ART & DESIGN

A practical survival handbook

UC & EAB

@valdostaartdesign

Where you belong.

Table of CONTENTS

WELCOME	pg 3
GET TO KNOW US	pg 4-6
ACADEMIC PROGRAMS	pg 8-13
ADVISING	pg 14
PORTFOLIO REVIEWS	pg 15
ADVICE	pg 16-17
ATTENDANCE & CREDIT HOURS	pg 18
FUNDING & COMPETITIONS	pg 19
FACILITIES	pg 20
GALLERIES	pg 21
ART SUPPLIES	pg 22
PRESENTATION OF WORK	pg 23
CAREERS	pg 24
GET SOCIAL	pg 25
MAP	pg 26-27

WELCOME FROM THE DEPARTMENT HEAD

Dear Art and Design Students,

On behalf of all the faculty in the Department of Art & Design, I welcome you to one of the most exciting journeys you will ever embark on. Here at VSU, you will learn a lot, be challenged, and challenge each other, meet lifelong friends, and form connections with your faculty and peers that will last a lifetime.

The next four years allow you to turn your passions into your profession with the help of our award-winning, dedicated, prolific, and passionate faculty. They will lead the way, make things that are difficult look very easy, and challenge you in transformative ways. We expect you to ask questions, see us outside of class, and communicate when challenges arise.

This is an especially exciting year because you will help us welcome two new faculty members to our department. Professor Joe Schairer is joining us from Connecticut and as I write this letter, the other Professor hasn't officially been hired yet so we will all have to stay tuned to welcome them. Because all of you and the new faculty have being new to VSU in common, I hope that you take some extra time to welcome them and ensure that they are settling into this new school, state, and region well.

Learning is often dependent on forming strong bonds that create creative communities, which will allow you to thrive here and in your professional life. These communities will be formed in and outside of the classroom, as you work on projects during all hours, attend gallery/visiting artist events, see each other at sporting events, and theater/music performances. I encourage you to be a compassionate peer, to care for your fellow classmates, and create a safe and inclusive environment that will help us all thrive.

Most importantly, I hope you understand that VSU is exactly where you belong. I look forward to getting to know you.

Monika Meler
Head, Department of Art & Design

"Every action you take is a vote for the person you wish to become."
- James Clear, *Atomic Habits*

MISSION STATEMENT

The Department of Art & Design offers four comprehensive undergraduate degree programs and opportunities taught by twenty dedicated art faculty-mentors, who provide a dynamic and challenging learning experience to each student. Our studio facilities & equipment are constantly upgraded, giving you the most current experiences in the classroom and studio. Whether you're studying electronic media such as animation, graphic design and web design, or art history, drawing, painting, ceramics, interior design, sculpture, jewelry, photography, or art education; we have the experience you're looking for.

art&d

Michael T. Schmidt, MFA
Interim Dean & Professor of Art - Ceramics
FA 2064A
229.333.5832
mschmidt@valdosta.edu
www.michaeltschmidt.com
"I was almost struck by a bolt of lighting. Fact: Lightning can, and often does, strike the same place repeatedly..."

Monika Meler, MFA
Head, Department of Art & Design & Assistant Professor of Art
FA 1070B
229.219.1232
mmeler@valdosta.edu
Monikameler.viewbook.com
"I play a really intense game of Tetris at least once a day."

Yoshie Connell RA, NCARB
Adjunct Instructor-Art
yconnell@valdosta.edu
"I do crossfit (for fun)!"

Tommy Crane, MFA
Professor of Art - Interior Design
UC 2024
229.333.5855
tjcrane@valdosta.edu
"I have a collection of over 500 comic books (from 1963 until 1998). This includes Marvel, DC, Image, and a few other independent companies."

Evelyn Davis-Walker, MFA
Associate Professor of Art - Graphic Design & Illustration
UC 2005
229.259.5086
emdaviswalker@valdosta.edu
www.evelyndaviswalker.com
www.daviswalkercreative.com
"I am allergic to anything that is grown in the ground."

Clyde L. Edwards, MFA
Associate Professor of Art - Painting, Drawing & Foundations
FA 1066A
229.333.5996
cedwards@valdosta.edu
"I absolutely love black Chilean grapes."

lesign

GET TO KNOW US

Mark Errol, MFA
Lecturer - Ceramics, & Gallery Director
FA 1070C
229.249.4913
mterrol@valdosta.edu
"I do not eat anything that comes from the water. (seafood... yuck.)"

Jenny Evans, Ed.D.
Assistant Professor of Art- Art Education
FA 1070B
229.333.5835
jenevans@valdosta.edu
"I'm not allowed to run in the Publix Parking lot while it is raining."

Lindsay Godin, MFA
Assistant Professor of Art- Photography & Graphic Design
FA 1070 E
229.219.3506
lgodin@valdosta.edu
"Never have I ever been to a Waffle House."

Craig Hawkins, MFA
Professor of Art - Drawing, Painting & Foundations
FA 1070H
229.293.6239
tchawkins@valdosta.edu
www.craighawkinsart.com
"I've created murals for Mellow Mushroom and Cheesecake Factory restaurants."

Abigail Heuss, MFA
Professor of Art - Jewelry & Metalsmithing
UC 2117
229.333.5834
awheuss@valdosta.edu
www.abigailheuss.com
"I've been to all of the 48 contiguous united states."

Selena Nawrocki, Ph.D.
Professor of Art - Interior Design
UC 2007
229.249.4912
snawrock@valdosta.edu
"My artwork has appeared in over 125 regional and national art competitions with 34 awards."

