Art & Design

Dexter Bldg. (34), Room 169
Phone: 805.756.1148
http://artdesign.calpoly.edu

Department Chair: Giancarlo Fiorenza

Academic Programs

<table>
<thead>
<tr>
<th>Program name</th>
<th>Program type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art and Design</td>
<td>BFA</td>
</tr>
<tr>
<td>Art History</td>
<td>Minor</td>
</tr>
<tr>
<td>Photography</td>
<td>Minor</td>
</tr>
<tr>
<td>Studio Art</td>
<td>Minor</td>
</tr>
</tbody>
</table>

Admission/acceptance to the Bachelor of Fine Arts degree program in Art and Design requires a demonstrated ability in the chosen concentration in art through the presentation of a representative portfolio, outlined in the department’s submission guidelines. Submission of portfolio is by invitation only; the department will contact students with information regarding submitting the appropriate materials in a timely manner.

The department operates the University Art Gallery, located in the Dexter Building (34), room 171. The gallery is a venue that serves the University, the city of San Luis Obispo, and the surrounding areas. It showcases nationally and internationally known artists, as well as student, alumni and faculty artwork. The gallery creates an environment for learning and discussion of ideas critical to art and society.

Undergraduate Programs

BFA Art and Design

The Bachelor of Fine Arts degree (BFA) program in Art and Design offers a major with concentrations in graphic design, photography & video, and studio art. The BFA in Art and Design is accredited by the National Association of Schools of Art and Design. The department has made a commitment to cultural diversity. Wherever possible, this commitment is evidenced by the inclusion of material which identifies significant multicultural influences on the content of the courses in our curriculum. Courses are available for all students to enrich their creativity, understanding, appreciation, and practical skills in art.

Concentrations

All three concentrations support creative and aesthetic growth and require the development of technical skills as a foundation for personal direction and enrichment. Through team projects, students have the unique opportunity to experience the interaction and relationship of graphic design, photography, and studio art.

Graphic Design

The study of graphic design, typography, interaction design, design history and design theory. Emphasis is placed on concept development, design thinking, and creative problem solving. The program culminates in the development of a portfolio that demonstrates the breadth of skills needed to enter the professional design industry. Graduates of the program obtain positions in graphic design studios, corporate creative departments, advertising agencies, tech companies, and related industries.

Photography and Video

The study and practice of the lens-based arts of photography and video. Emphasis is placed on concept development, photographic seeing, and creative problem solving. Production skills with studio and location lighting are emphasized using digital image making, large format photography and video/cinematic production. This is a diversified, commercially oriented program stressing preparation for careers in advertising, illustration, video and cinema production, corporate and editorial photography, portraiture and digital image making for both online and print. The study of photographic history, cinema styles and contemporary practices is integral to the program. The program culminates in the creation of a professional portfolio in both still and motion that can allow the graduate to enter the professional workforce or apply for graduate study.

Studio Art

A selective program designed for students seeking a broad based undergraduate education in the visual arts. The program is distinctive for its depth of required coursework in both two- and three-dimensional media. The upper division curriculum allows students to specialize in preparation for pursuit of advanced degrees and/or careers in the visual arts. With its learn-by-doing philosophy and its commitment to both the liberal arts and technology, Cal Poly provides a unique setting for studying the visual arts. Within this context, students in the Studio Art concentration are presented with an environment where imagination, intellectual rigor, self expression and skill development are expected and valued.

Art History Minor

Courses consist of a required core and approved electives. The courses include art and architectural history. Students, working with an advisor, select their area(s) of interest.

Advisors are: Elizabeth Adan, Giancarlo Fiorenza, or Jean Wetzel.

Photography Minor

Courses consist of a required core and approved electives. Students, working with an advisor, select their area(s) of interest. Admission to the minor is contingent upon a departmental review of a portfolio as specified on the minor curriculum sheet.

Advisor: Sky Bergman
Studio Art Minor

Courses consist of a required core and approved electives that focus on 2D and 3D studio art. Students select their area(s) of interest after consultation with an advisor.

Advisors: Daniel Dove, Sara Frantz, Tera Galanti, and Diana Puntar.