

# Master of Arts and Master of Fine Arts

## Art: M.A., M.F.A.

### Program Description

The Division of Fine and Performing Arts offers the Master of Arts and Master of Fine Arts degrees in Studio Art. The Master of Arts degree offers concentrations in various areas including ceramics, design, drawing, painting, photography, computer art and fashion design.

The Master of Fine Arts degree combines studio work with art history and criticism. The College Art Association, as well as other professional art organizations, universities, and colleges, acknowledges the MFA degree as the terminal degree for artists. This degree has become a prerequisite for those who intend to teach at the college level. It is also directed at those individuals who want to further develop their professional careers. Full-time or part-time students may apply to the MFA program.

Graduate offerings in Studio Art and Art History also fulfill program requirements for graduate degrees in Education, Valuation Sciences, and Arts Management. The program in Arts Management is individualized and requires minimum of 12 hours of coursework in Business Administration.

### Master of Arts

#### Admission Requirements to the Program

1. Fulfillment of general requirements for admission to graduate status as outlined in this catalog.
2. Successful completion of undergraduate major in Studio Art, with a minimum of 3.0 in all art courses. Exceptions may be granted by the division dean.
3. Submission of a portfolio of the applicant's creative work for review by the art faculty. The portfolio should include representative examples of works in varied media as well as a fuller selection of works in the studio area proposed for concentration. Slides or colored photographs of professional quality may be included as part of the portfolio. The request for the portfolio review should be made to the art faculty as early as possible in the admissions process.
4. Conditional admittance to the graduate program in art, based on the evaluation of undergraduate preparation or determined at the time of the portfolio review, requires the successful completion of specified course work prior to full admittance to the graduate program. Undergraduate credit will be awarded for courses completed during the conditional status and are not applicable toward a graduate degree.
5. Full admittance to the graduate program in art requires the endorsement of the division dean.

### Degree Requirements

1. Completion of 36 hours of graduate courses in art, distributed as follows:
  - 21 hours Studio Art area (or areas) of concentration;
  - 6 hours Studio Art courses outside of the area of concentration;
  - 3 hour course in Art History or art criticism;
  - 3 hours Art 500 Research Methods in Art
  - 3 hours Exhibit and thesis project.
2. Satisfactory completion of an oral review of the graduate exhibit and thesis conducted by the thesis committee of three faculty members of the Art faculty.
3. Completion of graduate studies with a minimum grade point average of 3.0.
4. 24 hours of credit must be earned in regularly scheduled classes.
5. No more than 9 hours of approved transfer credit at the graduate level may be included in meeting the degree requirement of 36 hours.

The division dean may approve substitutions in the core curriculum if the student has a significant and demonstrable proficiency in a specific area. The division dean may also waive credits under special circumstances.

6. All graduate students in Studio Art must surrender one work approved by the faculty in their final semester.

### Master of Fine Arts

#### Admission Requirements to the Program

1. Candidacy is dependent upon approval by the Art faculty.
2. A Bachelor of Fine Art in Studio Art. Students of exceptional merit who have earned a BA or a BS in Studio Art or Design, or the equivalent, will also be considered contingent upon faculty approval. Students without either a BFA or

BA in Studio Art who have significant studio art experience will submit 20 slides, plus additional portfolio material for faculty review.

3. Submission of 20 slides.
4. One letter of recommendation.
5. A two-page essay indicating goals and expectations for graduate school.
6. A faculty review after the completion of 24 hours.
7. All candidates are on probation until mid-program review.
8. Students with an MA in Studio Art from Lindenwood University may enter the program based on program criteria.

### **Degree Requirements**

1. Admission to MFA after the completion of 24 hours and a faculty evaluation.
2. Successful completion of the 60 hour MFA program with a 3.0 grade point average. The 60 hour MFA will include:
  - 42 studio hours, with 6 of which are outside the area of emphasis;
  - 12 hours of art history;
  - ART 500 Research Methods in Art;
  - Completion of the written graduate thesis approved by the student's thesis committee;
  - An exhibition of the candidate's creative work that is approved by the student's graduate committee.
3. All MFA students in Studio Art must surrender one work approved 15 by the faculty member in their final semester.

### **Master of Arts in Arts Administration-Art Emphasis**

A Master of Arts in Arts Administration is available with an emphasis in Art. The degree consists of the following 30 hours:

- ART 500 Research Methods in Art
- ART 501 Gallery Management and Promotional Techniques
- ART 561 Twentieth Century Art I
- ART 562 Twentieth Century Art II
- *Choose one of the following:*
  - ART 554 Nineteenth Century Art
  - ART 556 Baroque Art
  - ART 557 Ancient Art
  - ART 559 American Art
  - ART 563 Women Artists
  - ART 564 Contemporary Art and Theory
- HSA 570
- HSA 571
- MBA 510
- MBA 543
- MBA 550

### **Courses of Study**

**ART 500 Research Methods in Art (3)** An introduction to the research methods employed in art which includes procedures for research/field work. The course will also address portfolios, resumes, job opportunities, networking, exhibitions, legal issues and other resources available to the artist and art historian.

