

# THE ART MAJOR



GIVING LIFE TO WHAT  
INSPIRES YOU.



**EASTERN**  
CONNECTICUT STATE UNIVERSITY



The Art Major  
2024 Edition

# Welcome!

## CONCENTRATIONS

- **ART HISTORY**
- **DIGITAL ART & MEDIA DESIGN**
- **ILLUSTRATION**
- **STUDIO ART**

## DEGREE

BACHELOR OF ARTS (BA)  
ART MAJOR

## MINORS

ART HISTORY  
COSTUME & FASHION DESIGN  
DIGITAL ART & MEDIA DESIGN  
FILM STUDIES  
GAME DESIGN  
STUDIO ART

Plus tracks for Art Therapy  
and Art Education!



The Department of Art and Art History offers dynamic instruction and inspiration to a diverse community of students. Bringing together Art History, Digital and New Media, and traditional studio arts, the department provides an exceptional learning environment. Students gain a comprehensive understanding of artistic techniques, visual and written communication, and the importance of critical and creative thinking in society. Graduates leave with a strong grasp of aesthetic form, content, and research-based expression, along with a deep appreciation for diverse cultural and contextual perspectives —preparing them to thrive in professional environments that value problem-solving and visual expression.

# Why choose us?

In the Art and Art History Department, you'll engage in a challenging and stimulating course of study that extends beyond the classroom.



## 01 Competitive Programs

The Department of Art and Art History provides a dynamic and inspiring educational experience to a diverse student body. Through a curriculum that integrates art history, digital and new media, and traditional studio arts, students engage in experiential learning that enhances their understanding of artistic techniques, visual and written communication, and the essential role of critical and creative thinking in society—while also preparing them for successful careers.

## 02 State-Of-The-Art Facilities

Our classrooms and studios in the new Fine Arts Instructional Center are equipped to support a wide range of artistic disciplines. Facilities include specialized spaces for painting, drawing, digital art and design, sculpture, printmaking, ceramics, photography, and crafting, as well as both professional and student art galleries. Our digital studios are furnished with large-screen Apple computers, scanners, the latest design and imaging software, regular and large-format printers, a 3D printer, a Cricut machine, and a variety of other essential tools and supplies.

