUNY Oswego)  
ART 307 Type and Image  
ART 309 Multimedia I  
300-level Graphic Design Study - Select two from the following: ART 308 Branding & Package Design, ART 312 Traditional Illustration I, or ART 313 Digital Illustration I, or 323 Digital Media for Transfers. Note: ART 323 is required for all transfer students who do not take ART 207 at SUNY Oswego  
317 Web Design  
400 level Study - Select one from the following: ART 408 Advance Graphic Design, ART 409 Multimedia, ART 413 Digital Illustration II, ART 417 Web Design II, ART 425 Advanced Printmaking ART 443 Advanced Digital Photography, ART 448 Creative Code for Artist, ART 451 Motion Graphics, or ART 498 Internship  
ART 414 Graphic Design Practicum  
ART 492 BFA Exhibition

GRAPHIC DESIGN ELECTIVES — Select three courses not previously taken in Digital Media, Graphic Design, Photography, Printmaking, and Illustration

### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY – 15CR

ART 250 Western Heritage I, Survey of Art I  
ART 251 Western Heritage II, Survey of Art II  
ART 365 History of Graphic Design  
Select two 300 level courses from Art History or Museum Studies

### DEPARTMENT ELECTIVES - 12CR

Select four classes in art, graphic design, art history, or museum studies.



### 1ST SEMESTER 16CR

ART 111 Freshman Colloquium\*  
ART 105 Design Concepts I—2D  
ART 210 Drawing I  
Three General Education Courses

### 2ND SEMESTER 15CR

ART 106 Design Concepts II: 3D  
ART 207 Digital Media-Static  
ART 250 Survey Art I  
Two General Education Courses

### 3RD SEMESTER 15CR

ART 209 Typography  
ART 243 Digital Photo  
300 Level Drawing  
ART 251 Survey II  
Two General Education Courses

### BFA APPLICATIONS IN

#### 4TH SEMESTER 15CR

ART 307 Type and Image  
Studio Art Elective  
ART 309 Multimedia I  
Two General Education Courses

#### 5TH SEMESTER 15CR

Select One 300-level Graphic Design Study Course  
317 Web Design  
Select a Graphic Design Elective  
ART 365 History of Graphic Design  
One College-wide Courses

#### 6TH SEMESTER 15CR

Select One 300-level Graphic Design Study Course  
Select a Graphic Design Elective  
Select a Departmental Elective  
Art History or Museum Studies Elect  
One College-wide Course

#### 7TH SEMESTER 16CR

400 Level Study  
Select a Graphic Design Elective  
Select a Departmental Elective  
One 1 credit Ind. Study  
Art History or Museum Studies Elect  
One College-wide Course

#### 8TH SEMESTER 16CR

ART 414 Graphic and Interactive Design Practicum  
ART 492 BFA Exhibition  
Select two Departmental Elective  
Two College-wide Courses

# BA REQUIREMENTS

## BA TRACK III —

GRAPHIC DESIGN 40-54 CR

## CURRICULA EXAMPLE — BA

### 1ST SEMESTER 16CR

ART 111 Freshman Colloquium\*  
ART 105 Design Concepts I—2D  
ART 210 Drawing I or ART 211 Drawing to Communicate  
Three General Education Courses

### 2ND SEMESTER 15CR

ART 106 Design Concepts II: 3D  
ART 207 Digital Media-Static  
ART 250 Survey Art I  
Two General Education Courses

### 3RD SEMESTER 15CR

ART 209 Typography  
ART 243 Digital Photo  
ART 251 Survey II  
Two General Education Courses

### SECOND MAJOR/MINOR SELECTION

Communication, Public Relations, Broadcasting and Business are the most common.

### 4TH SEMESTER 15CR

ART 307 Type and Image  
Select One Course Graphic Design/Digital Media  
ART 365 History of Graphic Design  
2nd Major or Minor Courses  
College-Wide

### 5TH SEMESTER 15CR

Select One Course Graphic Design/Digital Media  
2nd Major or Minor Courses  
College-Wide or Art/Graphic Design Elective

### 6TH SEMESTER 15CR

Graphic Media Electives  
Experiential Learning Course  
2nd Major or Minor Courses  
College-Wide or Art/Graphic Design Elective

### 7TH SEMESTER 16CR

2nd Major or Minor Courses  
College-Wide or Art/Graphic Design Elective

### 8TH SEMESTER 16CR

ART 414 Graphic & Interactive Design Practicum  
2nd Major or Minor Courses  
College-Wide

### FOUNDATION REQUIREMENT – 16CR

ART 111 Freshman Colloquium or ART 311 Transfer Student Colloquium  
ART 105 Design Concepts I: 2D  
ART 106 Design Concepts II: 3D  
ART 207 Digital Media  
ART 210 Drawing 1 or ART 211 Drawing to Communicate  
ART 243 Introduction Digital Photography I

### GRAPHIC DESIGN CORE – 15CR

ART 209 Typography  
ART 307 Type and Image  
ART 414: Graphic Design Practicum  
Select two courses, not previously taken from Graphic Design, Digital Media, Illustration, Photography, Printmaking, or Art Synthesis. (ART 323 - Digital Media for Transfer Students is required for all transfer students who do not take ART 207 at SUNY Oswego.)

### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY – 9CR

ART 250 Western Heritage I, Survey of Art I  
ART 251 Western Heritage II, Survey of Art II  
ART 365 History of Graphic Design

### DEPARTMENT ELECTIVES - 0-14CR

Select classes in art, graphic design, art history, or museum studies.



### TRANSFER STUDENTS

- \* Transfer students who do not take ART 210 at SUNY Oswego must take ART 322
- \*\* Transfer students who do not take ART 207 at SUNY Oswego must take ART 323)

# GrAPhic



# DESIGN

**BFA STUDY OPTIONS**  
**PRINT, MULTIMEDIA,**  
**INTERACTION, WEB**  
**MOTION GRAPHICS,**  
**APP DESIGN, UX,**  
**3-D MODELING**



## **BFA Degree**

Advances and breakthroughs in computer and communication technologies continuously impact modern information delivery systems. Through the marriage of previously disparate art forms, today's designers are producing long and short form projects and productions that integrate interaction, video, and audio with sophisticated graphics involvement in the form of websites and apps for smart devices such as tablets and phones. Students in the BFA Graphic Design program can concentrate on the study and practice of contemporary interaction design theory, techniques and application with a focus on motion, interactive, or web design from a user experience perspective. The program includes the study of established and emerging media.

## **BA Degree**

Students in the BA, while being exposed to the breadth of the field, can mix in the study of web, multimedia, interaction and more. Since the degree has ample space for a 2nd major or minor, they are also encouraged to study in a secondary area of interest such as Broadcasting, Cinema Studies, Communications, Computer Science, Information Science, and Technology.

