

Visual Arts

COLLEGE OF VISUAL AND PERFORMING ARTS



ALABAMA STATE UNIVERSITY



Ignite your passion

Envision a future fueled by artistic passion?

At Alabama State University Department of Visual Arts, that future is within reach.

Whether you're drawn to Graphic Design, Fine Art or a General Art concentration, our program is designed to cultivate and showcase your creative talents.

Immerse yourself in a rich educational experience with courses that span digital art, drawing, painting, sculpture, ceramics, printmaking, photography, filmmaking and graphic design. Our Tullibody Fine Arts Building offers two new computer labs, as well as studios for painting, drawing, printmaking, mixed media, ceramics and sculpture.

Gain real-world experience, make contacts and unleash your creativity through regional workshops, internships and community service art projects. Plus, exhibit your work at the Callie Warren and Arthur Britt Fine Art Galleries, and let your art shine.

Discover how far your artistic vision can take you at ASU under the instruction and mentorship of qualified professors and skilled artists in their own right.

**ALABAMA STATE UNIVERSITY IS
ACCREDITED BY THE NATIONAL
ASSOCIATION OF SCHOOLS OF ART
AND DESIGN (NASAD).**

Our mission is to deliver an exceptional and enriching educational experience in the visual arts.

In the ASU Department of Visual Arts, we empower students to think critically, create with confidence and cultivate a deep appreciation for art.

We emphasize the importance of art in our global society and aim to immerse students in both traditional and contemporary artistic practices.

Students benefit from innovative instruction in traditional studio arts methods and digital technologies. Our curriculum is enriched by lectures in art history and aesthetic theory, providing a comprehensive foundation for understanding, utilizing, and contributing in purposeful ways.

Graduates leave equipped to make meaningful contributions that reflect their unique and diverse perspectives and the values of our university and communities we embody. They also develop the self-discipline and expertise needed to sustain their artistic pursuits and goals throughout their careers.

According to the U.S. Bureau of Labor Statistics, employment for fine artists is predicted to grow by 14% over the next decade, more than double the national average for all occupations.





Join a Thriving Creative Community at ASU!

ASU's Department of Visual Arts offers more than just an education – it's a gateway to a vibrant community of artists and creative professionals. Here, you'll develop a portfolio that stands out to employers and gain the skills needed for a variety of art-related careers or professions in which an understanding of art, design, aesthetics, creative-problem solving, and critical thinking is important. Whether you dream of becoming an independent artist or pursuing advanced studies, our program prepares you for success to enter into roles such as:

- Graphic designer
- Brand manager
- Business owner
- Gallery/museum coordinator or gallerist
- Marketing coordinator
- Photographer
- Teaching artist
- Video editor
- Production artist

Experience the support and inspiration of a creative community at Alabama State University. Your artistic journey starts here!



We offer a Student-Centered Environment, Faculty Excellence and Cutting-Edge Resources.

ASU cultivates a space that supports intellectual and aesthetic growth tailored to the needs and interests of each student.

Small classes allow you to work closely with a team of skilled educators and professional artists who are recognized for their expertise and dedication who will help you find your answer to the question, “What is visual arts and where can it take me?”

As you earn your degree in visual arts at ASU, you’ll be part of a close-knit visual arts community. You’ll create lasting personal and professional relationships with fellow visual arts majors, both in class and in our student-run Art Club.

You will have access to the latest instructional methods and technology to enhance your learning experience. Our Tullibody Fine Arts Building offers two new Mac computer labs, your own Adobe Creative Cloud software as well as studios for painting, drawing, printmaking, mixed media, ceramics and sculpture.





We Encourage Global Perspectives, Facilitate Rich Artistic Experiences, Enhance Arts Appreciation, Support Local Artistry and Celebrate Diverse Cultures.

At ASU, the exchange of diverse ideas and immersion in a variety of artistic and cultural contexts fosters global thinking. You will be immersed in an environment where you will experience, engage with and critically analyze a broad spectrum of visual arts. You will gain a deeper understanding and appreciation of the arts in our University and community spaces.

The visual arts department acts as a resource that acknowledges and supports the artistic efforts within the community as well as promotes and explores the rich cultural experiences of the African Diaspora, enriching the artistic dialogue and experience.

Experiences That Broaden Artistic Horizons...

ESPN Speaker Series with Industry Creative Professionals / Black History Month 21 Dreams Arts and Culture Alumni Exhibition
Department Field Trip to the Birmingham Museum of Art for ASU Founding Art Department Chair, Hayward Oubre, Exhibition
Art is Wellness Festival / Women's History Month Exhibition / AfricanAmericanArtHistory.com website development
Grant-paid student project to research and write African-American art history biographies



Requirements for Visual Art Majors

Students aspiring to major in Visual Art (including Fine Art or Graphic Design Concentrations, or General Art Degree) must fulfill all University entrance requirements for their respective admission level.