## 03 Faculty Resources

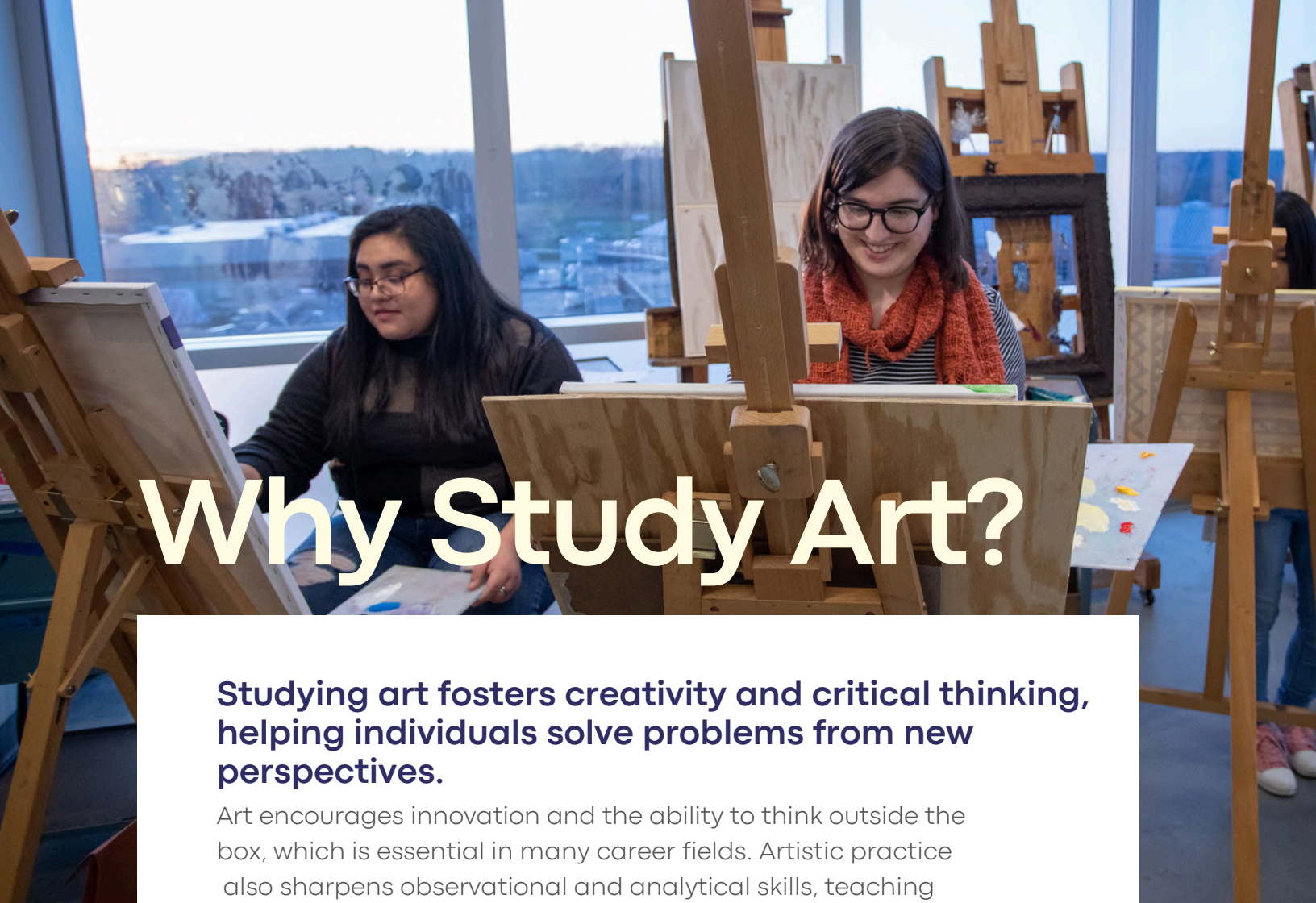
The faculty members in the Art and Art History Department are accomplished professionals who integrate their rich experiences into the classroom. They are dedicated to working closely with you as you cultivate hands-on expertise, creativity, and critical thinking skills. With small class sizes—typically fewer than 20 students in studio courses—you'll receive the personalized attention and guidance necessary for your success.

## 04 Real-World Success

Recent graduates of Eastern's Art and Art History Department have found opportunities with a variety of organizations. In Connecticut, alumni are employed by ArtEffects, Artfx Signs, Essex Art Center, ESPN, Greenwich Webworks, the Wadsworth Atheneum, Miranda Creative, Red Rock Branding, Mission Control, Mystic Arts Center, Yale University, Timex Inc., and the University of Hartford.

Beyond Connecticut, Eastern graduates work with notable companies such as the Boston Celtics and iRobot in Boston, American Apparel in New York City, the Associated Press, Carrot Creative in Brooklyn, Indegene in New Jersey, HUGE, Inc. in Los Angeles, Jack Rabbit Design in Philadelphia, and the Stadium Theater Performing Arts Center in Rhode Island.





# Why Study Art?

## **Studying art fosters creativity and critical thinking, helping individuals solve problems from new perspectives.**

Art encourages innovation and the ability to think outside the box, which is essential in many career fields. Artistic practice also sharpens observational and analytical skills, teaching students to interpret visual information and communicate their ideas effectively. By studying art history, students gain a deeper understanding of diverse cultures and historical contexts, enriching their ability to appreciate and contribute to the world around them.

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## **Beyond creativity, the Art major equips students with a range of transferable skills that benefit them in any career path.**

It builds self-discipline, perseverance, and adaptability through the process of creating and refining work. Art majors also develop strong communication abilities, learning how to present ideas visually and verbally. These qualities make art graduates versatile professionals, suited for careers in design, marketing, education, and beyond. Additionally, art fosters personal growth by promoting self-expression and emotional resilience, making it a valuable pursuit for both professional and personal development.