## **After Graduation**

Graduates of the program have found employment in many design fields, within large and small companies and institutions throughout the country. Some students opt for graduate studies in MA and MFA programs to continue on the graduate level in such twenty-first-century disciplines like Integrated Media and Social Networks, or Human-Computer Interaction Design..

## **Facilities**

Students use state-of-the-art workstations and peripheral devices in a hands-on studio environment to create a wide range of projects. Students can participate in work-study and internship programs where they learn within actual industry environments.

- All digital studios are well equipped to support all our disciplinary areas. All studios include digital technologies such as computers, projectors, iPads, tablets, and cameras to aid students in the development of their work;
- digital spaces support a wide range of activities that meet contemporary standards and emerging media forms. Computers are rolled over every 3-years;
- students use state-of-the-art workstations and peripheral devices in a hands-on studio environment to create a wide range of projects. Students are able to participate in work-study and internship programs where they learn within actual industry environments;
- department facilities include "maker-spaces" to assist students in preparing portfolios and framing, printing (2D, 3D, laser, and fabric), digital photography, audio/video production, and sensor technology for interaction projects.

# WEB • INTERACTION • PRINT • MOTION GRAPHICS

## BFA GRAPHIC DESIGN

80 CR

### EXAMPLE FOR BECOMING WEB/INTERACTION DESIGNER

#### FOUNDATION REQUIREMENTS – 16CR

ART 111 Freshmen Colloquium or ART 311 - Transfer Student Colloquium  
ART 105 Design Concepts I  
ART 106 Design Concepts II  
ART 207 Digital Media  
ART 210 Drawing I  
ART 243 Intro to Digital Photography

#### GRAPHIC DESIGN CORE – 37CR

ART 209 Typography  
Studio Art: Illustration or Photography recommended  
Upper Level Drawing - Select one from the following:  
ART 310 Drawing II, ART 300 Figure Drawing, ART 322 Drawing for Transfers. Note: Art 322 is required for all transfer students who do not take ART 210 at SUNY Oswego.  
ART 307 Type and Image  
ART 309 Multimedia I  
ART 317 Web Design  
300 level Study - Select two from the following: ART 302 Foundations of Motion and Interaction, ART 313 Digital Illustration I, or ART 323 Digital Media for Transfers. Note: ART 323 is required for all transfer students who do not take ART 207 at SUNY Oswego  
400 level Study - Select one from the following: ART 409 Multimedia, 413 Digital Illustration II, ART 417 Web Design II, ART 448 Creative Code for Artist, ART 451 Motion Graphics, or ART 498 Internship  
ART 414 Graphic Design Practicum  
ART 492 BFA Exhibition

#### GRAPHIC DESIGN ELECTIVES

Select three courses not previously taken Options in Web, Multimedia, Interaction, Motion Graphic Design:  
– ART 304 Motion Graphics I  
– ART 318 Introduction to Three-Dimensional Modeling and Animation  
– ART 348 Creative Code for the Visual Artist I  
– ART 448 Creative Code for the Visual Artist II  
– ART 409 Multimedia II  
– ART 417 Web Media II

#### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY – 15CR

ART 250 Western Heritage I, Survey of Art I  
ART 251 Western Heritage II, Survey of Art II  
ART 365 History of Graphic Design  
Select two 300 level course from Art History or Museum Studies

#### DEPARTMENT ELECTIVES - 12

Select four classes in art, graphic design, art history, or museum studies. Options in Web, Multimedia, Interaction, Motion Graphic Design:  
– ART 304 Motion Graphics I  
– ART 451 Motion Graphics II  
– ART 318 Intro to 3D Modeling & Animation  
– ART 418 Intro to 3D Modeling & Animation  
– ART 348 Creative Code for the Visual Artist I  
– ART 448 Creative Code for the Visual Artist II  
– ART 409 Multimedia II  
– ART 417 Web Media II  
– ART 498 Internship  
– ART 499 Independent Study

## BFA GRAPHIC DESIGN

80 CR

### EXAMPLE FOR BECOMING PRINT MEDIA DESIGNER

#### FOUNDATION REQUIREMENTS – 16CR

ART 111 Freshmen Colloquium or ART 311 - Transfer Student Colloquium  
ART 105 Design Concepts I  
ART 106 Design Concepts II  
ART 207 Digital Media  
ART 210 Drawing I  
ART 243 Intro to Digital Photography

#### GRAPHIC DESIGN CORE – 37CR

ART 209 Typography  
Studio Art: ART 225 Intro to Printmaking  
Upper Level Drawing - Select one from the following: ART 310 Drawing II, ART 300 Figure Drawing, ART 322 Drawing for Transfers. Note: Art 322 is required for all transfer students who do not take ART 210 at SUNY Oswego.  
ART 307 Type and Image  
ART 309 Multimedia I  
ART 317 Web Design,  
300 level Study - Select two from the following:  
ART 308 Branding & Package Design, ART 313 Digital Illustration or ART 323 Digital Media for Transfers. Note: ART 323 is required for all transfer students who do not take ART 207 at SUNY Oswego  
400 level Study - Select ART 408 Publication Design  
ART 414 Graphic Design Practicum  
ART 492 BFA Exhibition

#### GRAPHIC DESIGN ELECTIVES

Select three courses not previously taken Options in Print media include:  
– ART 325 Intaglio  
– ART 326 Screenprinting  
– ART 425 Advance Printmaking  
– ART 426 Letterpress and Photopolymer Printing:

#### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY – 15CR

ART 250 Western Heritage I, Survey of Art I  
ART 251 Western Heritage II, Survey of Art II  
ART 365 History of Graphic Design  
Select two 300 level course from Art History or Museum Studies

#### DEPARTMENT ELECTIVES - 12

Select four classes in art, graphic design, art history, or museum studies. Options supporting printmedia include courses in the following:  
– Graphic Design  
– Printmaking  
– Illustration  
– Photography  
– ART 498 Internship  
– ART 499 Independent Study

## BFA GRAPHIC DESIGN

80 CR

### EXAMPLE FOR ANIMATION & MOTION GRAPHICS

#### FOUNDATION REQUIREMENTS – 16CR

ART 111 Freshmen Colloquium or ART 311 - Transfer Student Colloquium  
ART 105 Design Concepts I  
ART 106 Design Concepts II  
ART 207 Digital Media  
ART 210 Drawing I  
ART 243 Intro to Digital Photography

