



 West Virginia University

COLLEGE OF CREATIVE ARTS

School of Art & Design

The School of Art & Design at WVU has a lively environment that invites creative growth and intellectual challenge.

We're giving you permission to be creative.



artanddesign.wvu.edu

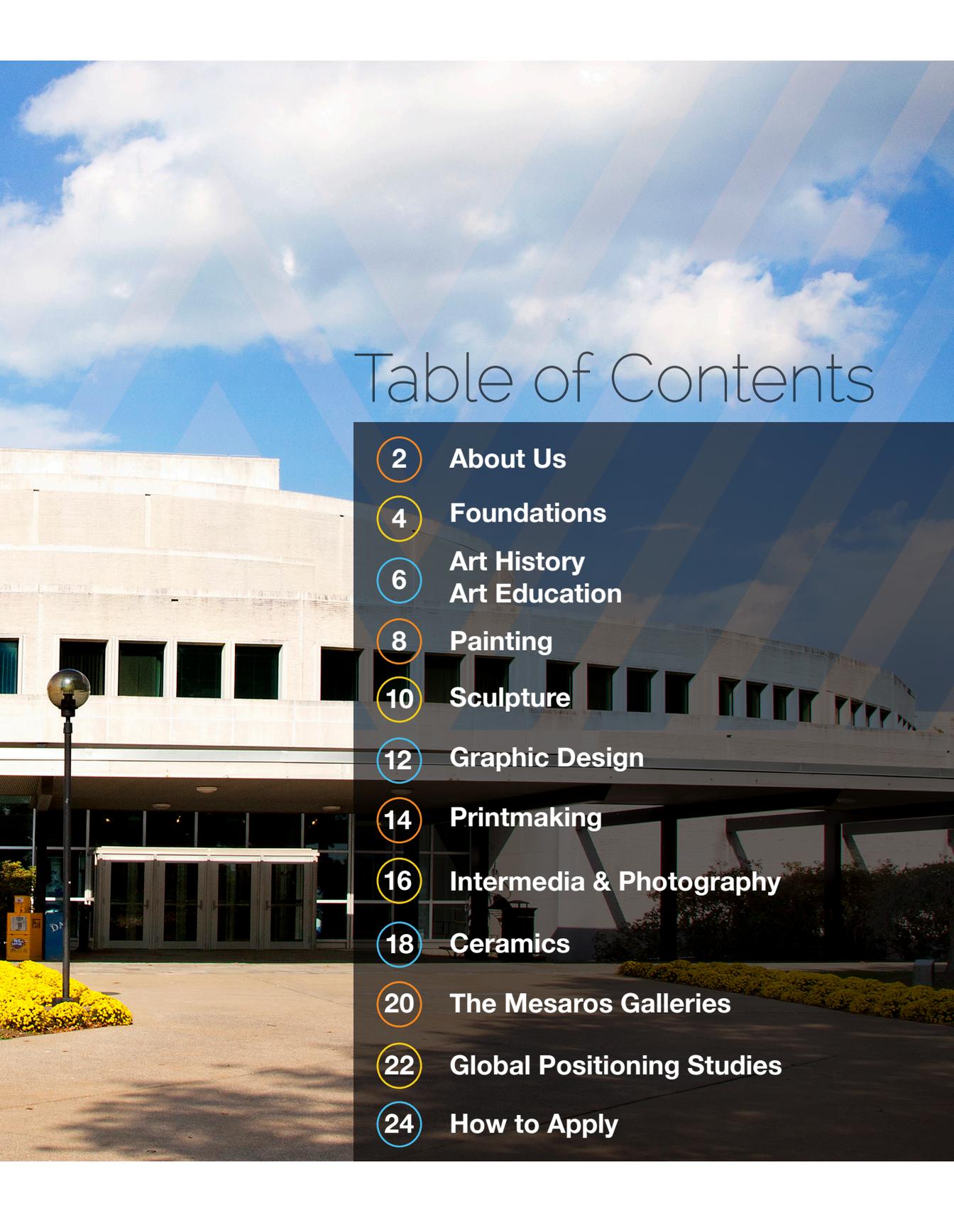


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AREAS
OF STUDY

art education

art history

ceramics

graphic design

printmaking

intermedia & photography

painting

sculpture

average
class size

15

field study & study
abroad programs

12

undergraduate
total enrollment

275+

**small town,
big neighbors**

Located within easy driving distance from Pittsburgh, PA, Cleveland, OH, Washington DC and New York City.

WVU is a major land-grant university with over 30,000 students and nearly 200 degree programs.