Kyoung-Im Park, MFA
Associate Professor of Art - Interior Design
UC 2011
229.293.6269
kpark@valdosta.edu

Richard Peterman, MFA
Art Studio Instructor, Woodshop & Sculpture
UC 2118A
229.259.2028
rpeterma@valdosta.edu

Rebecca Lee Reynolds, Ph.D
Senior Lecturer - Art History, Art Appreciation & Perspectives
FAB 1070G
229.249.4873
rebreynolds@valdosta.edu
"I keep a candy jar stocked with chocolates on my desk. Drop in to say hello and snag a piece!"

Marlana Hufstetler
Administrative Assistant
FA 1070A
229.333.5835
mdhufstetler@valdosta.edu

Joe Schairer, MFA
Limited-Term Faculty 3D/4D
jschairer@valdosta.edu
"I enjoy building stuff, consuming anything science-fiction, and contemplating the nature of existence."

Lena Schmid, MFA
Limited-Term Faculty, Foundations
lschmid@valdosta.edu
"I'm worried I might be attacked by an alligator, because I will swim anywhere (looking to source advice and cautionary tales)."

Glenda Swan, Ph.D.
Professor of Art
Art History & Perspectives
UC 2022
229.333.7406
gmswan@valdosta.edu
"I love modern mythology as much as ancient, so I always enjoy chatting about the latest sci-fi or fantasy."

DOODLE AREA

Are you a visual learner? Do you understand things better when taking notes? Or perhaps you have some free time between commitments today. Regardless the reason, here is a space to write down or draw out ideas, goals, thoughts, grocery lists...whatever.

ART & DESIGN DEGREE BREAKDOWNS

The Department of Art & Design at Valdosta State University offers the following four Professional Degree Programs:

BACHELOR OF ARTS (BA)
Studio Art

BACHELOR OF FINE ARTS (BFA)
Studio Art

BACHELOR OF FINE ARTS (BFA)
Art Education

BACHELOR OF FINE ARTS (BFA)
Interior Design

MINOR IN STUDIO ART
15 credit hours

Studio Art minors require 15 semester hours of course work, with choosing one of the following classes (ART1100, or ARTH 2121, or ARTH2122) as well as at least 9 hours from courses numbered 3xxx or above.

ART and ARTH courses that have prerequisites MAY count towards the art minor.

MINOR IN ART HISTORY
15 credit hours

Art History minors require both Art History Sruvey courses (I & II) and any four other art history courses.

DIFFERENCES BETWEEN THEM

BA - Studio Art

Allows student to minor outside of art
(ie. Business, Marketing, Psychology, Biology, Communication, etc..)

54 hours required art studio and art history classes

Electives outside of art should total 21 hours

BFA - Studio Art

In-depth research and study in art and design

Students can focus on an area or discipline of studio art that interests them, or take a broader approach and experience many areas.

No minor or foreign language

BFA - Art Education

A professional degree program that prepares students to be PreK-12 art teachers, museum educators, or community center art instructors

- Requires a 2.75 GPA and a grade of "C" or better in English, ART, ARED, and EDUC courses
- Provides hands-on classroom experiences with students from pre-kindergarten to 12th grade in Art Education courses
- Enables students to take a diverse and extensive range of art history and studio courses

BFA - Interior Design

A professional degree program preparing students for entry-level interior design job positions

Sequential studio & major courses
(offered once a year, not semester)

Required summer internship course

2.5 required GPA after 45 credit hours

Required grade of C or higher for all major courses

BACHELOR OF ARTS (BA)
Studio Art

Area A-E: Core Curriculum 42 hrs
Courses like ENGL, MATH, PERSPECTIVES, HUMANITIES, SCIENCE, SOCIAL SCIENCES

Area F: Core Curriculum, Major – Art 18 hrs
ART 1020 2D Design
ART 1010 Drawing I
ARTH 2121 Art History Survey I
ART 1030 3D Design
ART 1011 Drawing II
ART 2030 Computers in Art

Art Major - Studio Sequence Requirements 18 hrs
(select three sequences from courses listed below)

ART 3023 Figure Drawing +
ART 4024 Advanced Drawing OR
ART (3xxx - 4xxx course in content area)

ART 3041 Painting I +
ART 4042 Painting II OR
ART (3xxx - 4xxx course in content area)

ART 3051 Printmaking I +
ART 4052 Printmaking II OR
ART (3xxx - 4xxx course in content area)

ART 3091 Graphic Design I +
ART 3092 Graphic Design II OR
ART 4093 Graphic Design III OR
ART (3xxx - 4xxx course in content area)

ART 3101 Jewelry/Metalsmithing I +
ART 4102 Jewelry/Metalsmithing II OR
ART (3xxx - 4xxx course in content area)

ART 3111 Aqueous Media I +
ART 4112 Aqueous Media II OR
ART (3xxx - 4xxx course in content area)

ART 3061 Ceramics I +
ART 4062 Ceramics II OR
ART (3xxx - 4xxx course in content area)

ART 3071 B&W Photography OR
ART 3072 Digital Photography +
ART (3xxx - 4xxx course in content area)

ART 3081 Sculpture I +
ART 4082 Sculpture II OR
ART (3xxx - 4xxx course in content area)

Optional advanced content may include:
* ART 4150 Directed Study
* ART 4140 Technical Problems in Art
* ART 4180 Workshop in Art
* ART 4190 Special Topics in Art Studio

Art History Requirements 9 hrs
ARTH 2122 Art History Survey II
ARTH 3xxx or 4xxx level (2 courses)

Art Studio and/or Art History Electives 6-15 hrs and Guided Electives or Minor 6-18 hrs
Both of these must total 24 hours

Modern / Classical Foreign Language 6 hrs
(Must take two courses in sequence)

Preparation / Capstone Courses 3 hrs
ART 4170 Professional Preparation
ART 4171 Senior Exhibition Seminar
ART 4172 Senior Portfolio Presentation