# Hands-On Learning



## SENIOR ART EXHIBITION

Seniors share their creativity with the entire campus during the annual Senior Art Exhibition in the university's professional Art Gallery



## COMMUNITY ENGAGEMENT

Art majors fulfill art and design commissions for local organizations such as the Windham Hospital Auxiliary, Mountain Dairy, and the Salvation Army.



## INTERNSHIPS

Art majors have completed internships at art organizations ranging from the Yale University Art Gallery to the Connecticut Office of the Arts.



## CREATE CONFERENCE

Art majors showcase their research and creativity at this annual campus celebration of undergraduate research.



# Career Options

Include but are not limited to:



## Art History

- Academic Researcher/Professor
- Art Conservation Specialist
- Art Critic or Journalist
- Cultural Heritage Consultant
- Curator or Museum Educator
- Gallery Manager



## Digital Art & Media Design

- Animator
- Art Director
- Digital Marketing Specialist
- Game Designer
- Graphic Designer
- Motion Graphics Artist
- UX/UI Designer
- Web Developer



## Illustration

- Book or Editorial Illustrator
- Children's Book Illustrator
- Concept Artist for Film/Games
- Freelance Illustrator
- Medical or Scientific Illustrator
- Storyboard Artist



## Studio Art

- Art Educator
- Art Therapist
- Painter
- Printmaker
- Sculptor/Ceramics Artist
- Set Designer or Production Artist

## KEY SKILLS YOU WILL ACQUIRE

- Creativity & Artistic Ability
- Technical Skills
- Time-management Skills
- Organizational Skills
- Communication Skills
- Analytical & Research Skills
- Interpersonal & Leadership Skills

## SALARY POTENTIAL

\*Median Salary, U.S. Bureau of Labor Statistics 2023

**Archivists, Curators &  
Museum Workers Median Salary**  
**\$57,120**

**Art Directors**  
**\$106,500**

**Craft and Fine Artists**  
**\$52,910**

**Graphic Designers**  
**\$58,910**

**Special Effects Artists & Animators**  
**\$99,060**

**Illustrators**  
**\$65,020**

**Fashion Designers**  
**\$79,290**

**Set & Exhibit Designers**  
**\$59,490**



# Student Success



Include but are not limited to:

## EMPLOYMENT

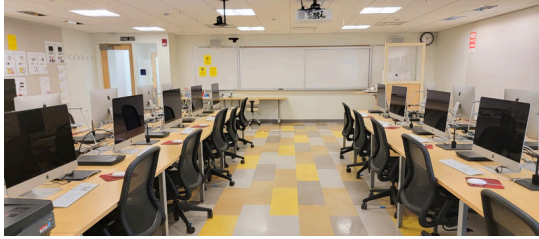
- American Apparel
- Avid Marketing Group
- Boston Celtics
- ESPN
- Global Scenic Service
- iRobot
- Mattatuck Museum
- Method Studios
- Mission Control
- Motion Theory Animation
- Mystic Arts Center
- New Britain Museum of American Art
- Pinpoint Promotions
- Pratt Industries
- Red Rock Branding
- Stanley Works
- The Day Publishing
- Timex
- Toy Soldier Media
- Wadsworth Atheneum
- Yale University

## GRAD SCHOOL

- Florida International University
- Lewis & Clark College
- Pratt Institute
- Syracuse University
- Temple University
- The Savannah College of Art and Design
- Tufts University



# Our Studios



## DIGITAL STUDIOS

The Digital Studios provide an extensive selection of software and Mac computer workstations. These labs are equipped with various scanners, projectors, 2D/3D printers, and VR headsets to cater to a diverse range of creative needs. Whether you're working on tasks like video editing, graphic design, 3D modeling, or animation, our labs offer the necessary resources and assistance for your projects.

## PAINTING, DRAWING, & PRINTMAKING STUDIOS

These studios feature large windows, professional lighting, sturdy easels, spacious tables, ample storage, and specialized equipment, creating an inspiring environment for students to fully engage in their creative work. Students can explore various media, including oil, graphite, watercolor, acrylic, and printmaking, as well as subjects like figure drawing, still life, landscape, and portraiture.