Morgantown, WV has been rated the "No. 1 Small City in America" by BizJournals.com.

**offering nationally
accredited programs**

WVU is an accredited institutional member of the National Association of Schools of Art and Design and the National Council for Accreditation of Teaching Education.

WVU COLLEGE OF
CREATIVE ARTS

**School
of Art &
Design**

Alison Helm, Director

Information collected in 2011.

Build a foundation.

Here, you can learn how to create art through a myriad of processes.

Developing strong fundamental visual and critical skills prepares students for growth in their area of concentration later in the program. The first two years provide students with the first-hand knowledge they need to find their strengths and make the right choice when it comes time to choose an emphasis. Freshman students entering the foundation program begin their studies with introductory courses in drawing, 2D, and 3D foundations, and art history.

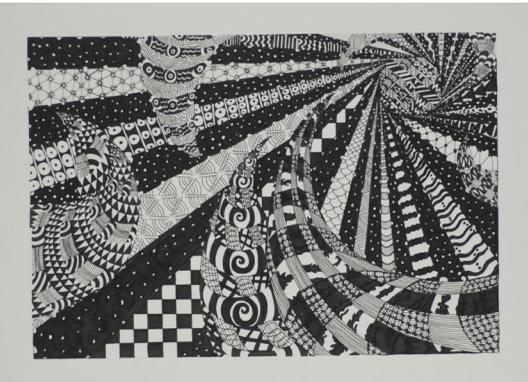
The foundation studio experience is designed to give students the maximum exposure to hands-on creative problem-solving with conventional and unconventional media and techniques. Studio courses stress the importance of personal growth, risk-taking, and the fundamentals of visual thinking; art history stresses the traditions of the various media. Students develop to their highest potential while working with a variety of materials in 3D foundations, exploring color theory and design with paint and collage in 2D, and work in drawing, ranging from large-scale collaborative projects, to traditional figure drawing, to abstraction. Students work in a group studio with core foundations faculty, developing vital technical, conceptual and critical thinking skills, and self-discipline.

All of our teaching is about process. The product is temporary but the process remains.



Faculty

Jason Lee, Coordinator



Student work created in Foundation classes.



To solve problems of attribution, dating, contextual analysis and iconographical identification in art history, a student must gain a broad understanding of the humanities.



Students taking the Disegno Italia course in Italy.

ART HISTORY

Art history is the study of the traditions and techniques of the visual arts. It is an interdisciplinary field, drawing upon philosophy, history, literature, religion, and mythology to examine works of art and their contexts. The history of art provides means to penetrate cultural constructions and their aesthetic and artistic productions.

Each semester, art history field trips travel to study works in regional museums. The West Virginia University Art Collection provides first-hand experience with works of significant aesthetic and cultural value, and introduces students to curatorial and museum practice. Guest artist and art historian lectures and exhibitions in the Mesaros Galleries are also scheduled each semester.

In order to broaden their experiences, students are encouraged to study abroad during one or two semesters of the junior year. Opportunities to study the history of art are also available within the School of Art and Design's established international summer programs in Italy and China. In the final semester, the student will complete a senior research project on a topic selected by the student with the approval of the art history faculty.

Faculty

Janet Snyder, Coordinator
J. Bernard Schultz
Kristina Olson
Rhonda Reymond
Kristen Harkness



Working with the WVU Art Collection.



ART EDUCATION

Supported by their experiences in the studio area, art history, and criticism, students throughout the program engage in various types of teaching and related activities. They observe teachers in the public schools, work with these teachers on special projects; and conclude with a semester practice teaching with carefully selected elementary and secondary school teachers.