#### GRAPHIC DESIGN CORE – 37CR

ART 209 Typography  
Studio Art: Illustration or Photography recommended  
Upper Level Drawing - Select one from the following: ART 310 Drawing II, ART 300 Figure Drawing, ART 322 Drawing for Transfers. Note: Art 322 is required for all transfer students who do not take ART 210 at SUNY Oswego.  
ART 307 Type and Image  
ART 309 Multimedia I  
ART 317 Web Design  
300 level Study - Select two from the following:  
ART 302 Foundations of Motion and Interaction, ART 313 Digital Illustration I, or ART 323 Digital Media for Transfers. Note: ART 323 is required for all transfer students who do not take ART 207 at SUNY Oswego  
400 level Study - Select one from the following:  
ART 409 Multimedia or ART 451 Motion Graphics, or ART 498 Internship  
ART 414 Graphic Design Practicum  
ART 492 BFA Exhibition

#### GRAPHIC DESIGN ELECTIVES

Select three courses not previously taken Options in Web, Multimedia, Interaction, Motion Graphic Design:  
– ART 304 Motion Graphics I  
– ART 318 Introduction to Three-Dimensional Modeling and Animation  
– ART 348 Creative Code for the Visual Artist I  
– ART 409 Multimedia II

#### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY – 15CR

ART 250 Western Heritage I, Survey of Art I  
ART 251 Western Heritage II, Survey of Art II  
ART 365 History of Graphic Design  
Select two 300 level course from Art History or Museum Studies

#### DEPARTMENT ELECTIVES - 12

Select four classes in art, graphic design, art history, or museum studies. Options in Web, Multimedia, Interaction, Motion Graphic Design:  
– ART 304 Motion Graphics I  
– ART 451 Motion Graphics II  
– ART 318 Intro to 3D Modeling & Animation  
– ART 418 Intro to 3D Modeling & Animation  
– ART 348 Creative Code for the Visual Artist I  
– ART 448 Creative Code for the Visual Artist II  
– ART 409 Multimedia II  
– ART 498 Internship  
– ART 499 Independent Study

# IntErAction

## DESIGN



### About the BA Degree

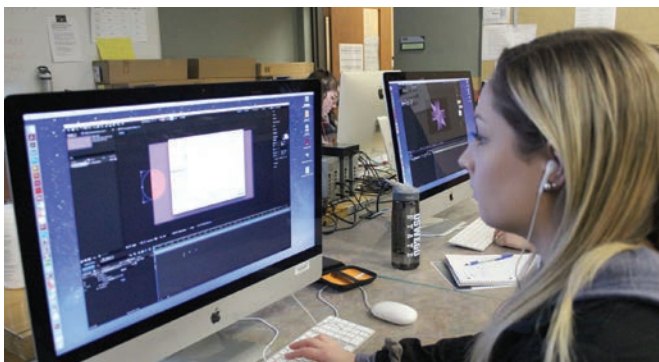
Advances and breakthroughs in computer and communication technologies continuously impact modern information delivery systems. Through the marriage of previously disparate art forms, today's designers are producing long and short form projects and productions that integrate interaction, video and audio with sophisticated graphic involvement in the form of web sites and apps for smart devices such as tablets and phones. Students in the Interaction Design program concentrate on the study and practice of contemporary interaction design theory, techniques and application with a focus on motion, interactive, or web design from a user experience perspective. The program includes study of established and emerging media.

Modeled as a traditional liberal arts degree, the program allows the opportunity for students to earn a minor or second major in another area of interest, such as information science. The degree also allows students the opportunity to study in an area that compliments interaction design, giving them the ability to create new hybrid forms of the discipline.



### After Graduation

Graduates of the program have found employment in many graphic design/communication fields, within large and small companies and institutions throughout the country. Many students elect to go on to graduate school for study in graphic design, information design, marketing, or business degrees specific to the advertising and marketing design.





# BA REQUIREMENTS

## BA TRACK V:

### INTERACTION DESIGN 46-54 CR

#### FOUNDATION REQUIREMENT – 13CR

ART 111 Freshman Colloquium or ART 311 Transfer Student Colloquium  
ART 105 Design Concepts I: 2D  
ART 207 Digital Media  
ART 209 Typography  
ART 243 Intro to Digital Photography

#### INTERACTION DESIGN CORE – 24CR

ART 302 Foundations of Motion and Interaction

Select three of the following

ART 304 Motion Graphics I  
ART 309 Multimedia I  
ART 317 Web Media I  
ART 318 Introduction to Three-Dimensional Modeling and Animation  
ART 348 Creative Code for the Visual Artist I  
ART 409 Multimedia II  
ART 417 Web Media II  
ART 448 Creative Code for the Visual Artist II

Graphic Design & Digital Media Electives

Select two courses, not previously taken (ART 323 - Digital Media for Transfer Students is required for all transfer students who do not take ART 207 at SUNY Oswego.)

Drawing, Graphic Design, Illustration or Photography Elective

Select course, not previously taken.

ART 414: Graphic Design Practicum

#### EXPERIENTIAL LEARNING - 3 CR

Select one of the following:

ART 355 - The Creative State of New York  
ART 498 - Internship  
CMA 495 - SCMA Capstone Experience  
CMA 497 - Course Assistant  
GST 498 - Internship  
Study abroad course, under advisement

#### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY –6CR

Select two from the following:

ART 250 Survey of Art I  
ART 251 Survey of Art II  
ART 365 History of Graphic Design

#### DEPARTMENT ELECTIVES - 0-8CR

Select classes in art, graphic design, interaction design, art history, or museum studies.

## CURRICULA EXAMPLE — BA

#### 1ST SEMESTER 16CR

ART 111 Freshman Colloquium\*  
ART 105 Design Concepts I—2D  
ART 207 Digital Media-Static  
Three General Education Courses

#### 2ND SEMESTER 15CR

ART 209 Typography  
ART 302 Foundations of Motion and Interaction  
Three General Education Courses

#### 3RD SEMESTER 15CR

Core Elective 1  
ART 250 Survey Art I  
One General Education Courses  
Two in 2nd Major/Minor

#### SECOND MAJOR/MINOR SELECTION

Communication, Public Relations, Broadcasting and Business are the most common.

#### 4TH SEMESTER 15CR

Core Elective 2  
Core Elective 3  
ART 251 Survey II  
One General Education Courses  
One in 2nd Major/Minor

#### 5TH SEMESTER 15CR

Select One Course Graphic Design/ Digital Media  
Major Elective  
ART 365 History of Graphic Design  
Two in 2nd Major/Minor

#### 6TH SEMESTER 15CR

Select One Course Graphic Design/ Digital Media  
Experiential Learning Course  
Two in 2nd Major/Minor  
College-Wide or Art/Graphic Design Elective

#### 7TH SEMESTER 16CR

ART 414 Graphic & Interactive Design Practicum  
2nd Major/Minor Courses  
College Wide Courses

#### 8TH SEMESTER 16CR

Complete 2nd Major/Minor  
College Wide Courses  
Internship Recommended

# 2ND MAJORS OR MINORS THAT COMPLIMENT DEGREE

## STUDY OF AUDIO DESIGN

Audio Design & Production Minor (24 cr)

Oswego's audio design and production minor is geared to help you gain the skills and expertise to excel in any branch of modern audio practice. Learn about recording, sound reinforcement, and audio for media.