BACHELOR OF FINE ARTS (BFA)
Studio Art

Area A-E: Core Curriculum 42 hrs
Courses like ENGL, MATH, PERSPECTIVES, HUMANITIES, SCIENCE, SOCIAL SCIENCES

Area F: Core Curriculum, Major – Art 18 hrs
ART 1020 2D Design
ART 1010 Drawing I
ARTH 2121 Art History Survey I
ART 1030 3D Design
ART 1011 Drawing II
ART 2030 Computers in Art

Art Major - Curriculum Requirements 24 hrs
ART 3023 Figure Drawing
ART 3041 Painting I
ART 3051 Printmaking I
ART 3091 Graphic Design
ART 3061 Ceramics I
ART 3071 B&W Photography OR
ART 3072 Digital Photography
ART 3081 Sculpture I

Preparation / Capstone Courses 3 hrs
ART 4170 Professional Preparation
ART 4171 Senior Exhibition Seminar
ART 4172 Senior Portfolio Presentation

Art History Requirements 9 hrs
ARTH 2122 Art History Survey II
ARTH 4150 Contemporary Art History
ARTH 3xxx or 4xxx level (1 course)

Art Studio & Related Electives 27 hrs
(Students may elect to take up to 9 credit hours in Art History)

ONLY TAKEN ONCE
ART 3000 Community Art Educ.
ART 3071 B&W Photography
ART 3072 Digital Photography
ART 3101 Jewelry/Metalsmithing I
ART 3111 Aqueous Media I
ART 4071 Adv. B&W Photography
ART 4072 Color Photography
ART 4073 Photographic Lighting
ARTH 4120 Issues in Art Criticism
ARTH 4130 Gender in Art
ARTH 4140 Race in American Art
ARTH 4150 Contemporary Art History

REPEATABLE COURSES *(up to 4 times)*
ART 3092 Graphic Design II
ART 4093 Graphic Design III
ART 4094 Computer Animation
ART 4024 Advanced Drawing
ART 4042 Painting II
ART 4052 Printmaking II
ART 4062 Ceramics II
ART 4082 Sculpture II
ART 4102 Jewelry/Metalsmithing II
ART 4112 Aqueous Media II
ART 4140 Tech. Problems in Art
ART 4150 Directed Study
ART 4160 Internship in Art
ART 4180 Workshop in Art
ART 4190 Special Topics in Art Studio
ARTH 3120 Special Topics in Art History
ARTH 3123 Special Topics in Art History
ARTH 4160 Directed Study in Art History

BACHELOR OF FINE ARTS (BFA)
Interior Design

Area A-E: Core Curriculum 42 hrs
Courses like ENGL, MATH, PERSPECTIVES, HUMANITIES, SCIENCE, SOCIAL SCIENCES

Area F: Core Curriculum, Major – Interior Design 18 hrs
ART 1020 2D Design
ART 1010 Drawing I
ARID 1120 Fund. Concepts
ART 1030 3D Design
ARID 2310 Graphics & Presentation
ART 2030 Computers in Art

Interior Design Major - Studio Sequence Requirements 18 hrs
(select three sequences from courses listed below)

ARID 2111 I.D. Studio I
ARID 2112 I.D. Studio II
ARID 3111 I.D. Studio III
ARID 3112 I.D. Studio IV
ARID 4111 I.D. Studio V
ARID 4112 I.D. Studio VI

Interior Design Major – Core Requirements 24 hrs
ARID 2310 ID Graphics & Presentation **[only taught spring semester]**

ARID 2411 Computers for Interior Design **[only taught spring semester]**
**Take with ARID2112 & ARID3212

ARID 3211 History of Interiors I **[only taught fall semester]**

ARID 3212 History of Interiors II **[only taught spring semester]**

ARID 3320 Materials for Interior Design **[only taught fall semester]**

ARID 3350 Lighting & Building Systems **[only taught fall semester]**

ARID 3370 Construction Methods & Building Regulations **[only taught spring semester]**

ARID 3370 Construction Methods & Building Regulations **[only taught spring semester]**

ARID 4000 I.D. Studio Elective **[may be repeated with different topics for up to 6 hrs]**

Capstone Courses 9 hrs
ARID 4010 Interior Design Internship - **[only taught summer semester]**
ARID 4340 Contemporary Design Issues - **[only taught fall semester]**
ARID 4610 Professional Practices - **[only taught spring semester]**

Art History Requirements 6 hrs
ARTH 2121 Art History Survey I
ARTH 2122 Art History Survey II

Interior Design Related Areas Electives 6 hrs
Selected from 3000-4000 level Art Studio, Interior Design, Art History courses.

BACHELOR OF FINE ARTS (BFA)
Art Education

Area A-E: Core Curriculum 42 hrs
Important: Admission to Teacher Education is REQUIRED. Students should have earned 45 semester hours with a minimum of a 2.75. cumulative GPA, which must be maintained for graduation. **Students must pass ARED 2999 to enter Teacher Education.**

Area F: Core Curriculum, Major – Art Education 18 hrs
ART 1020 2D Design
ART 1030 3D Design
ART 1010 Drawing I
ART 1011 Drawing II
ARTH 2121 Art History Survey I
ART 2030 Computers in Art
EDUC 2999 Entry to the Education Profession

Students should enroll in "ARED 2999" the semester following the successful completion of 35 hours. Must be successfully completed prior to admission to teacher education, BEFORE taking ARED 3000.