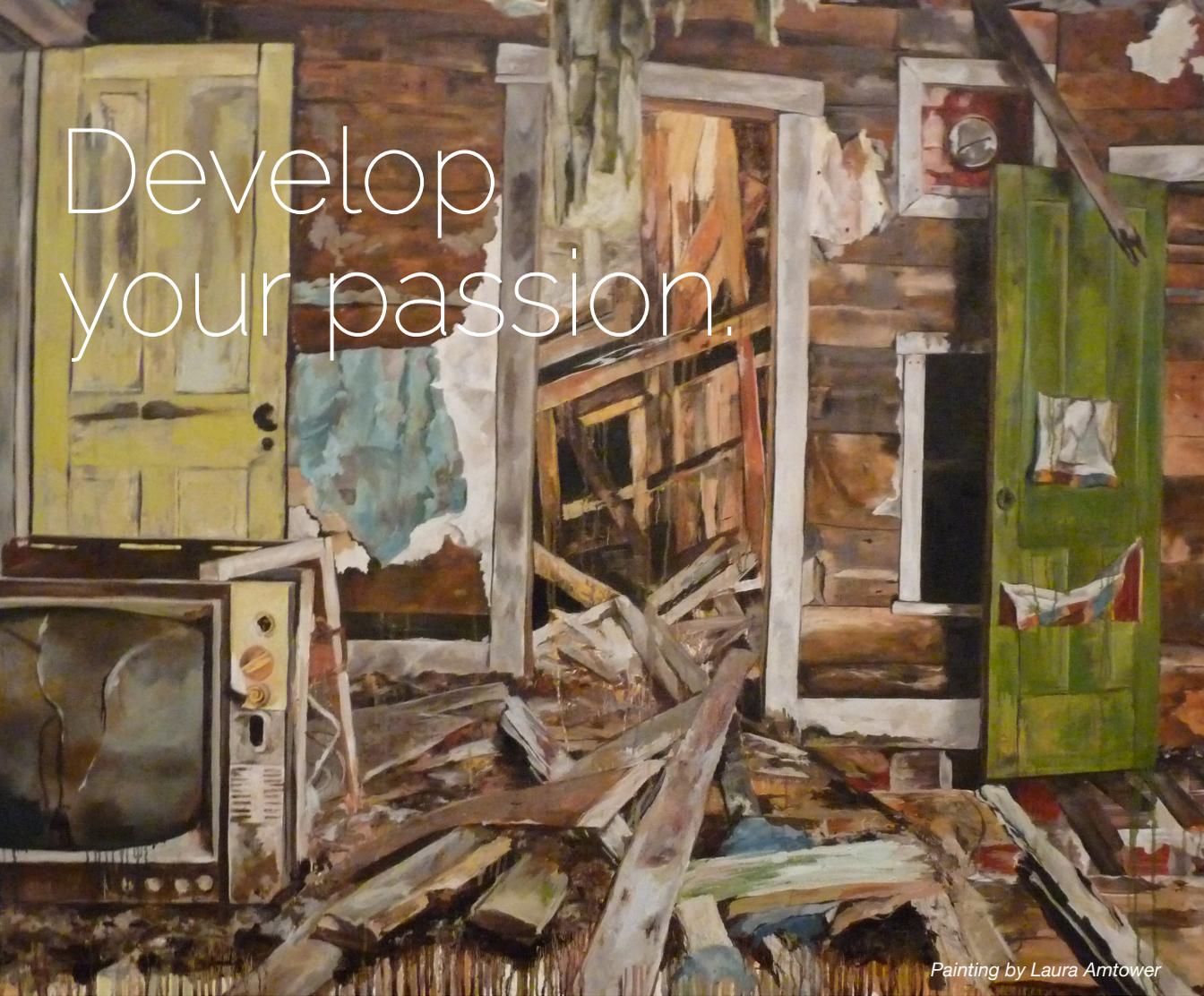
Within this program, students concentrate not only on their development as artists, but extend this commitment to the education of others. Because the art education student also has a full concentration in a BFA studio area, it will take five years to complete requirements.

Faculty

Terese Giobbia, Coordinator



Develop your passion.



Painting by Laura Amtower



LAURA AMTOWER

Hometown: Keyser, WV

BFA in Fine Arts + Certification, Painting, 2012

Dream Job: painting professor

“Exhibiting work as an undergraduate can be difficult and intimidating; however the art professors have provided ample opportunities to display work. At the end of every semester, the painting professors oversee an exhibition for each student who was enrolled in a painting class.

For any student interested in painting, this is an excellent major. The faculty have worked to not only develop my skills as a painter, but also as an artist. They both have worked with me to strengthen my painting skills, teach me about different artists and painting styles, and to bring out my personal abilities.”



The painting area is housed in large, well-lit studios.

PAINTING

Traditional and experimental oil and acrylic painting in figurative and abstract imagery are explored to their fullest potential for each student. The painting program is designed to introduce students to the historic and contemporary foundations of painting media. Learning is both one-on-one and collaborative, so that personal exploration and wider aesthetic discourse are heightened. The program emphasizes both craft and conceptualization.

Classes encourage open, diverse criteria for critique and evaluation. Students are invited to consider interdisciplinary media and multicultural sources of inspiration in order to find the most fluent and expressive voice for their work. Careful individualized advisement prepares painters to comprehend and engage the gallery market, trends in critical thinking, and reputable graduate programs for further study and other professional opportunities.

