

ART & VISUAL TECHNOLOGY

<http://cvpa.gmu.edu/>

Name and description of the field

Art and Visual Technology explores the skills, processes, materials and techniques in the making of art. The areas of art making which may be studied in the department include painting, drawing, printmaking, sculpture, digital art, interdisciplinary and performance art (InterArts), graphic information design, and photography. In addition, courses are occasionally available in a broad range of specialized areas such as public art and mixed media. AVT students are encouraged to study a variety of media and techniques to broaden their educational experience.

Art and Visual Technology students have the opportunity to do an internship or pursue work/study experience in an art business, art gallery or museum.

What special skills or abilities are needed to succeed in this major?

Students in Art and Visual Technology will need to develop their ability to observe carefully and fully what exists and their ability to visualize and conceptualize what might be. In addition, they should develop their skills in drawing, design, and use of color and construction techniques. They should also strive to master the tools, processes, and ideas required in the making of art.

If both B.A. and B.S. degrees are offered, what are the differences in career/graduate school opportunities?

Both the B.A. and B.F.A. are offered. Admission into the B.F.A. program is highly competitive. Students interested in applying should contact the Department of Art and Visual Technology for application guidelines. Students who plan to pursue exhibition opportunities as fine artists, who plan to go to graduate school to pursue an M.F.A. in an artistic discipline, or who hope to teach in the public schools are best advised to pursue a B.F.A.

What are recent graduates doing?

Some recent alumni have gone on to graduate school or work in galleries and museums, illustration, animation, TV production, broadcasting, photography, and art sales. The skills that individuals possess coupled with the experience they acquire while pursuing the degree play a large role in the type of position held after graduation.

Art and Visual Technology graduates have also gone on to continue their education in a wide range of graduate schools, pursuing the M.A., M.F.A. or M.A.T. degree in such areas as art therapy, art education, fine arts, graphic design, digital arts, and photography.

Sample Job Titles:

Animator	Children's Book Illustrator	Exhibit Designer	Photo Restorer
Art Appraiser	Commercial Artist	Floral Designer	Product Photographer
Art Instructor	Creative Services Coordinator	Freelance Photographer	Production Coordinator
Art Therapist	Design Intern	Graphic Analyst	Public Relations Assistant
Arts Administrator	Digital Media Production Artist	Graphic Designer/Graphic Artist	Research Assistant
Audio/Visual Specialist	Director of Sales	Illustrator	Web Designer/Developer

Career Library Resources – Go to <http://careers.gmu.edu/careerlibrary/wheretostart/avt.pdf> to see resources located in the Career Services Library in room 348, SUB I

Major, Career & Job Hunting Information Online (links to the academic department, associations and other useful sites) – Go to <http://careers.gmu.edu/onlineresources/avt.htm>

Is it possible to minor in Art and Visual Technology?

Yes, students from a surprising variety of majors including Economics, International Relations, History, and English pursue a minor in art. A minor in Art and Visual Technology requires a total of 20 hours of the following: AVT 104 and 105 Studio Fundamentals I and II, AVT 222 Drawing I, 4 hours of an AVT 200-299 level course and 4 hours of a 300-399 level course.

Whom should students contact for further information?

Rebecca Chase	Academic Advising Center	
Art & Visual Technology	304 SUB I	University Career Services
C200 College Hall	703-993-2470	348 SUB I
703-993-8690		703-993-2370