**ART 501 Gallery Management and Promotional Techniques (3)** A course in the techniques of art gallery management, curation, exhibits, and preparation of promotional materials for the artist; portfolio and photographs of art works. The course will stress hands-on experience with the securing, transportation, insurance, installation,

announcement, publicizing and the minutia of exhibiting works of art. It will further emphasize needs of the artist-student in the preparation of vitae, presentation of work, and recording of works of art by color photography.

**ART 502 Studies in Color Theory (3)** An advanced study of the properties of color and the optical effect in perception. Projects include the application of color theory through design problems using various media. Studio fee may apply.

**ART 505 Painting (3)** Advanced painting in acrylic, oil, watercolor, or mixed media plus assigned problems in composition and color. Research problems directed to the needs and interests of the students. Repeatable for credit. Studio fee may apply.

**ART 507 Patternmaking I (3)** Development of the basic sloper for patternmaking and its manipulation to create original designs by the flat pattern method. Prerequisite: AFD 230/TA 212.

**ART 508 Patternmaking II (3)** Continuation of sloper manipulation for flat pattern design. Prerequisite: AFD 230/TA 230.

**ART 510 Printmaking (3)** Advanced work in intaglio and relief processes. Designing for the graphic media and the technology of printmaking are emphasized. Research problems directed to the needs and interests of students. Repeatable for credit. Studio fee may apply.

**ART 512 Computer-Aided Design-Patternmaking (3)** Use of the computer to produce full-sized, original patterns. Prerequisite: Permission of instructor.

**ART 513 Computer-Aided Design-Flats, Illustrations (3)** Use of the computer to produce fashion-related materials, designs, etc. Prerequisite: Permission of instructor.

**ART 515 Studies in Graphic Design and Computer Art (3)** This graduate course introduces students to the ways technology and art can blend with special emphasis on cinema, graphic art on the Internet, interactive CD games, and related topics. There is a hands-on component to the course but no prior computer experience or knowledge is required.

**ART 518 Computer Art I (3)** Exploration of 3-D design of computer systems with practical applications. Advanced elements of computer art and application are explored. Studio fee may apply.

**ART 519 Computer Art II (3)** An exploration of graduate-level modeling techniques with practical applications. Studio fee may apply.

**ART 520 Sculpture (3)** Advanced sculpture course in various media with instruction and criticism appropriate to the need and level of the individual student. Sketch book required. Studio fee may apply. Repeatable for credit.

**ART 525 History of Photography (3)** A history of the artistic, technological, and sociological developments in photography from 1839 to the present. The role of photography as a major art form in the 19<sup>th</sup> and 20<sup>th</sup> centuries will be evaluated.

**ART 528 Basic Multimedia Production (3)** This hands-on computer course is designed to teach the basic and intermediate functions of multimedia production using "Macromedia Director Shockwave Studio" software. The integration of images, video and audio imported from other multimedia production program will also be addressed in the course. Students will be instructed in the use of the programs and will be given practical application assignments designed to exercise the concepts and capabilities of those programs. The software used in the class make up the basic tools used in the visual communication industry to create custom designed Computer-based Training (CBT) and information programs in the MacIntosh platform. Prerequisite: ART 548 or permission.

**ART 530 Drawing (3)** Advanced drawing in which a variety of media are explored. Problems with figurative imagery are emphasized. Research problems directed to the needs and interests of students. Repeatable for credit.

**ART 531 Graduate Figure Drawing (3)** Advanced study of drawing techniques and their application to the human form. Varied media and concepts will be explored while studying the human figure. Sketchbook required. Studio fee may apply.

**ART 532 Fashion Drawing (3)** Basic fashion figures are developed. Students research past and present designers to develop their own design figures for producing small collections. Studio fee may apply. Prerequisite: ART 130.

**ART 534 Graduate Fibers (3)** Form, color and surface design will be explored by means of basic fiber techniques as well as new innovative approaches to fiber. Graduate students will be expected to complete research projects in conjunction with studio work. Sketchbook. Studio fee may apply.

**ART 540 Ceramics (3)** Advanced study of ceramics. Problems in clay design using varied methods of forming. The study of different clays and their properties, glaze calculations, and varying firing procedures are included. Production of sculptural as well as functional works. Research problems directed to the needs and interests of students. Repeatable for credit. Studio fee may apply.

**ART 548 Historic Methods in Basic Animation (3)** This hands-on computer lab course is designed to teach the basics of animation. Students will be given the history of animation and will be instructed in the historical techniques of cell animation. Students will also be presented with the basics of animal and human movement. Practical application class assignments will be given as part of the course and are designed to allow students to apply the historic concepts and techniques from flip books to cell painting. Students will also use Corel 16 Painter software to create short, full-color animations. This course is taught using traditional animation techniques and the MacIntosh computer platform.