Painting majors have 24-hour access to semi-private spaces in the painting studio. In addition to basic hand tools and photo documentation equipment, students are strongly encouraged to use the School's well-equipped woodshop and computer labs to facilitate their work. Our close proximity to the library also enables the students to keep abreast of contemporary developments in art.

Faculty

Naijun Zhang, Coordinator
Amy Schissel



Kristina Palumbo



Adam Cross



Mary Hurst



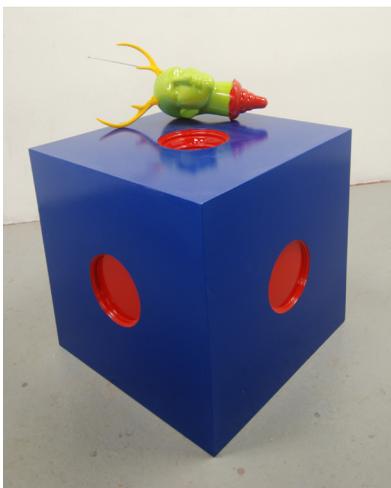
Students can take advantage of our fully equipped metal shop.

SCULPTURE

The sculpture program curriculum provides a thorough grounding in many different materials and processes and is structured to enhance the student's ability to solve structural, spatial, formal, and conceptual problems. Majors will produce in-depth work with an emphasis on personal expression, as well as concept-oriented problem solving. Seniors work to develop a body of work that is expected to be significant in its degree of growth, consistent in theme and direction, and creative in its expression and future direction.

Large-scale works are encouraged and are exhibited on the grounds of the Creative Arts Center. This is optional in both the junior and senior year, according to the student's development and ambition. Sophomores explore the various tools and techniques used in the wood and metal shops. Students concentrate on basic construction techniques and craftsmanship. Maquettes and drawings precede all projects produced, and critiques follow all finished work.

The School has both a fully equipped wood shop and metal shop. The sculpture area tool cage is fully equipped with of power and hand tools. This equipment allows the students to use a wide variety of materials and techniques in their exploration of the medium of sculpture.



Michael Velickoff

Faculty

Dylan Collins, Coordinator
Alison Helm, Director of School of Art & Design
Jason Lee



Jessica Brobst

Students at work in our wood shop.



Larry Whittington



Jennifer Marcus



GRAPHIC DESIGN

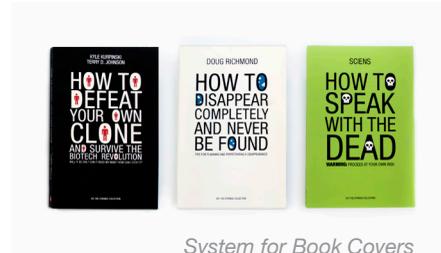
We have graduates at the headquarters of Coca Cola, at the helm of NBC's entertainment division in Burbank, in major packaging firms, designing the web interests of *The New York Times*, creating multimedia for large corporations in DC, and designing for social concerns in the national offices of Big Brothers/Big Sisters and environmental groups.

Our graduates have also stayed in the state, contributing to West Virginia by working at the newspapers, the University, television stations, local agencies, and their own businesses. As part of their preparation, students have interned inside and outside the University and worked on client-initiated projects in the classroom.

Design today is more than web sites, print media, exhibits, branding or even social media. It is about informing, stimulating, persuading and empowering social change. Design now comes in at the front end of problems instead of decorating the message given to designers. Its an exciting time. We work with communities, grants or author our own projects that advance innovation we believe is needed such as a national design event we created called *Designing for the Divide: A Conference of Community Action Across lines of Difference*.

Faculty

Eve Faulkes, Coordinator
Joe Galbreath
Kofi Opoku



System for Book Covers
Will Morgan



LAURA CROSBY

Hometown: Charleston, WV
BFA in Graphic Design, 2013
Dream Job: Designing for a major company, such as Coca Cola

"My favorite experience has been getting specialized one-on-one attention from teachers. As the classes are small, it really gets you connected with your mentors and lets you succeed to the best of your ability. We have real client experience, which is great. It helps to understand what my future job will entail."