## SCULPTURE & CERAMIC STUDIOS

These studios provide safe, well-equipped environments that empower students to explore their creativity using a wide range of materials and techniques. The sculpture studio features a woodworking shop, a metalworking area, and a spacious outdoor workspace, allowing students to work on large-scale projects. The ceramics studio is outfitted with high-quality kilns, potter's wheels, glazing stations, and an extensive selection of tools, offering students the opportunity to master traditional and contemporary ceramic practices.



# Programs of Study



## **Art History Concentration**

Art History involves studying artworks within their stylistic, historical, and social contexts. The Art History Concentration aims to familiarize students with world art, both past and present, while deepening their understanding of artistic styles and the ways art reflects and perpetuates a culture's history, beliefs, and values. This concentration encourages students to explore how art serves as a powerful tool for cultural expression and historical insight.

## **Digital Art & Media Design Concentration**

This concentration blends art fundamentals with design and digital media, emphasizing their cultural relevance. Students develop creative and critical thinking skills as they navigate the design process. This dynamic program offers courses in visual communication design, including print and screen design, illustration, animation, and client collaboration. Targeted coursework helps students build strong portfolios, culminating in a Capstone project that highlights their creativity and technical skills. Graduates pursue diverse careers in design across industries and often continue their education with graduate degrees.

## **Illustration Concentration**

Illustration at Eastern encompasses multiple disciplines within the Art Major, offering students a variety of career opportunities. Illustrators work across numerous industries, both as freelancers and in full-time positions, often combining traditional techniques with digital tools to create their work. In addition to artistic skills, illustrators must develop business acumen to effectively market their work to clients or through agents. Career paths in illustration span a wide range of fields, including advertising, preproduction for film and TV, corporate and nonprofit organizations, book and editorial design, packaging, fashion, greeting cards, medical and scientific illustration, technical and architectural illustration, retail, and 3D illustration, among others.

## **Studio Art Concentration**

This concentration provides a diverse range of courses encompassing both traditional techniques and experimental approaches, helping students build strong observational skills and refine their craftsmanship. Students gain hands-on experience in various media, including painting, drawing, sculpture, and mixed media, allowing them to explore different artistic methods and find their preferred medium of expression. This concentration prepares students not only for professional art practice but also for a wide array of creative careers and further graduate study.

44--46 CREDITS

# ART HISTORY

## **Required Foundation Courses (17 Credits)**

- ART 111 Three-Dimensional Design - 3 credits
- ART 124 Digital Imaging - 3 credits
- ART 202 Drawing I - 3 credits
- ART 211 Introduction to Art History: Prehistory to 1400 - 4 Credits
- ART 212 Introduction to Art History: 1400 to the Present - 4 Credits

## **Required Concentration Courses (8 credits)**

- ART 345 Museums & Exhibitions - 4 credits
- Choose one:
  - ART 401 Art History Topics - 4 credits
  - ART 402 Issues in Contemporary Art - 4 credits

## **Concentration Electives (15-17 credits)**

Choose 5 courses with at least one from each of the following areas. Students may choose to apply up to one Interdisciplinary Elective to the concentration.

### **Premodern and Early Modern Art (up to about 1600; choose at least 1)**

- ART 225 Asian Art & Culture - 3 credits
- ART 229 Medieval Art & Architecture - 3 credits
- ART 313 Renaissance Art - 3 credits

### **Art in the Modern Age (since about 1600; choose at least 1)**

- ART 233 Graphic Design History: Writing Level 2 - 4 credits
- ART 250 Photography & New Media as History - 3 credits
- ART 360 American Art - 3 credits

### **Cultural & Social Perspectives (choose at least 1)**

- ART/LAS 224 Latin American Art Topics - 3 credits
- ART 316 Art & Travel - 3 credits
- ART/WST 355 Women, Gender, and Art - 3 credits
- ART 369 African American Art - 3 credits
- ART 371 Islamic Art - 3 credits

### **Other Electives**

- ART 140 What Is Art? - 3 credits
- ART 401 Art History Topics - 4 credits
- ART 402 Issues in Contemporary Art - 4 credits
- ART 480 Independent Study - 3 credits
- ART 490 Internship - 1-6 credits