Art Education Major - Curriculum Requirements 18 hrs
ART 3000 Community Art Education -OR-
ART 3041 Painting I* -OR-
ART 3072 Digital Photography*

ART 3051 Printmaking I
ART 3061 Ceramics I
ART 3081 Sculpture I

Art History Requirements 9 hrs
ARTH 2122 Art History Survey II
ARTH 3xxx or 4xxx level elective
ARTH 4120 Issues in Art Criticism

Art Studio and/or Art History Guided Electives 9 hrs

Professional Art Ed and Ed Courses 33 hrs
(Must maintain a 2.75 overall GPA)
Investigating Critical and Contemporary Issues in Education

Exploring Socio-Cultural Perspectives on Diversity

Exploring Learning and Teaching

SPEC 3000 Serving Students with Diverse Needs

ARED 3000 Issues and Trends in Contemporary Art Education
[only taught Fall semester]
Prerequisite: EDUC 2999

ARED 3010 Elementary Art Methods **[only taught Spring semester]**
Prerequisite: ARED 3000

ARED 3012 Secondary Art Methods **[only taught Fall semester]**
Prerequisite: ARED 3010

ARED 4070 Seminar in Art Education* (P-12) ***[taken with ARED 4090]**

ARED 4090 Student Teaching Art Ed.*

---

*GACE Content Assessment
(Required for Certification)

ADVISING

Advising for the College of the Arts is now located in Ashley Hall 1001. If you are unsure of your advisor, you can check DegreeWorks or email coaadvising@valdosta.edu. The advising team is serving students based on the ***first letter of your last name.***

ASHLEY HALL 1001

COLLEGE OF THE ARTS ADVISORS

Ashton Young
Students with Last Names: **A-E**

Erica Almond
Students with Last Names: **F-K**

Thibault Deneve
Students with Last Names: **L-Q**

Linda DeCarlo
Students with Last Names: **R-Z**

Alicia Roberson
Director of Advising
229.219.3216
arroberson@valdosta.edu

A BALANCED SCHEDULE

As a rule of thumb, department of art & design students will want to try to take 6 hrs of CORE classes and 9 hrs of art & design courses per semester in order to maintain a manageable schedule and graduate on time.

ACCESS OFFICE

229.245.2498 - TTY 229.219.1285 - UC ENTRANCE 5, ROOM 4136

Any student who requests accommodations or modifications to a classroom or who needs auxiliary aids and services because of a documented disability must contact the Access Office Farbar Hall. By law the disclosure of a disability is always voluntary, however, students are advised to notify their teachers about their educational needs so that necessary academic adjustments and/or appropriate services can be provided.

PROGRAM REVIEWS

Students will participate in various forms of program review while studying in the Art & Design department. Below are a few forms of such assessment.

STUDIO B.A. & B.F.A. ART MAJORS

Freshman Meet/Greet/Eat

Intended to welcome, retain and acclimate new freshman Art & Design students to departmental procedures, opportunities and resources.

INTERIOR DESIGN MAJORS

Portfolio Review (ARID 1120)

The Interior Design program restricts the number of majors admitted each academic year. Only a limited number of students will be allowed to register for the second year sequence of Interior Design courses. This select admission is determined by a required portfolio review of foundation studio coursework. The program also requires a minimum GPA of 2.5 after completion of 45 hours and a successful portfolio review at the end of the Fundamental Concepts ARID 1120 course.

Advice from those who know!

The Department of Art & Design wants to provide you every opportunity for success. Consider these helpful words of wisdom from students and faculty.

> *Time is either your friend or enemy, you get to choose which.*
>
> **- Professor Errol**

> *Ignoring an academic issue only makes it worse, but talking to your professor/ advisor about it helps to make it better.*
>
> **- Professor Swan**

> *Don't be afraid to ask questions. Your teachers love helping you! And if something doesn't make sense to you, there is probably someone else who is confused and too shy to ask.*
>
> **- Professor Heuss**

> *Use a planner (or app) to keep track of all assignment deadlines and plan out your work.*
>
> **- Professor Reynolds**

> *Great grades follow great work and great work is never about a grade.*
>
> **- Professor Hawkins**

> *By the time you're a junior/senior you'll be developing a consistent body of work with your own original voice. So absorb everything from all your classes to help determine who you are as an artist.*
>
> **- Graduating Senior**

> *Do the work without complaining. It will make you better.*
>
> **- VSU Art Student**

“Working on your homework a little each day is easier than working on it two days before all day long.”

- VSU Art Student

“You can not expect exceptional if all you are willing to give is mediocre.”

- Professor Crane

“There’s endless resources and experts to do any cool thing you can imagine. Use these while you’re here!”

- Professor Shaw

“All your classes are interrelated. Take what you learn from one class (even a non-art related class) and apply it in your studio classes. You will create endless possibilities for your art and your future.”

- Professor Davis-Walker

“This is your education, be responsible for it.”

- Professor Edwards

“Come in with a light heart. Remember to take critiques seriously, but don’t take them personally.”

- VSU Art Student

“Definitely be prepared to spend a LOT of time outside of class to work on projects. It makes a huge difference in your work.”

- VSU Art Student

“In the words of Sister Corita Kent, ‘Always be around. Come or go to everything. Always go to classes. Read anything you can get your hands on. Look at movies carefully, often. Save everything - it might come in handy later.’”

- Professor Stasiak

“Don’t waste your time making excuses when that time could be spent making yourself become really great at something.”

- Professor Peterman

MISSING 20% ENDANGERS YOUR ENROLLMENT

ATTENDANCE REGULATIONS:
In accordance with the established attendance policies of Valdosta State University, the Department of Art expects all students to attend all regularly scheduled class meetings held for instruction or examinations. The unexcused absence or "cut" is not regarded as a privilege. Instructors are required to maintain records of class attendance and will fail students who miss more than twenty percent of the scheduled class meetings for a given course.