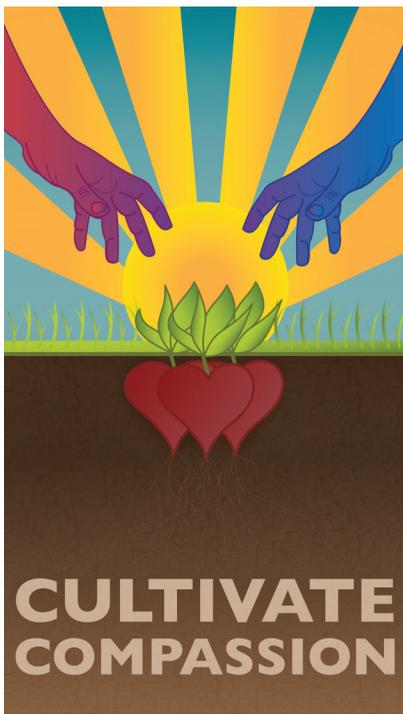
The Graphic Design class visits the studio of James Victore on a trip to New York City.



Website for WV Children's Discovery Museum
Bailey Farnsworth

Studio 2453

Studio 2453 is the senior graphic design capstone Art 425 course that operates as a professional design studio. Class members operate as project directors with clients to produce design that often benefits a particular place and population. Design problems must succeed in an ecosystem of place and people, a philosophy defined by William McDonough as "cradle to cradle". One definition of design is improvement of a situation, be it for health, efficiency, user experience, aesthetics or entertainment. We approach problems by researching on-site to understand the environment and culture for which we are designing.



Poster for the Designing for the Divide conference
Halley Kurtz



SHEREE WENTZ

Hometown: Philippi, WV
BFA in Graphic Design, 2012
Dream Job: Working at Pentagram or Pixar

"I would definitely recommend graphic design to anyone who loves being creative, solving problems, and working with people. Design also allows you to create almost anything without being held to one particular medium, such as video/animation, photography, and sculptural methods.

My favorite experience during my four years at the Creative Arts Center is undoubtedly the "Designing for the Divide" conference that took place my senior year, during which my logo was chosen for its identity and branding materials. Not many design students are able to attend a design conference, let alone say they could attend and partake in its branding."



Prototype Project
Jenn Buch



Book Arts
Carly Goodman



John Henry Exhibit
with Andrew Bernard

PRINTMAKING

This program provides a cohesive offering of courses that focus upon the students' visual expression through their examination of formal issues, media exploration, relevant histories, contemporary critical discourse, and diverse approaches to problem solving.

Particular attention is given to developing personal imagery, while providing a solid foundation in the techniques of lithography and intaglio. Computer-mediated images, monotyping, relief, silk-screen, and alternative printing processes are all integral to the curriculum.

The program has a national reputation as a leader in the field of contemporary printmaking. The School of Art & Design hosted the 24th Southern Graphics Council Conference, the largest gathering of printmaking professionals in North America, with an attendance of more than 700. The scope of the critical dialogue and studio activity was a reflection of the philosophy of our print program to extend the definition of printmaking into a broader discussion.

WVU printmaking students have opportunities to intern with Artists Image Resource (AIR), a fine art printmaking workshop and gallery located in Pittsburgh. As part of this internship, WVU art students work with AIR printers and artists from around the country and also make their own art using AIR facilities.

Faculty

Joseph Lupo, Coordinator

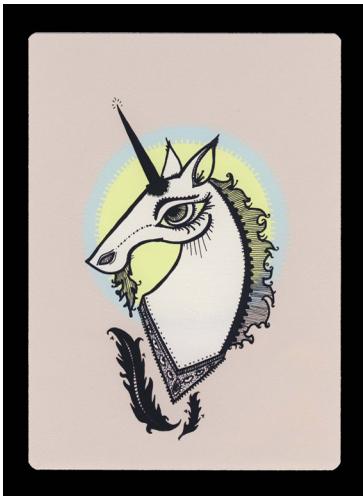
"I have been blessed to intern at Artists Image Resource, a printmaking organization that really helped me by opening some contacts as well as cementing the printmaking processes for me. Also, while at WVU, I was fortunate to illustrate three children's books for Headline Books Publishing, as well as write and illustrate my own books. I think the most valuable things I learned were to take advantage of getting your name out there and to not be afraid of criticism."

BRENDAN SELLARO

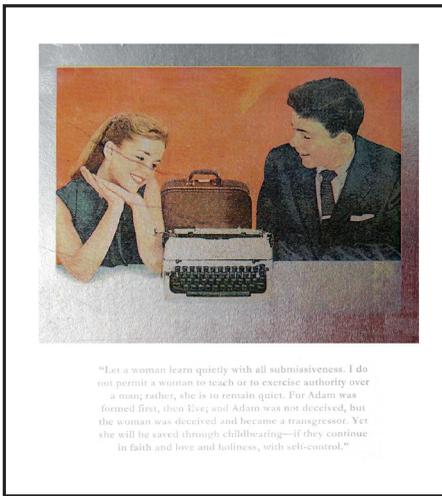
Hometown: Morgantown, WV
BFA in Printmaking, May 2012
Dream Job: Comic book illustrator



Students working in the printmaking area.