## STUDY OF CINEMA AND SCREEN STUDIES

Cinema and Screen Studies (39 cr)

Cinema and screen studies focuses on the history, theory and criticism of cinema, as well as of new and pre-cinematic screen media, with a sequence in screenwriting and digital film production. The program incorporates interdisciplinary options that allow you to link studies of moving images to exciting developments in cognitive science, computer and information sciences, and the other humanities, fine arts and social sciences.

## STUDY OF BROADCASTING & COMMUNICATION

Broadcasting & Mass Communication Major (42 cr)

Communication & Social Interaction Minor (21 cr)

You'll learn about the creation and production of media, the interrelated nature of media industries and the skills necessary to write, produce and distribute media messages. Explore a variety of areas including audio and video production, broadcast journalism, copywriting and media management. The updated curriculum includes a variety of offerings in integrated media design and social media.

## STUDY OF COMPUTER SCIENCE

B.A. Computer Science (46 cr)

Computer Science Minor (21 cr)

The computer science program at Oswego combines a sound theoretical foundation with a high level of practical expertise in all areas of the discipline. A full range of courses are offered including all the major programming languages.

## STUDY OF INFORMATION SCIENCE

B.A. Information Science (52 cr)

Information Science Minor (21 cr)

You'll gain experiences that develop both computational competence and the ability to link people with technology — as well as the skills needed to participate in a field that continually adapts to match emerging technologies with evolving information requirements



# STuDiO



# ArT



## BFA Degree

For students in the BFA Studio/Fine Art program, studies focus on the process and production of art while participating in peer discussion and critique. Students advance from foundation studies to specialized study in a medium of their choice with specific attention is given to student-driven research and current developments in art theory, criticism, and history. Further supporting student growth along the way, numerous work-study, assistantship, or study abroad programs offer valuable, practical experience in the arts

## BA Degree

Students in the BA Studio Art program or Art Minor look for careers in diverse areas. If students combine their studies with a second major or minor, they can seek opportunities in many fields including Scientific Illustration, Arts Management, and Art Therapy, as well as Psychology, Sociology, Anthropology, or any of the numerous areas of study that make up our comprehensive college.

## After Graduation

Graduates of the BFA program have been accepted in popular MFA/ MAT programs. Students often go on to become K-12 teachers, college professors, museum professionals, gallery workers, and self-employed artists. Some students combine their interest in art with other areas and go on for careers in Scientific Illustration, Arts Management or Art Therapy, to name a few examples.



# BFA REQUIREMENTS

## BFA TRACK I — FINE ART

80 CR

Students seeking admission to a BFA degree are accepted separately through an application process directed by the department. Students can pick up a BFA application at the Art Department Offices in Tyler or Lanigan Hall on campus or online at the Art Department's homepage. Successful applicants need to demonstrate that they possess an aptitude for hard work as evidenced by a well-crafted portfolio, exemplary academic performance, and writing skills as shown by writing samples and transcripts.

### FOUNDATION REQUIREMENTS — 16CR

ART 111 Freshman Colloquium or ART 311 Transfer Student Colloquium  
ART 105 Design Concepts I  
ART 106 Design Concepts II: 3D  
ART 207 Digital Media  
ART 210 Drawing 1  
ART 243 Intro to Digital Photography

### CORE REQUIREMENTS — 22CR

ART 205 Design Concepts II: 2D  
ART 215 Painting  
ART 225 Introduction to Printmaking  
ART 230 Ceramics I  
ART 245 Sculpture I  
ART 300 Figure Drawing I  
ART 492 BFA Exhibition  
ART 496 Studio Practicum

### MEDIA CONCENTRATION — 12CR

Select one 4-course concentration from the following areas: Ceramics, Sculpture, Drawing, Painting, Photography, Printmaking, Art Education, MAT Prep, Interdisciplinary

### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY — 15CR

ART 250 Western Heritage I - Survey of Art I  
ART 251 Western Heritage II - Survey of Art II  
ART 353 20th Century Art  
ART 471 Senior Seminar in Contemporary Art and Design -or- ART 472 - Special Topics in Contemporary Art  
Select one 300 level Art History or Museum Studies course

### EXPERIENTIAL LEARNING — 3CR

Select one of the following:  
ART 355 Creative State of New York  
ART 498 Internship  
ART 499 Independent Study  
CMA 497 Course Assistant  
GST 498 Internship  
Study Abroad Course, under advisement

### ELECTIVE REQUIREMENTS — 12CR

Choose any six courses with the course prefix of ART or ARH, not previously taken. Students with transfer credit who do not take ART 210 at Oswego must take ART 322 - Drawing for Transfer Students.

### TRANSFER STUDENTS

- \* Transfer students who do not take ART 210 at SUNY Oswego must take ART 322
- \*\* Transfer students who do not take ART 207 at SUNY Oswego must take ART 323)

# ART ED PREP – MAT, CERAMICS, DRAWING, PAINTING, PHOTOGRAPHY, PRINTMAKING, SCULPTURE, INTERDISCIPLINARY

## MEDIA CONCENTRATIONS

Media concentration are generally declared before a student reaches 30 credits in Art if they started as a freshman at Oswego. If a student enters as a transferred with more than 30 hours in Art, they declare before the end of their first semester at Oswego.

Select one four-course concentration from the following areas:

### ART EDUCATION, MAT PREP

- Select One: ART 220 Watercolor -or- ART 315 Painting II  
- Select One: ART 310 Intermediate Drawing -or- ART 300 Figure Drawing I - ART 342 Experimental Photography or ART 324 Book Arts- ART 330 Ceramics II or ART 345 Sculpture

### CERAMICS

- ART 330 Ceramics II  
- ART 430 Ceramics III  
- ART 431 Ceramics IV  
- Select One: ART 397 3D Experimental Imagery -or- ART 499 Independent Study

### DRAWING

- ART 310 Intermediate Drawing or ART 300 Figure Drawing I  
- ART 400 Figure Drawing II  
- ART 410 Drawing III  
- Select One: ART 411 Drawing IV -or- 422 Advanced Drawing & Painting

### INTERDISCIPLINARY

Four courses under advisement. One course may be taken outside the department in areas such as Set Design, Costume Design, and Cinema and Screen Studies.