### **Interdisciplinary Electives (may apply no more than 1)**

- ANT 101 Introduction to Anthropology - 3 credits
- ANT 125 Introduction to Archaeology - 3 credits
- PHI 367 Philosophy of Art and Music - 3 credits
- Any 3-credit HIS course at the 200 level or above 3
- Other courses in ANT, HIS, or PHI may be substituted in consultation with the Department Chair - 3 credits

## **CAPSTONE (4 Credits)**

- ART 486 Senior Project in Art History - 4 credits

# DIGITAL ART & MEDIA DESIGN

52-53 CREDITS

## Required Foundation Courses (20 credits)

- ART 110 Two-Dimensional Design - 3 credits
- ART 111 Three-Dimensional Design - 3 credits
- ART 122 Digital Illustration & Page Layout - 3 credits
- ART 124 Digital Imaging - 3 credits
- ART 211 Introduction to Art History: Prehistory to 1400 - 4 Credits
- ART 212 Introduction to Art History: 1400 to the Present - 4 Credits

## Required Writing Courses (8 credits)

- Stage 2 Writing (choose one):
  - ART 233 Graphic Design History - 4 credits
  - ART 345 Museums and Exhibitions - 4 credits
- Stage 3 Writing (choose one):
  - ART 401 Art History Topics - 4 credits
  - ART 402 Issues in Contemporary Art - 4 credits

## Required Design Courses (6 credits)

- ART 203 Graphic Design I - 3 credits
- ART 329 Graphic Design II - 3 credits

## Concentration Electives (choose 5, 15-16 credits)

- ART 202 Drawing I - 3 credits
- ART 213 Information Graphics - 3 credits
- ART 310 Web Design I - 3 credits
- ART 323 Introduction to 3D Modeling - 3 credits
- ART 325 2D Animation - 3 credits
- ART 326 User Interface & Interaction Design - 3 credits
- ART 327 Magazine Design - 3 credits
- ART 330 Packaging Design - 3 credits
- ART 332 Photo Imaging: Art and the Digital Camera - 3 credits
- ART 335 Graphic Design III - 3 credits
- ART 337 Virtual & Augmented Reality Design- 3 credits
- ART 342 Digital Illustration - 3 credits
- ART 343 Introduction to 3D Animation - 3 credits
- ART 351 Motion Graphic Design - 3 credits
- ART 365 Special Topics in Art (when topically appropriate) - 3 credits
- ART 403 Advanced 3D Animation - 3 credits
- ART 412 Web Design II - 3 credits
- ART 421 Digital Portfolio Preparation - 3 credits
- ART 432 Eastern Design Group (as elective) - 3 credits
- ART 470 Advanced Topics in Art (when topically appropriate) - 3 credits
- ART 480 Independent Study - 3 credits
- ART 490 Internship - 3 credits

Students can choose up to 2 of the following:

- CSC 202 Introduction to Programming & Machine Intelligence - 3 credits
- CSC 311 Computer & Video Games Development - 3 credits
- ENG 206 Digital Composition - 4 credits
- MUS 372 Multimedia Composition - 3 credits
- THE 345 Programming for Interactive Design - 3 credits

## Major Capstone Course (3 credits)

- Choose one:
  - ART 432 Eastern Design Group - 3 credits
  - ART 436 Senior Project in Digital Art & Media Design - 3 credits

# ILLUSTRATION

52 CREDITS

## Required Foundation Courses (20 credits)

- ART 110 Two-Dimensional Design - 3 credits
- ART 111 Three-Dimensional Design - 3 credits
- ART 122 Digital Illustration & Page Layout - 3 credits
- ART 124 Digital Imaging - 3 credits
- ART 211 Introduction to Art History: Prehistory to 1400 - 4 credits
- ART 212 Introduction to Art History: 1400 to the Present - 4 credits