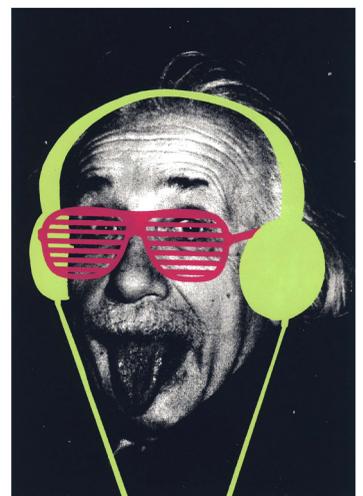


Sage Perrott



"Let a woman learn quietly with all submissiveness. I do not permit a woman to teach or to exercise authority over a man; rather, she is to remain quiet. For Adam was formed first, then Eve, and Adam was not deceived, but the woman was deceived and became a transgressor. Yet she will be saved through childbearing—if they continue in faith and love and holiness, with self-control."

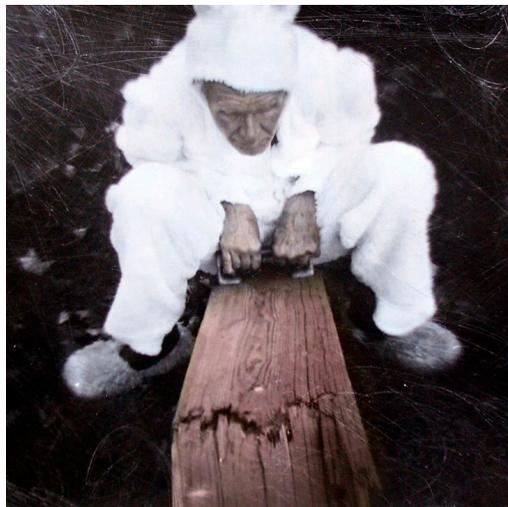
Halley Kurtz



Becky Moore



Jake Smith



Virginia Millard



INTERMEDIA & PHOTOGRAPHY

The Intermedia and Photography program at WVU provides an environment that fosters creative exploration and critical inquiry in the production of contemporary art. Through a variety of media explorations, including digital and traditional photographic processes, digital video, animation, installation, interactivity and sound design, students are encouraged to develop unique and compelling forms of expression. A state-of-the-art facility of analog and digital imaging, a diverse and sequenced curriculum, and a supportive and challenging faculty all aim to aid students in their individual journeys as artists. In both our undergraduate and graduate programs, we encourage spirited interaction with the other programs of the College of Creative Arts and the university at large.

Faculty

Gerald Habarth, Coordinator
Michael Sherwin



Sean Riccardi



Students working in the intermedia
and photography lab.



Ben Amend

CERAMICS

WVU Ceramics emphasizes development in technical expertise, design and conceptual approaches as a means to expand the students' aesthetic vocabulary. Our goal is to help our students gain insight into their professional approach and commitment in their active pursuit of process and self-discovery as artists.

The ceramics studio has more than 6,000 square feet of studio space, 30 pottery wheels, five large electric kilns, two professional clay mixers, two pug mills, two hand extruders, a large Brent slab roller, and jigger-jolly equipment. This encourages and accommodates work in a wide range of firing temperatures and techniques.

One of our new initiatives - The Ceramics Technology Global Research Center - promotes creative inquiry that is at the intersection of advanced technology and ceramics. The Center supports projects that integrate high-end technology into the art-making process. It also focuses on cross-disciplinary collaboration and community involvement, and sponsors visiting artists, presenters, and exhibitions.

The WVU Ceramics Area has offered a comprehensive summer study program at the pottery workshop in Jingdezhen, China since 1995 that provides advanced undergraduate, graduate and professional-level studies in ceramics, including basic language, culture, and Chinese ceramic art history. WVU maintains collaborative studio space in Jingdezhen of more than 16,000 square feet, available to American and Chinese students and faculty.

Faculty

Shoji Satake, Coordinator
Robert Moore
Jennifer Allen



Studio in Jingdezhen Ceramics Institute in China.



Erica Passage





Xia Zhang



Sarah Olsen



Brett Kern

Make Connections.