Next Steps

To enroll, first schedule and attend a meeting in person or over the phone with the Department Chair, Meredith Knight, or a designated faculty member before starting classes to discuss class schedule options, learn about the department and discuss your interests and goals.

Please note that all Visual Art majors will be enrolled in art classes during their first semester as freshmen. Failure to enroll in these initial classes may result in scheduling conflicts in future semesters.

Email mknight@alasu.edu or call 334-604-6221.



Scholarships

The Department of Visual Arts offers a limited number of partial scholarships for both incoming and transfer students, as well as for continuing students. These scholarships are awarded based on a combination of academic performance and artistic potential, as evaluated by the departmental scholarship committee after reviewing the submitted materials and application.

Scholarships are renewable, provided the student meets the requirements outlined in the scholarship and maintains the prescribed GPA. If a student fails to meet any of the specified criteria, the Department of Visual Arts reserves the right to revoke or adjust the scholarship amount.

To apply, email mknight@alasu.edu or visit the Visual Arts Department website.



Courses

ART 099 / VISUAL ARTS CONFERENCE

(0 credit hours) The purpose of this course is to continually assess student progress towards meeting degree requirements. This class is required every semester for all enrolled art majors. Students will document attendance and participation in visual art events. This course also serves as the department communication tool to let students know about exhibitions, scholarships, internships, opportunities and more.

ART 121 / DESIGN I: 2-D FUNDAMENTALS

Introduction of two-dimensional design in terms of process-production relationships, objective analysis and rational system of manipulation; the vocabulary of design and problem solving with emphasis on visual sensitivity, craftsmanship, material and techniques of design.

ART 122 / DESIGN II: 3-D FUNDAMENTALS

The study of the relationships among color, light, structure and psychology of color; color problems are developed, and class meetings involve experimentation and practical application of color on 2-D and 3-D surfaces; the process-production relationships of design fundamentals as they relate to 3-D objects.

ART 123 / COLOR THEORY

A pre-professional studio art/design course that requires self-motivation, a serious approach to learning and appropriate time management. An introductory course in color theory and the third in a three-course design sequence intended to give the student basic understanding of color theory and applications of color as a vital element in design and the visual arts. This course is intended to integrate basic skills and perceptual understanding of the relationships between color, light and structure of the psychological effects of each. Students develop basic skills and perceptual understanding of how color and light can be used to manipulate human emotions.

ART 135 / INTRODUCTION TO ART

This is an introductory course which stresses visual awareness of the environment and growth in thinking, perception and personal interests within the visual arts. This course is designed to inform students about the language of art; the main purposes of art and how to live with art in everyday life. The major media of the visual arts are discussed with emphasis placed on the ability of art to communicate the ideas and thoughts of man throughout time. Through involvement in the course, one should gain knowledge for making informed judgments about works of art

and the realization of their influence in the ability and aptitude in life experiences. One purpose of this class is to provide these students with additional support in learning about art and help them formulate their own goals for learning and working in the visual arts. Another purpose is to provide support to foster success in students' academic careers at Alabama State University and beyond. Therefore, students will participate in activities, discussions, and presentations related to art careers and preparation for work in the visual arts as well as activities geared to helping students negotiate their first semester here at Alabama State University.

ART 201 / ART HISTORY SURVEY I

A survey of the development and significance of various epochs of art from prehistoric origins to the Italian Renaissance as they relate to social, religious and general cultural backgrounds.

ART 202 / ART HISTORY SURVEY II

A study of the visual arts of the periods beginning after the Renaissance to the present; critical evaluation of important works represented; lectures, readings, discussions and reports on the major movements, schools and styles of the visual arts.



ART 209 / DRAWING AND COMPOSITION I

Introduction to drawing; basic studio experience in the application of various techniques with different drawing media; formal elements of graphic expression with individual development of drawing skills and creative expression.

ART 210 / DRAWING AND COMPOSITION II

A continuation of Drawing I dealing with continued experimental and skill development of drawing media while emphasizing the formal elements and concepts of drawing; designed to encourage development of individual techniques.

ART 224 / GRAPHIC DESIGN I

This course serves to introduce students to basic visual problem solving and expand upon the student's knowledge of design principles and approaches as they relate to the field of graphic communication. This class will be organized into three major areas of concentration. The areas are: informational/technical, understanding creativity, and projects.

ART 225 / GRAPHIC DESIGN II

This course is an advance class to expand upon the student's knowledge of design principles and approaches as they relate to the field of graphic communication.