### PAINTING

- ART 315 Painting II  
- ART 316 Painting III  
- ART 415 Painting IV  
- Select One: ART 220 Watercolor -or- 422 Advanced Drawing & Painting

### PHOTOGRAPHY

- ART 343 Intermediate Digital Photography  
- ART 443 Advanced Digital Photography  
- ART 340 Black & White Darkroom Photography  
- ART 342 Experimental Photography

### PRINTMAKING

- ART 325 Printmaking - Intaglio  
- ART 326 Screen Printing  
- ART 324 Book Arts  
- ART 426 Letterpress & Photo Polymer Printing

### SCULPTURE

- ART 260 Wood Design  
- ART 345 Sculpture  
- ART 445 Project Studio 3D/4D Studies  
- Select One: ART 346 Wood & Mixed Media Sculpture -or- ART 347 Puppets & Performing Objects

## CURRICULA EXAMPLE — BFA FINE ART

### 1ST SEMESTER 16CR

ART 111 Freshman Colloquium\*  
ART 105 Design Concepts I—2D  
ART 210 Drawing I  
Three General Education Courses

### 2ND SEMESTER 15CR

ART 106 Design Concepts II—3D  
ART 207 Digital Media  
ART 250 Survey Art I  
Two General Education Courses

### 3RD SEMESTER 15CR

ART 205 Design Concepts III  
ART 243 Intro to Digital Photography  
ART 251 Survey II  
Two General Education Courses

### BFA APPLICATIONS IN

### 4TH SEMESTER 15CR

ART 215 Painting I  
ART 225 Intro to Printmaking  
2nd 3D Course—ART 230 or 245  
One General Education Course

### 5TH SEMESTER 16CR

ART 215/225/2nd 3D Course  
ART 300 Figure Drawing\*\*  
Studio Concentration Course  
Art History or Museum Studies Elect  
One College-wide Course

### 6TH SEMESTER 15CR

Studio Concentration Course  
ART Department Elective  
ART Department Elective  
Experiential Learning Course  
One College-wide Course

### 7TH SEMESTER 16CR

Studio Concentration Course  
ART Department Elective  
ART Department Elective  
ART 353 20th Century  
One 1 credit Ind. Study  
One College-wide Course

### 8TH SEMESTER 16CR

Studio Concentration Course  
ART 471 Seminar Contemporary Issues  
-or- ART 472 Special Topics  
ART 496 Studio Practicum  
ART 492 BFA Exhibition  
Two College-wide Courses

# STuDiO



# ArT BA DEGREE AND MINOR REQUIREMENTS



## BA TRACK I — STUDIO ART 40-54 CR

### FOUNDATIONS REQUIREMENT — 16CR

ART 111 Freshman Colloquium or ART 311 Transfer Student Colloquium  
 ART 105 Design Concepts I  
 ART 106 Design Concepts II: 3D  
 ART 207 Digital Media  
 ART 210 Drawing I  
 ART 243 Intro to Digital Photography

### CORE REQUIREMENTS —9CR

2nd Course in 3-D – One from ART 230 Ceramics, 245 Sculpture, 318 3D Modeling, or 324 Book Arts  
 ART 215 Painting  
 ART 496 Studio Practicum

### STUDIO ELECTIVES —6CR

Select 2 to 6 courses in ceramics, design, drawing, painting, photography, printmaking or sculpture.

### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY — 9CR

ART 250 Western Heritage I, Survey of Art I  
 ART 251 Western Heritage II, Survey of Art II  
 Upper division Art Hist/Museum Studies

### DEPARTMENT ELECTIVES - 0-14CR

Select classes in art, graphic design, art history, or museum studies.



## CURRICULA EXAMPLE — BA STUDIO

### 1ST SEMESTER 16SH

ART 111 Freshman Colloquium\*  
 ART 105 Design Concepts I—2D  
 ART 210 Drawing I  
 Three General Education Courses

### 2ND SEMESTER 15CR

ART 106 Design Concepts II—3D  
 ART 207 Digital Media  
 ART 250 Survey Art I  
 Two General Education Courses

### 3RD SEMESTER 15CR

2nd 3D course—ART 230, 245, or 324  
 ART 243 Intro to Digital Photography  
 ART 251 Survey I  
 Two General Education Courses

### SECOND MAJOR/MINOR SELECTION

### 4TH SEMESTER 15CR

ART 215 Painting I  
 Art History or Museum Studies Elect  
 Art Department Elective  
 2nd Major or Minor Course  
 One General Education Course

### 5TH SEMESTER 15CR — FIVE COURSES, MIX OF:

Art Department Elective  
 2nd Major or Minor Course  
 College-Wide

### 6TH - 8TH SEMESTER 15CR — FIVE COURSES, MIX OF:

Art Department Elective  
 2nd Major or Minor Course  
 College-Wide

## ART MINOR 24 CR

### FOUNDATION REQUIREMENTS — 6CR

ART 105 Design Concepts I - 2D  
 ART 210 Drawing I

### STUDIO CORE — 12CR

Four courses in studio art

### ART HISTORY — 6CR

ART 250 Western Heritage I - Survey of Art I  
 ART 251 Western Heritage II - Survey of Art II

## ARTS MANAGEMENT 23-24 CR

### CORE REQUIREMENTS (20-21 CR)

Select two courses from the following:

ART 380 - Introduction to Museum Studies  
 MUS 397 - The Business of Music  
 THT 324 - The Business of Show Business

Select two courses from the following:

COM 215 - Survey of Public Relations  
 COM 313 - Writing for Public Relations and Mass Media

COM 415 - Case Studies in Public Relations

Select two courses from the following:

ACC 321 - Accounting as a Management Tool  
 MKT 250 - Marketing Principles  
 MGT 261 - Business Organization

Internship — Select one from the following:

ART 498 - Art Internship  
 BRC 498 - Broadcasting Internship  
 COM 498 - Communication Internship  
 MUS 498 - Music Internship  
 THT 498 - Theater Internship

### B. ELECTIVE REQUIREMENTS (3 CR)

Elective should be taken in one of the arts management areas outside of the primary major.

# PhotoGrAphy

## MINOR



### PHOTOGRAPHY MINOR 21 CR

#### CORE REQUIREMENTS — 15CR

ART 207 Digital Media  
ART 243 Digital Photography I  
ART 343 Intermediate Digital Photography  
ART 443 Advanced Digital Photography  
Select one course from the following under Advisement:

- ART 414 - Graphic and Interactive Design Practicum
- ART 496 - Studio Practicum

#### PHOTOGRAPHY ELECTIVES — 6CR

Any two courses offered in photography.

### Students can study photography in the BA and BFA programs in both Studio and Graphic Design, or in a Photography Minor.

