

# Art Department

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The mission of the Art Department is to deliver strong, contemporary visual arts programs that value their historical roots while also seeking a vision of the future. We value high-quality teaching and learning activities that promote individual and collaborative work and student growth. At our core is a commitment to embracing interdisciplinary, inter-departmental, and inter-media studies while promoting in-depth investigations in study programs that place the student as the driver of his/her own body/vehicle.

The SUNY Oswego Art Department, accredited by the National Association of Schools of Art and Design (NASAD), aims to provide serious students of art with the tools needed to create foundations for the future. Our programs are designed to rigorously train students for careers in the many possible areas of art study. By offering our students multiple options of majors, minors and degrees, we invite them to imagine, create and inspire themselves and each other. We offer Bachelor of Arts (BA) in art history, studio art, and graphic design. We also offer the Bachelor of Fine Arts (BFA) and Master of Arts (MA) in both studio art and graphic design as well as a Master of Arts Teaching (MAT) for aspiring art educators. Our programs are designed to intrigue and compel students and faculty, as well as the outside community, to examine and participate in all areas of the visual arts. There is also the opportunity to earn a minor in art, art history, arts management, expressive arts therapy, photography, and museum studies.

The facilities available to students in the School of Communication, Media and the Arts open doors to new and exciting art forms. Tyler Hall offers talented students two professional galleries and multiple studios specializing ceramics, sculpture, printmaking, drawing, painting, photography and foundation design as well as woodshop and digital imaging labs. Lanigan Hall hosts the Graphic Design program and is located near the Center for Communication and Information Technology, while providing ready access to multiple graphic design and digital media labs.

**DEGREE OPTIONS: BA • BFA • MA • MAT**

## **BACHELOR OF ARTS (B.A.)**

Students in the B.A. program can study studio art (B.A. Track I Studio Art), art history (B.A. Track II Art Humanities), or graphic design (B.A. Track III Graphic Design). Studio and graphic design offerings include drawing, design, illustration, painting, photography, printmaking, ceramics, sculpture, graphic design, web design, and multimedia design. In addition to diverse studio offerings, the department has extensive courses in art history and museum studies.

Many students in the B.A. program pursue multi-disciplinary or interdisciplinary study and choose to major or minor in a second subject such as arts management, expressive arts therapy, broadcasting, music, theatre, public relations, communication, marketing, cinema studies and information science, to name a few.

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## BACHELOR OF FINE ARTS (B.F.A.)

The B.F.A. offers in-depth study of either studio art or graphic design and is limited to a select group of students chosen through a portfolio application process. Students seeking admission into one of the B.F.A. programs must demonstrate an aptitude for hard work as evidenced by a strong, well-presented portfolio, exemplary academic performance, and solid writing skills.

### B.F.A. STUDIO ART

Introduces students to a variety of media through intensive, hands-on classroom experiences in well-equipped studio facilities. Through discussions and critiques, students advance from foundation studies to specialized study in a medium of their choice. Students use the numerous work-study, assistantship, and study abroad programs to gain valuable practical experience. Graduates of the program have been accepted in well-known MFA programs. Students often go on to become K-12 teachers, college professors, museum professionals, gallery workers, and self-employed artists.

### B.F.A. GRAPHIC DESIGN

Students in the BFA Graphic Design program concentrate on the study and practice of contemporary graphic design theory, techniques and application. Students use state-of-the-art computer workstations and peripheral devices in a hands-on studio environment to create a wide range of graphic design projects. Electives ensure ample opportunity for study in a wide range of media as well as focus in a specific discipline. Many students are able to participate in a work-study program during their senior year, where they learn within an actual industry environment. Graduates of the program have found employment in a number of graphic communication fields in large and small companies, and institutions throughout the country.

### STUDENT QUOTES

"I came to Oswego because I knew they had a great department and that the professor's were really hands-on. I was excited to get in and get started in print media and now I'm building video games and coding web-sites!"

--Sarah Argus, Class of 2012

"The studio classes are really small, so you have a really close connection with your professors. One of my professors even helped me write a grant I ended up getting. The experience of writing the grant was very helpful because that is something artist do very frequently."

--Caroline Hayward, Class of 2013