ART 230 / DIGITAL PHOTOGRAPHY

An introduction to digital photography and output using digital interchangeable lens cameras to produce works of art. Students will learn the unique creative and technical qualities of the photographic process by capturing, reviewing, editing, and printing their images.

ART 231 / DIGITAL PHOTOGRAPHY II

Students will expand their proficiency in various aspects of the digital photography and production process. This course will build upon concepts and techniques learned in Digital Photography, by introducing the students to advanced techniques to capture, manipulate and enhance digital images. This course



will focus on work flow practices, color correction, retouching and output for final production via print or digital environment.

ART 240 / DIGITAL FOUNDATIONS

The basics of computer art oriented production. Introduction to digital vector and raster graphics, photography, information display, and time based media.

ART 241 / DIGITAL IMAGING

This course is a further exploration of digital design on the Mac computer using the Adobe Creative Suite with particular focus on Adobe Photoshop and the creation of digital imagery on the computer. This class is a studio course that emphasizes the understanding and application of art and design principles and the creative process in the production of both raster and vector based digital imagery for web and print.

ART 250 / BASIC FILMMAKING

This course provides an introduction to basic filmmaking techniques, aesthetics, and skills in digital media management through production of digital video and animation projects. Students gain an understanding of the art of narrative filmmaking through emphasis on story development, cinematography, editing, directing, and sound design. Course participation demands outside-class production time. Senior Capstone Courses: 3 courses, 1 hour each ART 465 Senior Comprehensives (1) This course will focus on the preparation for and the completion of the comprehensive exams in art taken by

all art majors. The exam will cover material that is basic to the various fields and techniques used in art that is taught at the university. Each concentration, Fine Art and Graphic Design, have specific exams that relate to their areas only. A general exam along with a written essay exam will be addressed by both concentrations.

ART 251 / MULTI-MEDIA WORKSHOP

An introduction to the use of design, sculptural, and design skills for the creation of objective forms of visual three dimensional art. This course will focus on the object as both a result of, and/or progenitor to, narrative and thematic structure.

ART 270 / INTRODUCTION TO DIGITAL & MULTIMEDIA

Students explore techniques and methods of working within digital mediums to produce cohesive digital campaigns. Students will develop campaigns that encompass graphic design, typography, digital photography and video editing techniques. This course focuses on techniques and production workflows.

ART 304 / CONTEMPORARY ART

A survey of the latest trends in art, including Minimal, Neo-Dada, Pop Art, Op Art, Happenings, New Realism, environmental art, technological and conceptual art, and photo-realism.

ART 309 / INTRODUCTION TO AFRICAN-AMERICAN ART

Designed to acquaint students with the special contributions made by African-Americans to America through their art; social, political and cultural as well as the artistic developments of the artists and their art.

ART 310 / HISTORY OF GRAPHIC DESIGN

This course will examine the major developments in the history of graphic design, from its origins in bookmaking to contemporary media. The main focus will be emphasis on the graphics of Europe and "postmodern" design movements of 20th Century America. It will also explore the philosophies, religions, ideas, and major events that have shaped the graphic arts and cultures of these areas.

ART 321 / PAINTING I

Painting in acrylic and related media; explanations and demonstrations of media, materials and techniques; studio work utilizing subjects taken from the imagination, outdoor sketches and still-life objects; organization of realistic and abstract compositional elements into original artistic expressions.

ART 325 / CERAMICS I

Introduction to ceramic processes including creating forms by pinching, slab construction, coiling and wheel throwing. Introduction to bisquing, glazing and firing of ceramic works.

ART 330 / TYPOGRAPHY I

This course is to develop an awareness of the principles of typography, legibility, readability, appropriateness, function, flow and form, and to gain awareness of the historical development of typographic form.

ART 332 / PRINTMAKING I: SERIGRAPHY

Introduction to the screenprinting stencil process; demonstration of various techniques including the block-out, paper stencil and film stencil methods of printing.

ART 333 / PRINTMAKING II: INTAGLIO/RELIEF

Introduction to various methods used in making intaglio and relief prints including etching, dry-point and woodcut.

ART 341 / SCULPTURE I

Experiences in the construction of sculpture with clay, plaster, wood and cardboard.

ART 345 / COMPUTER GRAPHICS I

Digital Interactivity The basics of web programming and interactivity with a focus on technical quality and lightweight, responsive design. Includes related content development and preparation. No previous programming experience required.

ART 346 / COMPUTER GRAPHICS II

Designed to increase the student's basic knowledge of development on the web, focusing on social aspects, optimization of visibility and networking, asset management, commercialization, and brand building.

