

PROGRAMS

MAJOR

- Art (B.A./B.F.A.)

MINOR

- Art

About the Department

The Art Department offers a wide-ranging curriculum in fine arts, graphic design and art history, providing students with the technical skill, critical perspective and historical background to pursue careers in art and arts-related fields, as well as graduate study in art.

Students interested in art can either major or minor in art. Art majors have their choice of earning either the Bachelor of Fine Arts (B.F.A.) or the Bachelor of Arts (B.A.) in art. Both B.A. and B.F.A. art majors specialize in an art track. The B.F.A. tracks are graphic design, photography, painting, hot glass, drawing, new media, sculpture and ceramics. The B.A. tracks are 2-D studio, 3-D studio, visual communication and art history. The primary difference between the two degrees is the number of art classes that each degree requires. The B.F.A. is a professional degree that requires 78 credit hours in art, while the B.A. is

CAREER OPPORTUNITIES

Recent graduates have found employment in these areas:

- Teacher or Professor of Art
- Graphic/Web Designer for
 - Advertising Agency
 - Newspaper or Magazine
 - Small Business
 - Large Corporation
 - Nonprofit or Governmental Agency
 - Hospital
 - College/University

a liberal arts degree that requires 52 credit hours in art. Because B.A. art majors take less art classes, they can easily minor in an area outside of art. In addition to majoring in art, B.F.A. students can also minor in art history. Non-art majors can minor in either art or art history by earning 20 credits in art.

Studio classes are small so that students are able to work closely with faculty mentors to develop the means, both technical and conceptual, to express their ideas, feelings and insights. They learn to look at their work critically, considering it not only as a form of creative self-expression, but also in relation to larger cultural and historical perspectives.

Enhanced Curriculum

The curriculum is enhanced by the exhibitions and related educational programs organized by the University Galleries, as well as the Art Department's Electronic Gallery, located in Conway Hall, which sponsors exhibitions of video, animation, sound art and other new, electronically based media. The department also invites guest artists to the campus and organizes several trips each year to Washington, DC, Baltimore, Philadelphia and New York City so that students can visit museums and galleries.



“Art is not what you see but what you make others see.”

— Edgar Degas

TURN YOUR PASSION INTO YOUR PROFESSION

How can you do what you love to do for a living? Housed within the Fulton School of Liberal Arts at SU, our programs in the visual and performing arts enable you to develop your artistry within the context of a broad-based education aimed at developing your skills in research, analysis and communication, essential for professional success in a knowledge-based economy. You will grow as an artist, but you also will be able to think, talk and write about what you do, and how it relates to the society and world around you. Our faculty and our Career Services professionals will work with you to chart a career path full of promise. Life offers no guarantees, and it's going to take a lot of hard work from you, but SU offers a nurturing and stimulating environment in which you can turn your passion into your profession.

Make Tomorrow Yours

salisbury.edu/ArtDept



FACULTY

Chair

- Associate Professor
William Wolff, M.F.A.
Louisiana State University

Professors

- **Jinchul Kim, M.F.A.**
School of Visual Art
- **Wm. Brooke Rogers, M.F.A.**
Maryland Institute College of Art

Associate Professors

- **Edward Brown, M.F.A.**
Cranbrook Academy of Art
- **David Gladden, M.F.A.**
Brooklyn College
- **Jennifer Kruglinski, Ph.D.**
Stony Brook University
- **John Mosher, M.F.A.**
University of Cincinnati
- **Allison Seth, M.F.A.**
Savannah College of Art and Design
- **David Smith, M.F.A.**
Louisiana State University

Assistant Professors

- **Nikki Pareja, Ph.D.**
Temple University
- **Jen Pepper, M.F.A.**
University of Pennsylvania
- **Cara Wade, M.F.A.**
Savannah College of Art and Design

Lecturers

- **Jeanne Anderton, M.F.A.**
Syracuse University
- **Sally Molenda, M.F.A.**
George Washington University
- **Laura West, M.F.A.**
Idaho State University

GRADUATE EDUCATION

Recent graduates have been accepted into graduate programs at the following:

- George Washington University
- Maryland Institute, College of Art
- Pennsylvania Academy of the Fine Art
- Pratt Institute
- Savannah College of Art and Design
- School of Art Institute of Chicago
- Towson University
- Tyler School of Art, Temple University
- Yale University

Exceptional Facilities

The department has state-of-the-art facilities for teaching graphic design, Web design, digital photography, video and other technology based media. Other noteworthy facilities are the hot glass workshop, where students learn the art of glass-blowing, the only such program in the state of Maryland; and the Student Art Center (SAC), a renovated house where students can meet informally and show their work in small group shows.

Faculty-Student Snapshot

The number of art majors has soared in recent years, now totaling over 240. Students have an outstanding record of acceptance to graduate programs in art, as well as securing a variety of jobs in art and arts-related fields.

Accompanying the growth in majors has been a steady expansion of the faculty, now consisting of 18 full-time members, plus six or more adjunct faculty each semester. All are dedicated teachers and deeply committed, serious arts professionals who exhibit regularly, work on commissions, consult on arts-related matters with arts organizations, write about art for publication or are otherwise active in the larger arts world beyond the campus.

CONTACT INFORMATION

For information on the Art Department:
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