**ART 550 Design (3)** Advanced study in one or more areas of design employing media appropriate to the area of study. Problems in alternate design solutions. Research study directed to the needs and interests of students. Repeatable for credit. Studio fee may apply.

**ART 552 Advanced Costume/Fashion Design (3)** A course focusing on advanced costume and fashion construction techniques. Studio feature of the class will provide students in Theatre and Fashion Design opportunities to work together and within their specific areas of study on various projects. Studio fee may apply. Prerequisites: Permission of instructor.

**ART 554 Nineteenth Century Art (3)** A study of Neoclassicism, Romanticism, Realism, Impressionism, and Post-Impressionism in Europe during the 19th century.

**ART 555 Intermediate Animation (3)** This hands-on computer course is designed to teach the basic and intermediate functions of Lightwave 3-D animation software. Students will be instructed in the use of the program and will be given practical application class assignments designed to allow them to explore the concepts and capabilities of the program and 3-D animation. Students will also continue to learn the fundamentals of animals and human movement. Other software programs may be used in the visual communication industry to create 3-D animations for WEB sites, video production, computer-based training and the film industry will also be discussed. The course is taught using computer-based animation techniques and the MacIntosh computer platform. Prerequisite: ART 548 or permission.

**ART 556 Baroque Art (3)** A survey of the development of painting, sculpture and architecture in 17th and 18th century Europe. Emphasis on the work of Bernini, Caravaggio, Rubens, Rembrandt, and Velazquez.

**ART 557 Ancient Art (3)** A survey of the art and architecture of the Ancient Near East, Egypt, the Aegean, Greece, and Rome.

**ART 559 American Art (3)** A study of American painting, sculpture and architecture from the Colonial period to 1900.

**ART 561 Twentieth Century Art I (3)** Study of development of modern European and American art from 1900 to the 1930's. Stylistic movements such as Fauvism, Symbolism, Expressionism, Realism, Surrealism, and Dada are examined.

**ART 562 Twentieth Century Art II (3)** A study of the development of modern European and American art from the 1930's to the 1970's. Major trends to be examined will include International Abstraction, Regionalism, Social Realism, Abstract Expressionism, and Pop Art.

**ART 563 Women Artists (3)** A survey of women artists and images of women in art from the prehistoric era to the present.

**ART 564 Contemporary Art and Theory (3)** A study of the development of contemporary European and American Art from the 1970's to the present. Minimalism, Super Realism, Conceptual Art, Earthworks, Deconstruction as well as Installation art will be examined.

**ART 565 Graduate Internship (3-6)** Graduate-level supervised work experience which requires the application of principles, skills and strategies within the discipline. A project and/or written work is generally required. Prerequisite: permission of the instructor. May be repeated with permission.

**ART 571/TA 517 Graduate History of Costume in Fashion and Decor (3)** Advanced study of fashion and styles of human clothes and the interior decor with which humanity lived from ancient eras to modern times. Graduate students will be expected to do in-depth research and make presentations.

**ART 581 Photography (3)** Study in photography or photographically derived imagery. The methodology, the creative direction, and the criteria for evaluation are determined in conjunction with the instructor. Research study directed to meet the needs and interests of the students. Repeatable for credit. Studio fee may apply.

**ART 583 Renaissance Art (3)** Study of painting, sculpture and architecture of the Renaissance in Italy and Northern Europe from 1300 to 1600.

**ART 586 Special Topics (3)** A focused examination of a specific subject in the field of art. May be repeated as topics vary. Lab fees may apply to some topics.

**ART 591, 592, 593 Independent Study (1-6)** Independent study in Studio Art and Art History. A program of study is formulated with an advisor outlining the research tools and procedures to be followed and stipulating the methods of evaluation. Presentation of the final project in terms of a research paper and/or preparation of works for exhibition.

**ART 596 Applied Art Studio (3)** This course is designed to teach the advanced functions of the Lightwave 3-D animation software program. Students will be instructed in the advanced capabilities of the software, animal and human movement. Students may be introduced to 3-D motion capture and other animation software programs used in the visual communications industry to create 3-D animation for WEB sites, video production, computer-based training, computer gaming and the film industry. Students will be given class assignments that require the use of theoretical and visual concepts and software application. Prerequisite: ART 555 or permission.

**ART 599 Directed Thesis (3)** The directed thesis consists of an exhibit of selected works completed during graduate studies and a supporting thesis. The exhibit process includes the selection of works, the mounting and framing of works in keeping with professional standards, the design of exhibition space, and the preparation of publicity related to the exhibit. The supporting thesis should include aesthetic considerations related to the body of works and a critical evaluation of the works. The exhibit and thesis must be approved by a committee of three, of whom two are members of the Art Faculty.