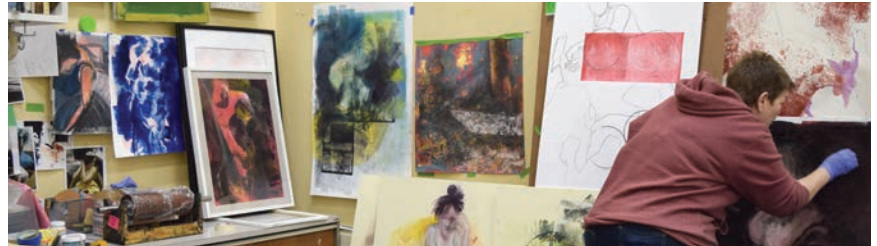
The photography minor is popular with students across campus. The minor offers practitioners a 21-credit focus in the medium. For students serious about a career in photography, the professional BFA programs in both Studio Art and Graphic Design allow the opportunity for a serious in-depth study of photography while developing the breadth of their skill sets as visual artists. For other students, declaring the photography minor signals to potential employers or graduate schools a level of commitment to the discipline. Students often couple their study of photography with studies in other areas such as journalism, broadcasting, cinema & screen studies, technology education, and with study in the sciences.

### After Graduation

Graduates of the program have been accepted in popular MFA programs. Students often go on to open their studios or to work in the field at small/larger studios, in-house at agencies, or in related areas such as graphic design.



# Art



# Therapy



## AND EXPRESSIVE ARTS THERAPY



### Becoming An Art Therapist

*From the American Art Therapy Association ([www.arttherapy.org](http://www.arttherapy.org))*

Art therapy is an integrative mental health and human services profession that enriches the lives of individuals, families, and communities through active art-making, creative process, applied psychological theory, and human experience within a psychotherapeutic relationship.

#### PREPARING FOR A GRADUATE PROGRAM IN ART THERAPY

- Earn a BA or BFA degree in Studio Art  
*Recommended Courses Specific to Art Therapy:*
  - ART 336 - Art Therapy Practices
  - ART 339 - Art Therapy Principles
- Earn a Minor or BA in Psychology
- Graduate with an overall GPA of 3.0

### Becoming An Expressive Arts Therapist

*From the International Expressive Arts Therapy Association ([www.ieata.org/](http://www.ieata.org/))*

The expressive arts combine the visual arts, movement, drama, music, writing and other creative processes to foster deep personal growth and community development.

#### PREPARING FOR A GRADUATE PROGRAM IN EXPRESSIVE ARTS THERAPY

- Earn a BA in Studio Art  
*Recommended Courses Specific to Art Therapy:*
  - ART 336 - Art Therapy Practices
  - ART 339 - Art Therapy Principles
- Earn a Minor in Expressive Arts Therapy
- Earn a minor in Theater or Music
- Graduate with an overall GPA of 3.0

#### STUDY OF PSYCHOLOGY

Course offerings include the growing areas of cognitive psychology, emotion, health psychology, human factors, neuropsychology, biopsychology, trauma studies and industrial/organizational psychology.

#### PSYCHOLOGY MINOR 18 CR

- Requirements include study of the following:
- Introduction to Psychology
  - Biopsychology
  - Social Psychology -or- Abnormal Psychology
  - Cognition
  - Lifespan Development Psychology
  - Developmental Psychology

#### PSYCHOLOGY MAJOR 33 CR

- Requirements include study of the following:
- Introduction to Psychology
  - Seminar in Psychological Science
  - Analysis of Psychological Data
  - Research Methods in Psychology
  - Breadth courses from such options as biopsychology, social psychology, abnormal psychology, cognition, lifespan development, and developmental
  - Depth courses in an area of choice
  - Capstone thesis

#### EXPRESSIVE ARTS THERAPY MINOR 28 CR

- Requirements include study of the following:
- Introduction to Counseling
  - Introduction to Expressive Arts Therapy
  - Expressive Arts Therapy: Theory in Process
  - Storytelling
  - Voice, Class Instruction I
  - Introduction to Psychology
  - Fundamentals of Acting
  - Elective study in Art courses such as design, drawing, or ceramics
  - Elective study in Music

# ArT



# EdUcATion

## ART EDUCATION GRADES K-12

### Becoming an Art Teacher

At SUNY Oswego, students interested in becoming an art teacher begin by completing a BFA degree in any of the BFA programs, Studio Art, Illustration, or Graphic Design. During their senior year, they work with their academic advisor to prepare for entry. Those who have an overall GPA of 3.0 are automatically accepted into the MAT program upon completion of their BFA degree. Some students are able to begin the program during the last semester of their senior year.

#### About the Program

SUNY Oswego's MAT Art program turns those with a Bachelor of Fine Arts into marketable K-12 art teachers in New York state and beyond.

In the MAT program students explore children's developmental art processes and learn why art education is vital for today's schools. We help ensure graduates are prepared from day one through our proven coursework and student teaching experiences.

By gaining real-world experience through two student teaching placements graduates are able to recognize the importance of culturally relevant teaching and incorporate culturally relevant art and art history into your classes and schools. Following completion of the program and NYS certification exams, candidates are eligible for New York State initial teaching certification and are able to teach art in public schools.



### REQUIREMENTS

Art Education  
All Grades Initial Certification Program 42 CR

Candidates will complete a 42 hour program which includes both elementary and secondary practicum and student teaching experience. An action research project is required in conjunction with the secondary student teaching assignment.

#### PEDAGOGICAL CORE — 15CR

- EDU 501 Inquiry into Educational Foundations
- EDU 514 The Education of Diverse Populations
- AED 530 Methods in Art Education K-12
- LIT 507 Literacy and Learning in the Content Areas
- SPE 504 Teaching Exceptional Students

#### ART CORE — 9CR

- Select one of the following two courses:
  - ART 508 - Graduate Graphic Design—Print Media
  - ART 509 - Graduate Multimedia
- Select two graduate art studio electives under advisement

#### PROFESSIONAL CORE — 6CR

- ART 571 - Research Problems in Art History
- AED 560 - Art Education Action Research

#### STUDENT TEACHING — 12CR

- AED 540 - Childhood Art Practicum and Student Teaching
- AED 550 - Adolescence Art Practicum and Student Teaching

#### NON-CREDIT REQUIREMENTS

- DASA 1020 - DASA Training
- SSHS 1020 - Safe Schools, Healthy Students

# ILLuSTRation



## BFA Degree

For students serious about a career in illustration, the BFA program offers the opportunity to earn a professional degree that has depth as well as breadth. The program includes the study of traditional, mixed, and digital media. Students develop techniques and approaches through a wide range of illustration projects designed to promote exploration across the field. As students move into their upper-level studies, they are encouraged to build a body of work specific to their point-of-view as an illustrator. Students are also encouraged to study in such applied forms as graphic or interactive design where they can study page layout, motion graphics, multimedia and other areas that complement their illustration skill sets. These subsequent studies improve employment opportunities after graduation. Students can participate in work-study and internship programs where they learn within actual industry environments.

## BA Degree

Students in the BA program typically earn a second degree in a related field such as Creative Writing. For students in the sciences, a minor in illustration prepares them to go on into graduate programs in scientific or medical illustration.

