

CAREERS

VISUAL ARTS AND CRAFTS

COMMERCIAL ART: VISUAL COMMUNICATIONS:

Illustration, Graphic Design, Printing Process, Displays and Signs, and Photography.

COMMERCIAL ART: PRODUCT DESIGN:

Industrial Design, and Textile and Fashion Design

COMMERCIAL ART: ENVIRONMENTAL DESIGN:

Architecture, Landscape Architecture, Environmental Design, and Interior Design.

FINE ART:

Fine Artists, Craftspersons in (wood, clay, leather, stone, plastic, glass, print, etc.).

CRAFTS:

Handcrafts/Craftspersons and Designers and Technical Services in Fine Art.

ART EDUCATION:

Teaching, Museum Education, Writers about Art, Art Librarians, and Art Therapy.

ART BUSINESS AND MANAGEMENT:

Arts, Crafts Management, Exhibiting and Sales and Promotion.

FASHION INDUSTRY CAREERS

Fashion Design/Manufacturing:

Designer, Production Coordinator, Dressmaker, Machine Operator, Finisher, Fabric Stylist/Colorist, Fabric Librarian Cad-Cam Technician.

Fashion Merchandising/Retailing:

Sales Person, Stockroom Coordinator, Manager (department, store, regional), Fashion Buyer/Assistant Buyer, Merchandise Manager, Fashion Coordinator, Display Director/Visual Merchandiser, Advertising Director, Catalog Sales Coordinator, Image and Wardrobe Consultant, Distribution Planner.

Fashion Promotion and Media:

Graphic Artist, Art Director, Copywriter, Scriptwriter, Fashion Editor, Editorial Assistant, Creative Director, Account Executive, Fashion Director, Publicity Coordinator, Educational Director, Audiovisual Coordinator, Fashion Representative, Fashion Photographer, Fashion Trends Researcher (Colors, Fibers/Fabrics, and Leathers/Furs).

DEPARTMENT OF FINE ARTS FACULTY AND STAFF

Faculty:

Linda Brady, Full-time Adjunct, Painting/Drawing

Christy Frederick, Instructor, Fashion

Robin Hodges-Petruchyk, Adjunct, Painting/Drawing/Ceramics

Solomon Isekeije, Adjunct, Printmaking/Drawing

Nelson Gary Jenks, Associate Professor, Printmaking/Graphics/Photography (Interim Chair)

Lawrence Jordan, Professor, Ceramics/Art Education

Chinedu G. Okala, Professor, Painting/Drawing/ Sculpture

Robert Sites, Professor, Graphics/Painting/Drawing

Roderic A. Taylor, Adjunct, Sculpture/Art Education

Christopher Tompkins, Professor, Computer Graphics/Painting/Drawing

Staff:

Arnetta Newby Perrin, Administrative & Program

Specialist II

DEPARTMENT OF FINE ARTS
NORFOLK STATE UNIVERSITY
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Norfolk, Virginia 23504
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Norfolk State University

School of Liberal Arts

Department of Fine Arts



The Fine Arts Department offers two undergraduate degree programs and two graduate degree programs:

BACHELOR OF FINE ARTS:

Fine Arts

Fine Arts Education

VISUAL STUDIES PROGRAM:

Master of Arts

Master of Fine Arts

PROGRAM DESCRIPTION

The Fine Arts Department is at the leading edge of the visual/information revolution taking place in our society. The department has a state-of-the-art computer lab; a curriculum that develops students' critical thinking and analytic skills, fosters the highest level of individual creative expression through an inclusive, multicultural world view; and a caring, creative faculty ready to assist students in these pursuits. These are some of the ways that the department is meeting the needs of our students in the twenty-first century. The traditional fine arts core—drawing, painting, sculpture, printmaking, ceramics, two and three dimensional design—is expanded with a complete range of offerings in graphic design, computer imaging, fashion design, art history, and art education. The department also provides service courses for the university's required core: Art Appreciation and Afro-American Art History, part of the university's cultural elective requirement.

The department's curriculum has been thoughtfully developed to allow students to individualize their course selections without sacrificing necessary developmental growth, academic rigor or artistic excellence. The Fine Arts Department continues to maintain a steady enrollment of approximately 150 undergraduate majors served by seven full-time faculty members and three adjunct faculty members. The James Wise Gallery, located in E. L. Hamm Fine Arts Building, is used to showcase the work of regional, national and international artists, and provides students with exhibition space for the required senior exhibition.

The Fine Arts Department faculty members are involved in the community and pursue active professional careers in visual art outside the university. This continued engagement in artistic pursuits adds a resonance and authority to their classrooms and the student/faculty dialogue. The offerings in the department are in alignment with the much sought after qualities for emerging professionals in the new economy. The theories of all business gurus from Warren Bennis to Peter Drucker can be readily identified in the course processes found in the Art Department. If global trends are followed, the Art Department represents the new frontier in global economics and Management, even contrary to the local administrative leanings.

DEGREE PROGRAMS

BACHELOR OF FINE ARTS

The Fine Arts degree program includes “fine” arts, graphic design, fine arts education, fashion design and fashion merchandising. The fine artist who achieve recognition may sell their works for very good prices, but most combine fine arts with other work which assures a regular income. The graphic designer is a specialist in visual communications. The designer's work must demonstrate a knowledge of design principles, and understanding or consumer motivation, and the ability to translate his ideas into professional, saleable presentations. Art Educators help others to develop as artists or to find pleasure and life enrichment through making or studying art. Fashion Design centers on the design and production of apparel products and accessories geared to the specific needs of individuals. Fashion Merchandising addresses interactions within the distribution system as apparel, textile, and related products move to the ultimate consumer.

VISUAL STUDIES PROGRAM

The Fine Arts Department is paired with the Old Dominion University Art Department in an innovative Joint MA/MFA Program in Visual Studies, one of the few such joint graduate art programs in the country. The program is accredited by the National Association of School of Art Design (NASAD). The Master of Fine Arts degree program is a rigorous 60 credit hour terminal degree in the studio arts and the Master of Arts is a 33 credit hour graduate degree. The MFA degree program culminates with a graduate thesis exhibition, oral examination and written thesis. Many graduates in the program are employed in higher education, most maintain active exhibition records, and many have received grants and professional recognition for their artistic excellence.

DEPARTMENTAL GOALS AND OBJECTIVES

The Department of Fine Arts takes its title and general direction from the traditional roles of drawing, painting, and sculpture. However, the goal of recent years has been to eliminate constricting departmental barriers, to increase interrelationship of all creative activities, and to broaden the educational potential while continuing the infusion of relevant technologies in hardware and software. This has placed greater emphasis on a wider spectrum of courses and programs, more varied technology, and a neoteric pedagogy. The role of the creative enterprise in society is explored in special projects.

OVERVIEW OF DEPARTMENTAL MISSION AND GOAL(S)/OBJECTIVES:

- To foster an understanding of the visual arts, its history, context, and place in contemporary society.
 - Reinvigorate the studio courses and create a learning environment, where students can demonstrate learning skills and learned skills, critical thinking and entrepreneurial savvy.
 - Develop corporate level competencies in all studio course offerings.
 - To provide a strong aesthetic foundation through a developmental sequence of visual arts coursework.
 - To increase the interrelationship of all creative activities and broaden the educational and career potential for minority and traditionally under-served populations who are committed to visual expression.
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