STUDIO ART CLASSES

1 HOUR OUTSIDE
FOR EVERY CREDIT HOUR

Studio art classes are experience-based laboratory courses and require an extra contact hour for each class meeting. Students should expect to spend additional time on course projects beyond the regularly scheduled class periods in order to meet the minimum assignment requirements. **This is a minimum expectation.**

LECTURE CLASSES

2 HOURS OUTSIDE
FOR EVERY CREDIT HOUR

For each hour of lecture classroom instruction, students are expected to work a minimum of two hours outside normal class time completing assignments and preparing for class. **This is a minimum expectation.**

(ie. 3 credit hour lecture = at least 6 hours per week outside of class time)

DOODLE AREA

Take a break and doodle here, then keep reading!

SCHOLARSHIPS & RESEARCH GRANTS

Art & Design Scholarships

The Department of Art & Design has scholarships and awards, which go to an average of 14 students each year, including a Freshman/ Transfer student scholarship! Information about scholarships can be found on the VSU Art & Design website.

Art & Design Student Research Grant

The student research grant is to support student travel for active participation in national juried exhibitions, presentations, workshops, and professional conferences. Requests for student support must be sponsored by a full-time department faculty member. Inquire with the department head or your advisor for more information.

Undergraduate Research Grant

https://www.valdosta.edu/academics/graduate-school/urc

The Undergraduate Research Council of Valdosta State University invites undergraduate students to showcase their research, scholarship, and creative activities to the VSU community. Students display their work at the annual symposium each year —to provide students an opportunity to share research papers, laboratory experiments, field projects, creative performances, visual art works, or independent study projects, both completed or in-progress. Speak with the professor whose class the work is associated to learn more!

ART COMPETITIONS

As students develop into professional artists, they are strongly encouraged to participate in many art competitions both on and off campus. Here are a few for consideration.

Day of Inclusion Art Opportunity *(Fall term)*

All students (art majors and non-art majors) are encouraged to create artwork celebrating diversity, equity, access and inclusion for the Day of Inclusion Event every September.

ArtSpoken Gallery Space *(Spring term)*

The Department of Student Diversity and Inclusion artist gallery is available for students to submit professional proposals for exhibition consideration.

VSU - All-Media Student Juried Competition *(Spring term)*

Annual opportunity for VSU students of all majors to exhibit artwork in a professional gallery setting. Students submit their work online, where it is juried by an arts professional not affiliated with VSU. Cash awards. There is no entry fee.

Spring into Art Exhibition at the Turner Center for the Arts *(Spring term)*

The Turner Center for the Arts' Annual Spring into Art Show provides artists of all levels opportunity to participate in a regional exhibition.

FACILITIES

Official building hours are maintained for both the Fine Arts (FA) and the University Center (UC) art studios and classrooms. After official business hours, all rooms are typically secured and locked. Authorized students who need access to rooms that may be locked during normal building hours should contact the VSU Public Safety Office for assistance. Students may be required to show identification before being granted access to locked rooms.

FA & UC BUSINESS HOURS
Mon-Thu 8 a.m. - 5:30 p.m.
Fri 8 a.m. - 3 p.m.

FA & UC OPEN HOURS
Mon-Fri 7 a.m. - 2 a.m.
Sat-Sun 8 a.m. - 2 a.m.

VSU PUBLIC SAFETY
229.333.7816

Under no circumstance will guests be permitted to use the Department of Art & Design studio facilities and equipment without prior authorization from the Department Head.

Guests, such as family and friends, may tour the departmental facilities when accompanied by a member of the department staff or faculty. Official tours for individuals or groups can be scheduled by contacting the Department of Art & Design Office.

Call 229.333.5835 for more information.

VSU GALLERIES

Dedo Maranville Fine Arts Gallery
@vsumaranvillegallery
FA Building (first floor - southwest corner)
The Valdosta State University Dedo Maranville Fine Arts Gallery is committed to providing a teaching and learning environment serving a diverse student body and local audience by providing cultural enrichment and expanded educational opportunities to everyone.

Martha G Smart Student Gallery
FA Building (first floor near painting studio)
This Student Gallery is a unique venue for student/class exhibitions, installations, and collaborative ventures. Applications must be completed for consideration. Contact the Art & Design office for additional information.

GALLERIES IN & AROUND TOWN

Turner Art Center
527 N Patterson St, Valdosta, GA
www.turnercenter.org
The six light-filled galleries offer a diverse selection of works by regional and national artists in approximately thirty exhibits annually.

Curate
134 N Patterson St , Valdosta, GA
www.curatecollective.com

Crescent Valdosta Garden Center
904 N Patterson St, Valdosta, GA
ww.thecrescentatvaldosta.com

Plough Gallery
@ploughgallery
216 W 8th St, Tifton, GA
www.ploughgallery.com

Railroad Square Art Park
602 McDonnell Dr, Tallahassee, FL
www.railroadsquare.com

ART SUPPLIES

Each instructor has their own specialized supply list for each studio course. Some designated foundations courses will have "supply kits" available for Art & Design students to purchase as a means of convenience. Students should check with their instructors for their supply lists at the beginning of each term. Below is a partial list of art suppliers and resources.

VSU Bookstore
Student Union, Level One

Michaels
1200C N St Augustine Rd, Valdosta, GA

Hobby Lobby
1000 N. St. Augustine Rd., Valdosta, GA

Home Depot
1825 Norman Dr, Valdosta, GA

Lowe's Home Improvement
1106 North St Augustine Road

Blick Art Materials
www.dickblick.com

Binders Art Supplies and Frames
www.bindersart.com

B&H Photo
www.bhphotovideo.com

Amazon
www.amazon.com

Alabama Art Supply, Inc.
www.alabamaart.com

As part of your profession, making art requires a level of investment - your study of art is no different. Be prepared to purchase art supplies as part of your major. Budget accordingly **all semester**, not just at the start of classes.