ART 350 / LIFE-FIGURE DRAWING

Introduction to traditional techniques for creating drawings that accurately and expressively portray the human figure. The class builds upon techniques for composition, measuring proportion, using line and creating value introduced in Art 209 & 210. Assignments provide practice in developing a basic structural knowledge of human anatomy through drawing the figure from observation and imagination in different situations and settings. A variety of both wet and dry drawing media may be utilized in this course.

ART 353 / SEQUENTIAL ART I

This course is an introduction to sequential art. Methods of visual storytelling and storyboarding will be introduced. Students will research genres styles and the general history of sequential art. They will be introduced to the production process with an emphasis on script breakdowns, drawing (from thumbnails to finished pencils), inking, and lettering using traditional and digital tools. Successful students will complete pages of black and white sequential art for output via print and the web.

ART 360 / MIXED MEDIA WORKSHOP

Mixed Media Workshop is a studio and lecture course which emphasizes experimentation and exploration in the understanding and usage of various media in two-dimensional art-making processes. This course is designed to structure students' approaches to creative execution of art.

ART 450 / ART STUDIO

Designed for junior or senior art majors only. Fine art students will develop a contract with instructor describing creative projects to be completed for the semester culminating with a project evaluation paper. Graphic art students will produce a series of computer-based projects that combine both research skills and application knowledge of all departmental computer programs. This class may be taken up to three time for credit.

ART 460 / INTERNSHIP

(For Graphic Design concentration only) Students are involved in off-campus learning experiences in a professional context related to studies. Students gain firsthand experience by applying skills in a professional environment. Students are required to meet twice weekly with the instructor to review progress and/or discuss problems, along with submitting a weekly report to the instructor.

ART 470 / PORTFOLIO

This course is for graduating seniors in their last year of study. The class affords the graduating student guidance to build a presentation of their works accumulated over their career focusing on the fine arts, or graphic design. Under the guidance of the studio faculty, students will select and refine their work to create a graduating portfolio in different presentation methods, write artist statements, write resumes, hone interviewing skills and create finished portfolios that meet the targeted institutions/markets. Students will meet

on a weekly basis for demonstrations and related topics dealing with artists' statements, resume development, presentation and portfolio development. It is assumed that the student taking this class is motivated and mature enough to work under time constraints. The portfolio class is not for generating new work, however, students are free to do so on their own.

ART 475 / SENIOR EXHIBITION

This course is for graduating seniors in their last year of study. Under the guidance of the studio faculty, students will create, present and hang a self-directed cohesive body of work for public exhibition. Students will also be required to critique and defend this work in a public forum during their senior exhibition. Students will meet on a weekly basis for discussions on progress, reviewing abstracts, gallery protocol, creating an exhibition poster and announcements. Students must work with the gallery committee prior to the senior exhibition to learn how to handle and related topics ranging from documenting artwork, gallery protocol, matting, framing, presentation and publicity. Seniors may start on this project the semester prior to enrolling in order to gain the best possible presentation.





Callie Warren and Arthur Britt Fine Arts Galleries

MONDAY THROUGH FRIDAY | 9 A.M. TO 4 P.M. OR BY APPOINTMENT

Step into the Warren/Britt Galleries, where art comes to life! Located in the heart of the Visual Arts department, these galleries showcase a vibrant mix of works from talented artists—ranging from up-and-coming stars to seasoned pros, as well as our own students. It's the perfect spot to dive into the world of art, connect with the community and experience creative energy in full swing. From thought-provoking pieces that explore African-American history to works that spark intellectual growth, this space fosters a dynamic environment for education, wellness and creativity. Students get to shine too, with opportunities to display their masterpieces in juried exhibitions, senior shows and so much more. Whether you're an art lover or a first-timer, there's always something exciting happening at the galleries!





MEREDITH KNIGHT, M.F.A.

Department Chair, Interim
Associate Professor of Art
Courses: Sculpture, Senior
Capstone Courses, Studio Art,
Internship Course



MARY SOYLU, PH.D.

Assistant Professor of Art History
Courses: Art History and Arts Education



NATHANIEL ALLEN, M.F.A.

Professor of Art
Courses: Drawing, Life Drawing,
Sequential Art, and Digital Art



ALANA TAYLOR, M.F.A.

Assistant Professor of Art
Courses: Graphic Design, Typography,
Photography, and Film



CHRISTOPHER GREENMAN, PH.D.

Professor of Art
Courses: Ceramics



LASHUNDA WARE

Administrative Secretary



PHILIP JASEN, M.F.A.

Assistant Professor of Art
Courses: Foundation Courses, Mixed
Media Art



CLEVE M. WEBBER, M.F.A.

Gallery Director
Professor of Art
Courses: Painting, Printmaking,
Exhibition Capstone Course

Get in touch!

 Tullibody Fine Arts Center, ARTS 211

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