## Required Writing Courses (8 credits)

- Stage 2 Writing (choose one):
  - ART 233 Graphic Design History - 4 credits
  - ART 345 Museums and Exhibitions - 4 credits
- Stage 3 Writing (choose one):
  - ART 401 Art History Topics - 4 credits
  - ART 402 Issues in Contemporary Art - 4 credits

## Required Concentration Courses (12 credits)

- ART 202 Drawing I - 3 credits
- ART 309 Figure Drawing I - 3 credits
- ART 322 Traditional Illustration - 3 credits
- ART 342 Digital Illustration - 3 credits

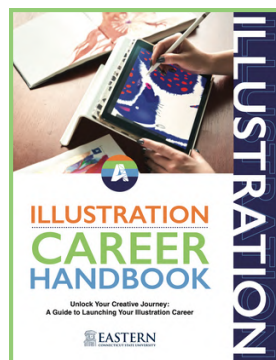
## Concentration Electives (9 credits)

Choose three:

- ART 205 Water Media - 3 credits
- ART 214 Fashion Design & Illustration - 3 credits
- ART 215 Painting I - 3 credits
- ART 230 Visual Journaling & Bookmaking - 3 credits
- ART 308 Painting II - 3 credits
- ART 315 Figure Modeling - 3 credits
- ART 323 Introduction to 3D Modeling - 3 credits
- ART 331 Picture Book Illustration - 3 credits
- ART 332 Photo Imaging: Art & the Digital Camera - 3 credits
- ART 346 Scientific Illustration - 3 credits
- ART 352 Intermediate Drawing - 3 credits
- ART 421 Digital Portfolio Preparation - 3 credits
- ART 432 Eastern Design Group (as elective) - 3 credits
- ART 470 Advanced Topics in Art - 3 credits
- ART 480 Independent Study - 3 credits
- ART 490 Internship - 3 credits

## Capstone (3 credits)

- ART 422 Senior Project in Illustration



Created by Associate Professor Lora Lee, this handbook is an indispensable resource for budding artists seeking to transform their passion into a thriving profession. From practical tips on building a standout portfolio to navigating the nuances of freelancing, this book equips you with the tools and knowledge needed to carve out a successful career. Scan the QR code to read!





# STUDIO ART

## 55 CREDITS

### Required Foundation Courses (20 credits)

- ART 110 Two-Dimensional Design - 3 credits
- ART 111 Three-Dimensional Design - 3 credits
- ART 124 Digital Imaging - 3 credits
- ART 202 Drawing I - 3 credits
- ART 211 Introduction to Art History: Prehistory to 1400 - 4 Credits
- ART 212 Introduction to Art History: 1400 to the Present - 4 Credits

### Required Writing Courses (8 credits)

- Stage 2 Writing (choose one):
  - ART 233 Graphic Design History - 4 credits
  - ART 345 Museums and Exhibitions - 4 credits
- Stage 3 Writing (choose one):
  - ART 401 Art History Topics - 4 credits
  - ART 402 Issues in Contemporary Art - 4 credits

### Electives (18 credits)

Students take 1 class in each category (total 9 credits) and at least 2 further classes (6 credits) in one category as a focus area. The remaining 1 class (3 credits) can be in any category.

#### Painting & Drawing

- ART 205 Water Media - 3 credits
- ART 215 Painting I - 3 credits
- ART 308 Painting II - 3 credits
- ART 309 Figure Drawing I - 3 credits
- ART 339 Mixed Media Painting - 3 credits
- ART 352 Intermediate Drawing - 3 credits
- ART 480 Independent Study (when topically appropriate) - 3 credits

#### Printmaking

- ART 201 Relief Printmaking I - 3 credits
- ART 230 Visual Journals & Bookmaking - 3 credits
- ART 311 Relief Printmaking II - 3 credits
- ART 317 Polyester Plate Lithography - 3 credits
- ART 318 Intaglio Printmaking I - 3 credits
- ART 320 Water Based Screen Printing I - 3 credits
- ART 480 Independent Study (when topically appropriate) - 3 credits