KEEP ALL OF YOUR WORK

Students may be tempted to throw away assignments at the end of term. Don't throw away any of your work. You may need them - particularly for departmental reviews.

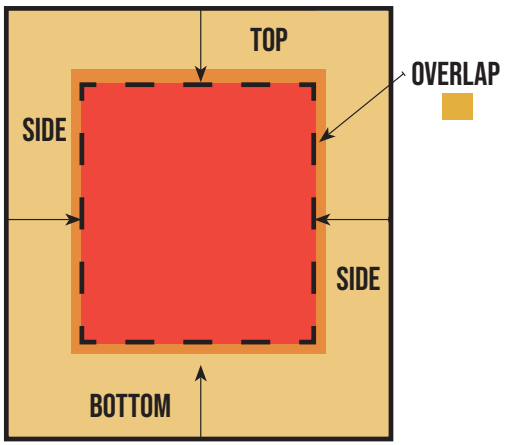
PRESENTATION OF WORK

2D WORK ***(Drawings, Prints, Photos, Mixed Media)***
Below is a helpful way to calculate frame and window mat sizes need to present work professionally.

IMAGE SIZE
Height x Width _____

FRAME SIZE (outside measurement)
Height x Width _____

MAT (margins should be a min of 2" around)
Tip: Make sure your window opening overlaps your artwork about 1/8" or 1/4".



Top _____

Sides _____

Bottom _____
add more to bottom (aka

so it will *optically* look centered.

Other items needed in order to professionally frame 2Dwork:

screws
d-rings **(NO EYE HOOKS!)**
wiring
foamboard or cardboard
crate paper **(to finish the backing of the frame)**

PAINTINGS
Paintings with finished sides on gallery wrapped canvas may not need a frame. Paintings other than watercolor should never be behind glass.

CAREERS IN ART & DESIGN

Ever have family, friends, or even complete strangers ask you, *"What are you going to do with an Art & Design Degree?"* We all have. Here are some answers.

Graphic Designer
Art Director
Multimedia Designer
Web Developer
Animator
Illustrator
Medical Illustrator
Storyboard Artist
Concept Artist
Ceramicist
Muralist
Interior Designer
Fashion Designer
Makeup Artist
Jewelry Designer
Art Therapist
Art Teacher
Art Professor
Art Historian
Courtroom Sketch Artist
Caricature Artist
Museum Curator
Art Dealer
Photographer
Photojournalist
Photo Re-toucher
Motion Graphics Artist
Arts Administrator
Gallery Director
Printmaker
Sculptor
Videographer
Fine Art Painter
Photo Editor
Public Arts Administrator
Tattoo Artist
Fine Art Restorer
User Experience Designer
Creative Director
Facilities Manager

INTERNSHIPS

GAIN EXPERIENCE WHILE STILL AT VSU

Students gain real world knowledge in professional settings related to their specific degree. Students must be an Art Major and acquire permission of the Department Head.

***Required for Interior Design Majors**

DIRECTED STUDIES

STUDY INDEPENDENTLY AND DILIGENTLY AT VSU

With the guidance of individual faculty members, students are provided the opportunity to explore individual problems in art beyond the typical classroom assignment.

#GET SOCIAL

@valdostaartdesign

Intended to promote high quality artwork created within courses at Valdosta State University as a means of highlighting the program and recruiting new talent.
Tag work #valdostaartdesign

@vsumaranvillegallery

Promoting quality artwork from regional and national artists providing cultural enrichment and expanded educational opportunities to everyone.
Tag work #vsumaranvillegallery

THE ARTS GUILD

Student Organization

It shall be the purpose of the Arts Guild to provide its members and the community with further information and opportunities to explore the numerous processes and forms of art. The Arts Guild shall also act as an environment in which its members can interact, network, collaborate, and draw inspiration from one another to create art.

As of 2023, the Arts Guild has been dormant. If you or other classmates wish to reactivate this club, please contact the Art & Design Department for more information.

THE AMERICAN SOCIETY OF INTERIOR DESIGNERS (ASID) STUDENT CHAPTER

Interior Design Student Organization

The organization advances the interior design profession and communicates the impact of design on the human experience. Through education, knowledge sharing, advocacy, community building and outreach, they strive to advance the interior design profession. They lead interior designers in shared conversations around topics that matter: from evidence-based and human-centric design to social responsibility, well-being, and sustainability.
Follow us @asid_vsu

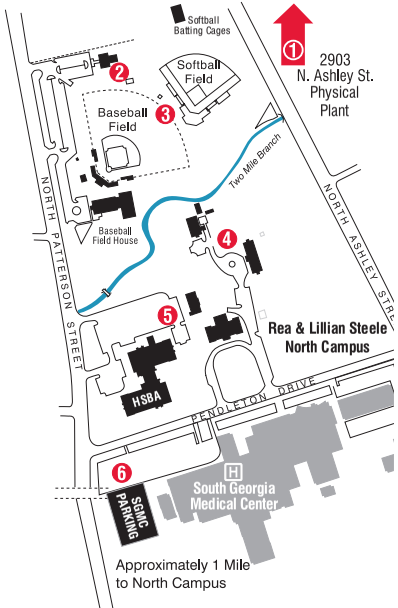
NAEA STUDENT CHAPTER

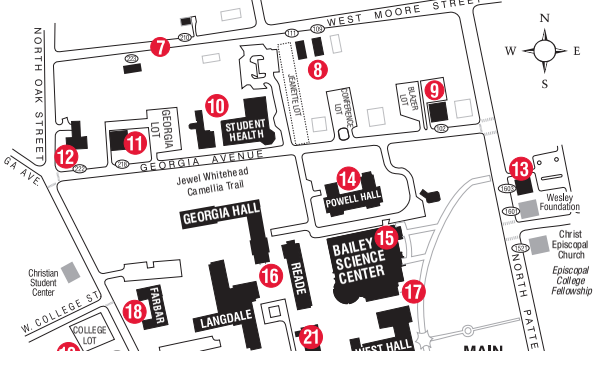
Art Education Organization

The National Art Education Association is the leading professional membership organization exclusively for visual arts, design, and media arts education professionals.