Our alumni are working in prominent design studios from the West to East Coast and at major television stations such as CNN and FOX. Others are teaching at institutions of higher education. Many more are actively exhibiting in prestigious galleries and museums in major cities in the US, Canada, and Europe, while art education graduates teach K-12 in a wide array of schools across the country. Several have prominent posts at museums such as the Guggenheim and the Hoyt Institute. Others have successful businesses such as pottery studios, galleries, or in design-related fields. All have richer lives for their exploration in the arts and the most successful have in common a good background and a passion for their discipline.

“Studying at the WVU graphic design program, I was expected to create and perfect original content in all aspects of the projects I was working on. At the time, I thought this demand of my ownership of every area was unfair since my focus was on graphic design. Little did I know that the demands that were put on me in that program would help develop my versatile aesthetic and ultimately help me in the role I have now as an associate creative director, where I work as an orchestrator of ideas and where I demand the same level of perfection from everyone I work with.

RICHARD “RICHIE” GLEASON

Hometown: New York

Alumnus, Graphic Design & Printmaking, 2003

Job: Art Director for Rachael Roy Fashion



Works by Richie Gleason



Visiting Artist Nicola López

THE MESAROS GALLERIES

All of our programs are enriched by the Mesaros Galleries, which bring contemporary artists of important and growing reputations, who work in all media, to serve as mentors and professional examples for art majors. The Galleries show innovative experimental work and also historical or thematic exhibitions from the University Art Collection. Art students graduating with a Bachelor of Fine Arts degree exhibit their senior projects in the Galleries at the end of each academic year.

Visiting artists are a vital and energizing part of our program, engaging in a variety of activities while spending time here. Every year approximately ten to fifteen practicing artists, historians and critics come to the Creative Arts Center from across the country and around the world. Many of these exhibit their work in the Mesaros Galleries in addition to presenting public lectures, working one-on-one with students, visiting classes, and offering small workshops and seminars. An artist's visit offers refreshing perspectives and enables students to study unique and diverse viewpoints.



Jake Smith



BFA Exhibit 2012



Create something that matters.

The School of Art & Design's **Global Positioning Studies (GPS)** is an interdisciplinary visual art and design initiative that positions students at the crossroads between a local sense of place and a global understanding of that place in the world. Through direct experience, Global Positioning Studies courses encourage students to engage the world as a fertile ground for art making and critical research. In addition to GPS related courses, the School of Art and Design weaves community and environmentally driven components into much of their programming - including core-curriculum courses, School-wide projects, initiatives and visiting lectures.

Photo taken at the Jackson Hole Photography Workshop.

Global Positioning Studies Courses

Architect Frank Lloyd Wright

A summer art history course that incorporates on-site research at Wright's nearby houses Fallingwater and Kentuck Knob to consider the development of this important modern architect's theory of organic architecture.

Art and Environment

A West Virginia-based studio field course that allows students to gain knowledge from experts in various fields to apply to their artistic practice.

Art and Environment: Coastal Maine

A studio field course that investigates the unique microenvironment of Coastal Maine.

Art and Environment: Hawaii

A studio field course that explores the unique microenvironment of Hawaii as a catalyst for student's artistic practice.

Jackson Hole Photography Workshop

A ten-day intensive studio field course that explores the diverse and remote region of northwestern Wyoming.

Place: Appalachia

An interdisciplinary studio field course allowing artists to explore the Appalachian region of West Virginia.

Space/Place: Mapping/Art

This semester-long art history course covers canonical thinkers and literature about space, place and mapping to consider the relationship between map making and use, cartographic and spatial analysis, and artistic practice.

See course details at artanddesign.wvu.edu/gps

International Programs

19th Century French Landscape Painting and Photography in France*

A spring-break art history course that examines 19th c. landscape painting and photography in Paris, its suburbs, and the nearby countryside where artist colonies flourished.

Ceramics in China*

A summer or fall-semester studio course in ceramics and cultural history based at the Pottery Workshop in Jingdezhen, China.

Disegno Italia in Italy*

A summer art and art history program that begins in San Giovanni Valdarno, near Florence, and concludes at the Nuova Accademia de Belle Arti in Milan.

Painting in China

This summer studio course allows students to study landscape painting in Nanjing and Tongren with extensive travel to important cultural sites throughout the country.

Medieval Stained Glass in France*

A spring-break art history course that makes a research study trip to France to examine examples of architectural stained glass windows dating from c.1140-1400.

Space: Atacama in Chile*

A summer multimedia adventure studio art course that takes students to the remote northern desert region of Chile.

*Also qualifies as a GPS course.

See course details at artanddesign.wvu.edu/international_programs



How to Apply

Acceptance to WVU into the School of Art & Design is a two-step process.