## After Graduation

Graduates of the program have found employment in many illustration or graphic design fields, within large and small companies and institutions throughout the country. Some students choose to go on to graduate school for study in illustration or animation. Many decide to open up small studios, often maintaining a mix of services and providing illustrations to clients across the country.

## ILLUSTRATION BFA

Students seeking admission to a BFA degree are accepted separately through an application process directed by the department. Students can pick up a BFA application at the Art Department Offices in Tyler or Lanigan Hall on campus or online at the Art Department's homepage. Successful applicants need to demonstrate that they possess an aptitude for hard work as evidenced by a well-crafted portfolio, exemplary academic performance, and writing skills as shown by writing samples and transcripts.

## ILLUSTRATION MINOR

24 CR

### FOUNDATIONS - 9CR

ART 210 Drawing I  
ART 207 Introduction to Digital Media  
Choose One:  
ART 215 Painting I  
ART 220 Watercolor Painting I  
ART 300 Figure Drawing I  
ART 310 Intermediate Drawing

### ILLUSTRATION REQUIREMENTS - 12CR

ART 312 Introduction to Illustration  
ART 313 Digital Illustration I  
Choose Two:  
ART 307 Type & Image  
ART 376 Graphic Novel  
ART 412 Advanced Problems in Traditional Illustration  
ART 413 Digital Illustration II

### ART HISTORY OR DESIGN HISTORY - 3CR

Choose One:  
ART 250 - Western Heritage I - Survey of Art I  
ART 251 - Western Heritage II - Survey of Art II



# BFA REQUIREMENTS

## BFA TRACK II — ILLUSTRATION 80 CR

Students seeking admission to a BFA degree are accepted separately through an application process directed by the department. Students can pick up a BFA application at the Art Department Offices in Tyler or Lanigan Hall on campus or online at the Art Department's homepage. Successful applicants need to demonstrate that they possess an aptitude for hard work as evidenced by a well-crafted portfolio, exemplary academic performance, and writing skills as demonstrated by writing samples and transcripts.

### FOUNDATION REQUIREMENTS – 19CR

ART 111 Freshman Colloquium or ART 311 Transfer Student Colloquium  
ART 105 Design Concepts I 2-D  
Choose ART 106 Design Concepts II: 3D or ART 205 Design Concepts II  
ART 210 Drawing I  
ART 207 Introduction to Digital Media  
ART 243 Introduction to Digital Photography  
ART 209 Typography

### ILLUSTRATION CORE – 34CR

ART 215 Painting I  
ART 220 Watercolor Painting I  
ART 225 Intro to Printmaking  
ART 300 Figure Drawing I  
ART 310 Intermediate Drawing  
ART 312 Introduction to Illustration  
ART 313 Digital Illustration I  
ART 412 Adv. Problems in Traditional Illustration  
ART 413 Digital Illustration II  
ART 422 Advanced Drawing & Painting  
ART 423 Advance Problems in Illustration  
ART 492 BFA Exhibition

### ART HISTORY, DESIGN HISTORY, MUSEUM STUDIES, CONTEMPORARY THEORY – 15CR

ART 250 Western Heritage I - Survey of Art I  
ART 251 Western Heritage II - Survey of Art II  
ART 365 History of Graphic Design  
Choice of two additional courses in art history or museum studies

### EXPERIENTIAL LEARNING – 3CR

Choose one of the following:  
ART 499 Independent Study  
CMA 497 Course Assistant  
ART/GST 498 Internship  
ART 355 Creative State of New York Study Abroad Course

### ELECTIVE REQUIREMENTS – 9CR

Select any three courses with the course prefix of ART or ARH, not previously taken.

### TRANSFER STUDENTS

- \* Transfer students who do not take ART 210 at SUNY Oswego must take ART 322
- \*\* Transfer students who do not take ART 207 at SUNY Oswego must take ART 323)

## CURRICULA EXAMPLE — BFA

### 1ST SEMESTER 16CR

ART 111 Freshman Colloquium\*  
ART 105 Design Concepts I—2D  
ART 210 Drawing I  
Three General Education Courses

### 2ND SEMESTER 15CR

ART 106 Design Concepts II: 3D or ART 205 Design Concepts II  
ART 207 Digital Media-Static  
ART 250 Survey Art I  
Two General Education Courses

### 3RD SEMESTER 15CR

ART 209 Typography  
ART 243 Digital Photo  
ART 251 Survey II  
Two General Education Courses

### BFA APPLICATIONS IN

### 4TH SEMESTER 15CR

ART 220 Watercolor Painting I  
ART 310 Intermediate Drawing  
ART 312 Intro to Illustration  
Two General Education Courses

### 5TH SEMESTER 15CR

ART 215 Painting I  
ART 225 Intro to Printmaking  
ART 313 Digital Illustration I  
ART 365 History of Graphic Design  
One College-wide Courses

### 6TH SEMESTER 15CR

ART 300 Figure Drawing I  
ART 412 Adv. Problems in Traditional Illustration  
ART 413 Digital Illustration II  
Experiential Learning Course  
One College-wide Course

### 7TH SEMESTER 16CR

ART 422 Advanced Drawing & Painting  
Two Departmental Electives  
One 1 credit Ind. Study  
Art History or Museum Studies Elect  
One College-wide Course

### 8TH SEMESTER 16CR

ART 423 Advance Problems in Illustration  
ART 492 BFA Exhibition  
Art History or Museum Studies Elect  
Departmental Elective  
College-wide Courses

# BA REQUIREMENTS

## ILLUSTRATION BA 46 CR

### FOUNDATIONS – 13CR

ART 111 Freshman Colloquium or ART 311 Transfer Student Colloquium  
ART 105 Design Concepts I 2-D  
Choose ART 106 Design Concepts II: 3D or ART 205 Design Concepts II  
ART 210 Drawing I  
ART 207 Introduction to Digital Media

### ILLUSTRATION CORE – 21CR

Painting: Choose One  
ART 215 Painting I or ART 220 Watercolor Painting I  
Drawing: Choose One  
ART 300 Figure Drawing I, ART 310 Intermediate Drawing, or ART 322 Drawing for Transfers  
ART 312 Introduction to Illustration  
ART 313 Digital Illustration  
ART 412 Adv. Problems in Traditional Illustration  
ART 413 Digital Illustration II  
ART 423 Advance Problems in Illustration

### ART HISTORY OR DESIGN HISTORY – 6CR

Choose Two:  
ART 250 Western Heritage I - Survey of Art I  
ART 251 Western Heritage II - Survey of Art II  
ART 365 History of Graphic Design

### DEPARTMENT ELECTIVES - 6CR

Any two courses with a prefix of ART or ARH not previously taken.