VSU CAMPUS MAP INDEX

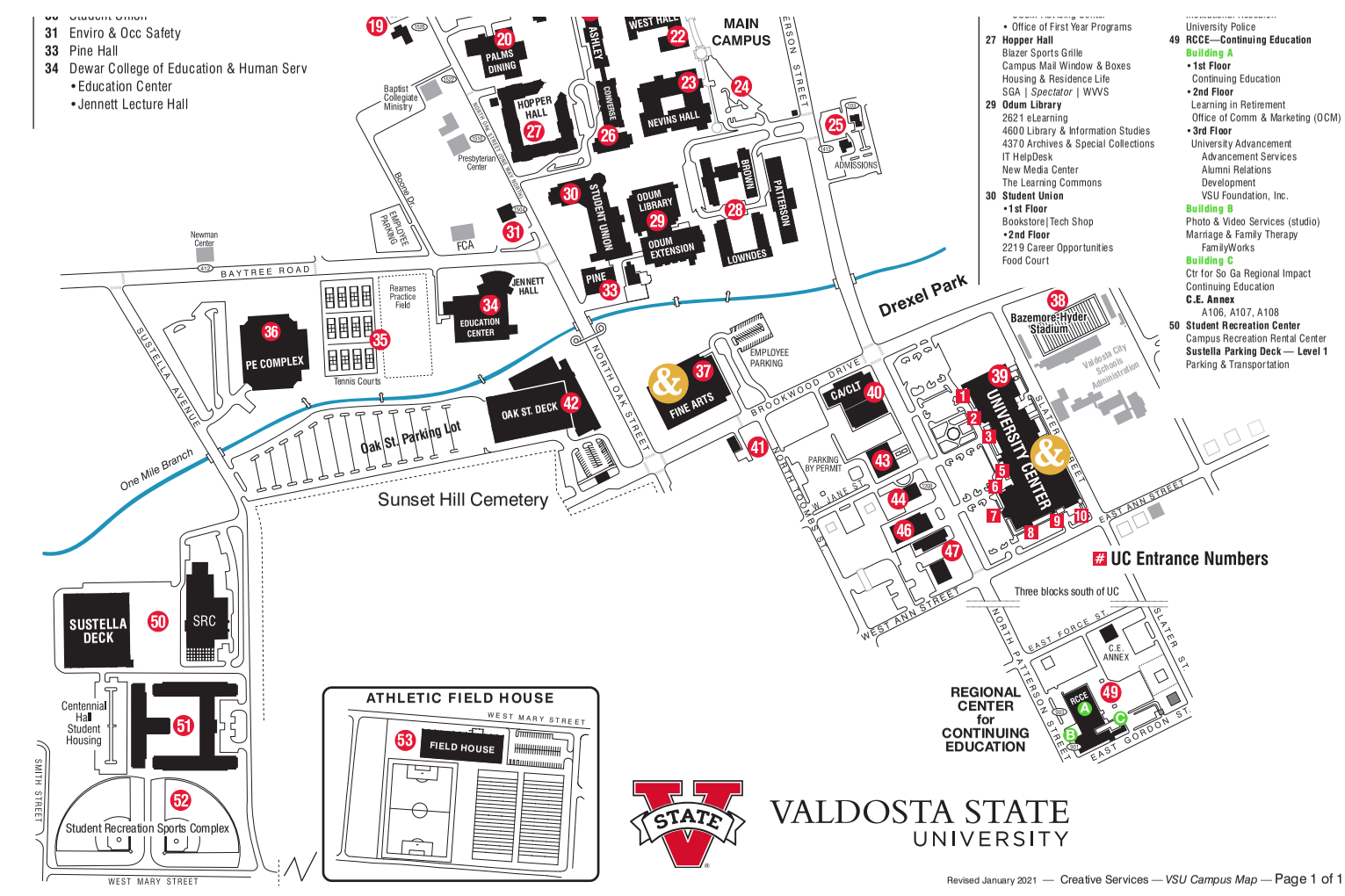
1 Plant Operations
Central Warehouse
2 Athletic House
•Cheerleaders
•Golf Coach
•Softball Coach
3 Steel's Diamond at Blazer Park Softball Fld
Billy Grant Baseball Field
Baseball Fieldhouse/Offices
4 Barrow Hall (home of Aerospace Studies)
AFROTC Annex
5 •Pound Hall
•Thaxton Hall
•Health Sciences & Bus Admin Bldg
6 SGMC Parking Deck
7 Band / IPO
8 My Friend's House/
(Alzheimer's Daycare Program)
9 CELT-Ctr for Ex in Learning & Teaching
10 Student Health Center/Infirmary
•Counseling Center
Center for International Programs
11 Scholar House
12 Honors House
13 Music Annex
14 Powell Hall - *Music Dept.*
15 Hugh C. Bailey Science Center
16 Georgia Residence Hall
Langdale Residence Hall
Reade Residence Hall
17 Retirement Walkway
18 Farbar Hall
19 Carswell Hall — *vacant*
20 Palms Dining Center
21 Ashley Hall
22 West Hall
23 Nevins Hall
24 Faculty & Staff Parking
25 Admissions Office (& *Orientation*)
26 Converse Hall (Academic)
27 Hopper Residence Hall
28 Brown Residence Hall
Patterson Residence Hall
Lowndes Residence Hall
29 Odum Library
30 Student Union
35 Tennis Courts & Reames Field
36 PE Complex/Athletics
37 Fine Arts Bldg—COA
(Whitehead & Sawyer Theatre)
38 Football Field
39 University Center
40 Communication Arts / Curriculum, Leadership
& Technology Bldg.
Mass Media Bldg.
41 Radio House
42 Information Technology
University Police
43 Martin Hall—STEAM Center
44 Alumni House
46 Print Services
47 Auxiliary Services
Campus Mail Services
49 RCCE
Marriage & Family Therapy
50 Student Recreation Center
Sustella Parking Deck
51 Centennial Residence Halls
52 Student Rec Sports Complex
53 Athletic Field House
Football Offices & Practice Fields
Soccer Offices & Stadium
Jessie Tuggle Weight Room