Step 1

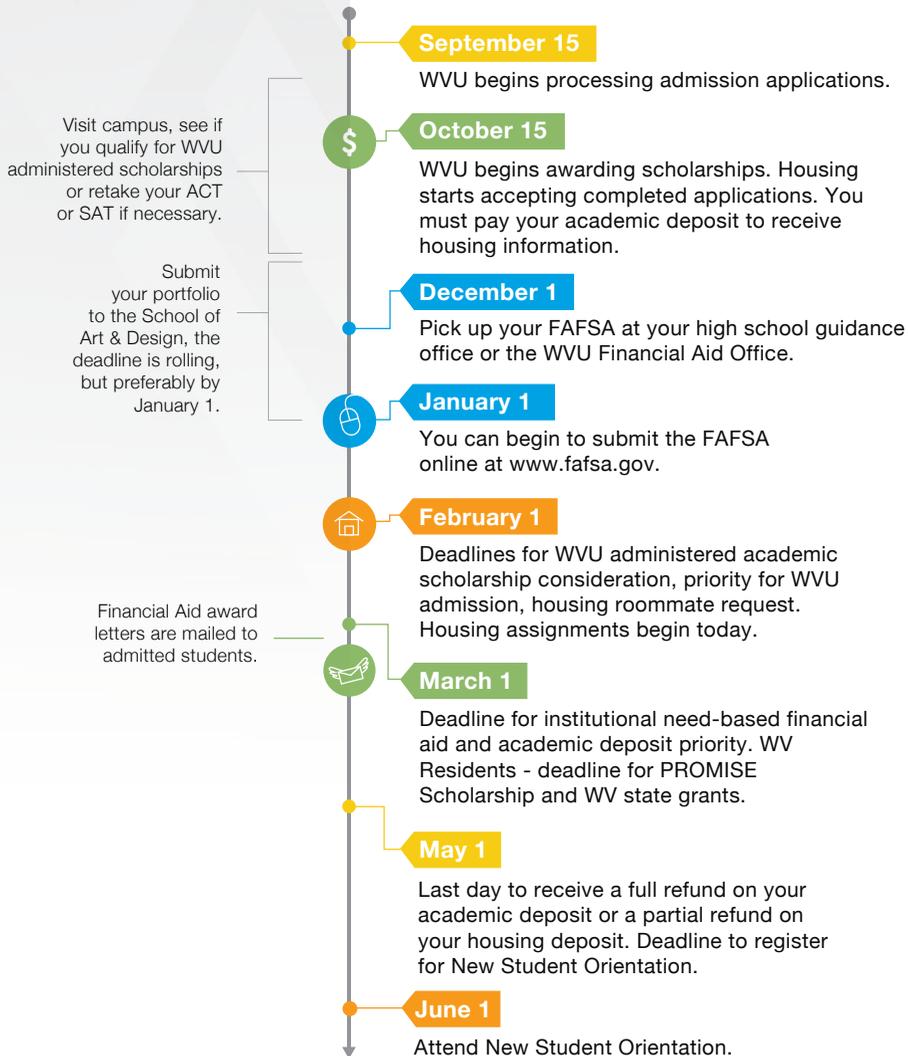
You must apply to and be accepted by WVU.
admissions.wvu.edu

Step 2

You must submit a portfolio for review to the School of Art & Design with your portfolio application form.

MAIL TO:
WVU College of Creative Arts
School of Art & Design
Katherine Graham (Entrance Portfolio)
1 Fine Arts Drive
Morgantown, WV 26506-6111

Transfer students: include your 700 ID Number.



Get a head start.



For more information, including entrance portfolio requirements and applications, visit artanddesign.wvu.edu

To schedule a visit to the WVU School of Art & Design, contact James Froemel, Program Coordinator of Undergraduate Recruitment.

James Froemel
ccarecruitment@mail.wvu.edu
304-293-4339

WVU School of Art & Design
1 Fine Arts Drive
Morgantown, WV 26506-6111

Degrees Available

• BACHELOR OF FINE ARTS

Ceramics
Graphic Design
Printmaking
Sculpture
Painting
Intermedia / Photography

• BACHELOR OF FINE ARTS WITH TEACHER CERTIFICATION

Ceramics
Graphic Design
Printmaking
Sculpture
Painting
Intermedia / Photography

• BACHELOR OF ARTS IN ART HISTORY

• MULTIDISCIPLINARY STUDIES

• MINORS

Arts Administration
Art History
Interactive Design for Media
Studio Art

Connect With Us



WVU School of Art & Design



WVUCCA



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artanddesign.wvu.edu

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Thomas Stollar