

VISUAL ART



Visual images are powerful forms of communication. Faculty at Bismarck State College help students create art that communicates ideas, thoughts and feelings. Through the study of design elements and principles, students develop an understanding of the visual language that will help them analyze art; they also develop aesthetic understanding and its cultural context.

Critical thinking, knowledge of materials and the ability to conduct research are additional skills that students will transfer to any chosen career. At Bismarck State College, students gain the knowledge and skills for working in a society shaped and defined by increasing amounts of visual information.

The Visual Art program at BSC provides core curriculum for students planning to transfer to a four-year institution or to pursue art as a profession and livelihood. Through individualized attention in all studio courses, students learn to access their creative awareness, interests, and talents. Study also allows students to enjoy art, to gain an understanding of the historical aspect of art, to make an artistic contribution to the community, and to develop skills through participation in local, state, and national art activities and exhibitions.

Students may complete their first two years of study in three broad categories:

Two-dimensional – Painting, drawing, printmaking and two-dimensional design.

Three-dimensional – Ceramics, sculpture, three-dimensional design, and jewelry.

Art History – Art History I & II, Introduction to Art (includes a survey of art and hands-on work).

Non-majors may also benefit from visual art courses as self-enrichment. Several courses are structured so students can have continual enrollment as their skills develop.

The Art Department reserves the right to retain, exhibit, and reproduce any art work submitted for course credit.

For more information, see www.bismarckstate.edu/faculty/art

APTITUDE/PREPARATION

Artists generally fall into one of four categories: art directors, graphic designers, studio artists or animators and illustrators. Art directors formulate and oversee the production of designs for visual communications media, often overseeing the production of many other artists. Graphic designers create visual compositions for a variety of client needs in advertising, media communications and other publications. Studio artists make original art that expresses their own unique view of the world for sale and exhibition in the form of paintings, drawings and sculpture. Animators and illustrators create special effects, animation and film images in print, video and electronic media.

Students should possess a desire to create and express themselves visually, and to see how this expression ties in with their own area of interest. It is important to develop their technical skills in a given medium to make their expressions in the visual language appropriate to needs of their clients and customers. For example, an animator should not only understand basic design concepts, but should also be versed in computer applications.

Development of a portfolio is integral to the student's success as they will be evaluated by the body of work that they produce. Art directors, clients and other potential employers will use this tool to decide whether to hire an individual or to otherwise seek their services in creating visual images for their needs.

GRADUATION

Students completing the suggested Visual Art curriculum receive an Associate in Arts degree and can transfer to a four-year university or art school program.

CAREERS

Studio artist, art historian, art instructor, art critic, art agent, medical and scientific illustrator, curator, art therapist, illustrator, cartoonist, art director, set director, set designer, gallery director, retail display, jewelry designer, fashion designer, industrial designer, interior designer, computer artist, graphic artist, commercial artist, and animator.

EMPLOYMENT

About 63 percent of artists and related workers are self-employed, according to the U.S. Bureau of Labor Statistics. Employment of artists and related workers is expected to grow at a rate similar to all occupations. The competition will be keen for both salaried jobs and freelance work. Self-employed artists freelance or contract with advertising agencies, design firms, publishing houses, and other businesses. Multi-media artists and animators should have better job opportunities than other artists, but will continue to experience competition. Many artists work in advertising and related services; newspaper, periodical, book, and software publishers; motion picture and video industries; specialized design services; and computer system design and related services.

FACULTY

For information about the Visual Art program, contact one of these faculty:

Michelle Lindblom, Arts and Communication
 Department chairperson and associate professor of art,
 701-224-5520, Michelle.Lindblom@bsc.nodak.edu

Brian Hushagen, associate professor of art, 701-224-5471, Brian.Hushagen@bsc.nodak.edu

Barb Jirges, visual arts instructor, 701-224-5601,
 Barbara.Jirges@bsc.nodak.edu.

HOW TO REACH US

BSC Web site: bismarckstate.edu

Application information: 1-800-445-5073 or
 1-701-224-5429 or bismarckstate.edu/
 prospectivestudents/application.asp

Financial Aid: 1-701-224-5494 or
 bismarckstate.edu/student/financialaid

BSC Foundation Scholarships: 1-701-224-2486 or
 bismarckstate.edu/scholarships

CURRICULUM

**SUGGESTED CURRICULUM FOR ASSOCIATE IN ARTS:
 FRESHMAN CREDITS**

College Composition I-II (ENGL. 110-120).....	6
Fundamentals of Public Speaking (COMM 110)	3
Math (MATH 103 or 210).....	3-4
Social and Behavioral Science Elective	3
Drawing I & II (ART 130-230).....	6
Two Dimensional Design (ART 122)	3
Three Dimensional Design (ART 124).....	3
Ceramics I & II (ART 250, 251).....	6
Enrichment	1
Total credits	34-35

SOPHOMORE CREDITS

Chemistry in Art (CHEM 114/114L)	3/1
Social and Behavioral Science Elective	6
Art History I & II (ART 210-211)	6
Math/Science/Technology Elective	3
Painting (ART 220-221).....	6
Sculpture I & II (ART 265-266)	4
Enrichment	1
Total credits	30

- *Jewelry I & II (ART 204-205)..... 4
- *Printmaking I & II (ART 270-271)..... 4
- *Advanced Ceramics (ART 252) 1-3
- *Art courses that can be taken according to the needs or interests of the student as well as the requirements of a bachelor degree art major.