DEPARTMENT LOCATIONS

5 Thaxton Hall
106 SBDC
314 LCOBA Student Advising Center
5 Pound Hall
1201 Veteran Resource Center
2004 English Language Institute
2201 Special Education
5 HSBA Bldg
•1st Floor
Martin & Laura Lynn Miller
Family Clinic (*Speech & Hearing*)
Classrooms & Labs, CEMR
•2nd Floor
School of Health Sci, Comm Sci & Dis, and CONHS Advising Ctr
•3rd Floor
Dean LCOBA & Faculty Offices
3017C Accounting
3002P Economics & Finance
3002N Mkt & International Business
3002L Mgt & Healthcare Admin
•4th Floor
College of Nursing & Health Sci
11 Honors House
Honors College &
Exploratory Advising Center
14 Powell Hall
1003 Music Department
15 Hugh C. Bailey Science Center
1036 Dean, COSM
2035 Biology
3025 Chemistry
16 Langdale Hall
Langdale POD Market
18 Farbar Hall
Access Office
21 Ashley Hall
1001 CHSS Advising Center
1001 History
1001 Women's & Gender Studies
1202 Philosophy & Religious Studies
22 West Hall
1004 Executive Suite
•Office of the President
•Office of the Provost
•Office of the VP - Student Success
1306 Modern & Classical Lang.
2109 English
2301 Public Administration
2306 Political Science
23 Nevins Hall
1004 SACJ
1107 African-American Studies
1060 Dean, COHSS
2006 PAG
2070 Computer Science
2072 Mathematics
26 Converse Hall
2100 Human Services Dept.
2106 Psychological Sciences Dept.
3100 Graduate School
3200 Advising Centers
• COA Advising Center
• COSM Advising Center
2109 Student Life
•3rd Floor
Dean of Students
33 Pine Hall
IT-Information Technology
34 Education Center
Einstein Bros Bagels
1045 Middle, Secondary, Reading & Deaf Education
1160 Elementary Education
2020 ACE
2041 Dean COEHS
2141 CAMP-College Assistance Migrant Program
36 PE Complex
Athletics
165 K & PE
37 Fine Arts Bldg
1070 Art & Design
2004 Dean COA
2086 Theatre
39 University Center
•Entrance 1
Meeting Rooms
-Dogwood | Live Oak | Rose | Willow
UC Theater
•Entrance 2
Meeting Rooms
-Cypress | Executive Dining | Magnolia
Event Services
Food Court
Information Desk
•Entrance 3
Jewelry & Metals
Dance Studio
Printmaking | Sculpture
•Entrance 5
HR/EOD
Internal Audit
Legal Affairs
Office of Social Equity, Rm 4136
Office of Testing
Procurement | Registrar
VP Finance & Admin
•Entrance 6, 7
Bursary | 1card Services
Financial Aid
Financial Services
Univ Advising & Student Transitions
Veteran's Affairs
•Entrance 8, 9
2037 So Ga College Entry Program
•Entrance 10
Interior Design | Graphic Design
40 Comm Arts /Curriculum, Leadership & Technology Bldg.
Mass Media Bldg
42 Oak Street Deck — Level 2
Information Technology
·Office of the CIO
·Enterprise Applications & Analytics
·Systems Operations
·Infrastructure Services (& Network)
Institutional Research



31 Enviro & Occ Safety
33 Pine Hall
34 Dewar College of Education & Human Serv
- Education Center
- Jennett Lecture Hall

- Office of First Year Programs

27 Hopper Hall
Blazer Sports Grille
Campus Mail Window & Boxes
Housing & Residence Life
SGA | *Spectator* | WVVS

29 Odum Library
2621 eLearning
4600 Library & Information Studies
4370 Archives & Special Collections
IT HelpDesk
New Media Center
The Learning Commons

30 Student Union
- **1st Floor**
Bookstore|Tech Shop
- **2nd Floor**
2219 Career Opportunities
Food Court

University Police

49 RCCE—Continuing Education

Building A
- **1st Floor**
Continuing Education
- **2nd Floor**
Learning in Retirement
Office of Comm & Marketing (OCM)
- **3rd Floor**
University Advancement
Advancement Services
Alumni Relations
Development
VSU Foundation, Inc.

Building B
Photo & Video Services (studio)
Marriage & Family Therapy
FamilyWorks

Building C
Ctr for So Ga Regional Impact
Continuing Education

C.E. Annex
A106, A107, A108

50 Student Recreation Center
Campus Recreation Rental Center

Sustella Parking Deck — Level 1
Parking & Transportation

 # UC Entrance Numbers

VALDOSTA STATE UNIVERSITY

DOODLE AREA

Congratulations, you finished reading all about us. We hope this booklet was helpful. Feel free to keep doodling!