## CURRICULA EXAMPLE — BA

### 1ST SEMESTER 16CR

Art 111 Freshman Colloquium\*  
Art 105 Design Concepts I—2D  
Art 210 Drawing I  
Three General Education Courses

### 2ND SEMESTER 15CR

ART 106 Design Concepts II: 3D or ART 205 Design Concepts II  
ART 207 Digital Media-Static  
Three General Education Courses

### 3RD SEMESTER 15CR

ART 209 Typography  
Art 243 Digital Photo  
Art 250 or 251 Survey I or II  
Two General Education Courses

### SECOND MAJOR/MINOR SELECTION

Creative Writing and Degrees in the Sciences are the most common.

### 4TH SEMESTER 15CR

ART 312 Introduction to Illustration  
ART 313 Digital Illustration  
2nd Major or Minor Courses  
College-Wide

### 5TH SEMESTER 15CR

ART 412 Adv. Prob. in Trad. Illust.  
2nd Major or Minor Courses  
College-Wide

### 6TH SEMESTER 15CR

ART 413 Digital Illustration II  
Experiential Learning Course  
2nd Major or Minor Courses  
College-Wide

### 7TH SEMESTER 16CR

Two Departmental Electives  
2nd Major or Minor Courses  
College-Wide

### 8TH SEMESTER 16CR

ART 423 Advance Prob. in Illust.  
2nd Major or Minor Courses  
College-Wide



# ArT History



# & muSEUM



# sTudY



Art History is an interdisciplinary field that incorporates history, the arts, literature, philosophy, science, and technology as students study the meaning and significance of visual art and culture. The Art History major is for students who want to pursue work in the curatorial, educational, public relations, or registration areas of a museum or gallery or go on to graduate school in the art history, art conservation, and digital humanities.

The Art Department offers a range of art history courses dealing with the historical and contemporary art of Europe, North America and Asia. Additionally, students take courses in museum studies and studio art or related courses in humanities and social sciences. Students pursuing a major in Art History enroll in the BA in Art (Track II). This major may be combined with various minors including Art, Arts Management, or Museum Studies. Students with majors in art, American studies, anthropology, history or journalism will find the minor in Art History a viable complement to their field of study.

## After Graduation

Students in Art History and Museum Studies work for archives, auction houses, educational and cultural institutions, galleries, and publishers.



Offerings in art history are unusually extensive for a college the size of Oswego. Offerings include courses in Western Art such as Italian Renaissance, American Art, and 20th century. Courses in non-western, many listed above, are offered most semesters, often inspiring students to study abroad in countries such as Japan, China, and India. A strength of the program is it intellectual issues and critical thinking courses that promote a deeper understanding of the material such as Modern Art and Mass Culture, Gender in the Visual Arts, and American Identity and Culture.

# REQUIREMENTS

## BA TRACK II ART HISTORY 40-54 CR

### FOUNDATION REQUIREMENTS – 13CR

Select one: ART 102 Topics in Traditional Media and Methods -or- ART 105 Design Concepts I  
ART 111 Freshman Colloquium -or-  
ART 311 Transfer Colloquium  
ART 207 Digital Media  
ART 250 Western Heritage I, Survey of Art I  
ART 251 Western Heritage II, Survey of Art II

### ART HISTORY CORE – 15CR

ART 375 Research Methods and Writing in Art History  
ART 353 Twentieth Century Art Non-Western Art History  
Select one from the following:  
ART 358 Native North American Indian Art  
ART 368 Chinese Art  
ART 369 Japanese Art  
ART 371 Islamic Art and Architecture  
ART 374 Asian Art through the Silk Road  
ART 471 Senior Seminar in Contemporary Art  
ART 499 Independent Study (3cr)

### ART HISTORY/MUSEUM STUDIES ELECTIVES – 9CR

Under Advisement, choose three, 300 or 400 level Art History or Museum Studies courses

### GLOBAL CULTURES — 3CR

Select from one of the following:  
200 level foreign language  
Study Abroad Course, under advisement

## ART HISTORY MINOR 21CR

### FOUNDATIONS 6CR

ART 250 Western Heritage I, Survey of Art I  
ART 251 Western Heritage II, Survey of Art II

### ART HISTORY OR MUSEUM STUDIES 15CR

Select five courses under advisement in Art History or Museum Studies.

## MUSEUM STUDIES 21CR MINOR

### FOUNDATIONS 6CR

ART 250 Western Heritage I, Survey of Art I  
ART 251 Western Heritage II, Survey of Art II

### MUSEUM STUDIES 9CR

ART 380 Introduction to Museum Studies  
ART 381 Contemporary Museum Issues  
ART 498 Internship

### ELECTIVES 6CR

Courses in Art, Art History, or Museum Studies selected under advisement

## CURRICULA EXAMPLE

### 1ST SEMESTER 16CR

ART 111 Freshman Colloquium\*  
Studio Art Study — Select ART 102 Topics in Traditional Media or ART 105 Design Concepts I  
Eng 102 Composition II  
Three General Education Courses

### 2ND SEMESTER 15CR

ART 250 Western Heritage I, Survey of Art I  
Foreign Language 102  
Three General Education Courses

### 3RD SEMESTER 15CR

ART 251 Western Heritage II, Survey of Art II  
Non-Western Art History  
Three General Education Courses

### SECOND MAJOR/MINOR SELECTION

### 4TH SEMESTER 15CR

ART 353 Twentieth Century Art  
Art History or Museum Studies Elect  
Two General Education Courses

### 5TH SEMESTER 15CR

Art History or Museum Studies Elect  
2nd Major or Minor Courses  
College-Wide

### 6TH SEMESTER 15CR

Two Art History or Museum Studies Elect  
2nd Major or Minor Courses  
College-Wide

### 7TH SEMESTER 15CR

Art History or Museum Studies Elect  
ART 471 Senior Seminar in Contemporary Art  
2nd Major or Minor Courses  
College-Wide

### 8TH SEMESTER 15CR

ART 499 Independent Study  
2nd Major or Minor Courses  
College-Wide



# Visit



**To visit our department and see us in action, call 315.312.2111 or email us at [art@oswego.edu](mailto:art@oswego.edu). During your visit you can...**

- › Tour the department
- › Visit/Sit in on classes
- › Talk with a department advisor

**To pair your department visit with a general campus visit, call the Office of Admissions at 315.312.2250 or email at [admiss@oswego.edu](mailto:admiss@oswego.edu). The Admissions Office can arrange for you to...**

- › Speak with an Admissions counselor
- › Take a student-guided tour of the SUNY Oswego campus
- › Attend one of our various weekday, weekend, or Open House programs
- › Once admitted to the college, plan an overnight visit or attend one of our Admitted Student Days during the Spring Semester

**If you share our values and vision, visit us online at:  
[www.oswego.edu/art](http://www.oswego.edu/art)**

**For more information, email us at:  
[art@oswego.edu](mailto:art@oswego.edu)**