#### Sculpture

- ART 206 Sculpture I - 3 credits
- ART 207 Ceramic Sculpture - 3 credits
- ART 217 Ceramics - 3 credits
- ART 304 Sculpture II - 3 credits
- ART 315 Figure Modeling - 3 credits
- ART 353 Installation Art - 3 credits
- ART 480 Independent Study (when topically appropriate) - 3 credits

### Discipline Mastery (6 credits)

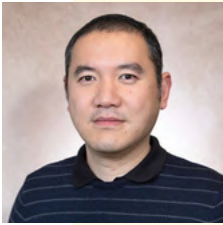
- ART 470 Advanced Topics - 3 credits
- ART 475 Senior Seminar in Studio Art I - 3 credits

### Capstone (3 credits)

- ART 485 Senior Seminar in Studio Art II - 3 credits

# Our Faculty

The Art and Art History Department includes seven full-time faculty members who specialize in diverse fields and are accomplished researchers, designers, and artists. We also have a number of talented and respected adjunct faculty. Scan the QR code to view the complete list of our faculty and staff.



## TAO CHEN

### DIGITAL ART & MEDIA DESIGN

FAIC 310 | [chent@easternct.edu](mailto:chent@easternct.edu)

As an artist, designer, and educator, Professor Chen explores the intersections of digital technology, art, and visual communication. His artwork has been exhibited nationally and internationally. He holds an MFA in Graphic Design from Louisiana Tech University and a BA from Beijing Institute of Graphic Communication.



## MAEVE DOYLE

### ART HISTORY

FAIC 322 | [Doylemae@easternct.edu](mailto:Doylemae@easternct.edu)

Dr. Doyle is an art historian specializing in the book arts of medieval Europe. They teach courses on art from medieval Europe, Islamic art, gender and art, and world portraiture. Their research focuses on issues of gender and identity in medieval art, using approaches from the digital humanities to queer theory.



## ROBERT GREENE

### STUDIO ART

FAIC 306 | [greener@easternct.edu](mailto:greener@easternct.edu)

Professor Greene is an East Coast artist/sculptor. His work deals primarily with the human condition. The activity of the mind and nervous system is his main inspiration. His sculptures have gained recognition with many pieces in both private and public collections.







## SOOJIN KIM

### DIGITAL ART & MEDIA DESIGN

FAIC 311 | [kimso@easternct.edu](mailto:kimso@easternct.edu)

Professor Kim is an interdisciplinary artist whose research focuses on the cultural interaction under colonialism and capitalism in Korea. She incorporates various media and skills that she acquired from her experience as an electrical engineer and graphic designer with traditional art practices.

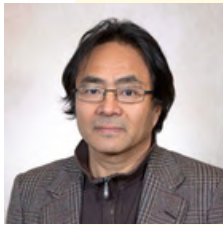
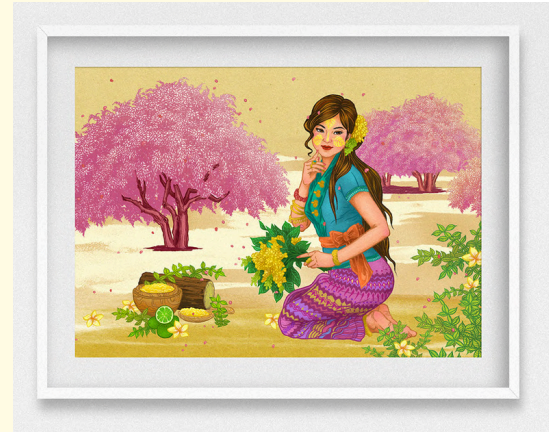


## LORA LEE

### ILLUSTRATION

FAIC 319 | [libo@easternct.edu](mailto:libo@easternct.edu)

Professor Lee is a multi-dimensional artist working in illustration, graphic design, digital imaging, and animation. She has worked with many renowned clients, including Mattel, Scholastic, Penguin Random House, etc. She holds an MFA in Illustration and MBA from University of Hartford.



## QIMIN LIU

### STUDIO ART

FAIC 320 | [liuq@easternct.edu](mailto:liuq@easternct.edu)

Professor Liu has been teaching painting and drawing at Eastern since 2000, focusing on figure drawing, landscape, and different areas of studio art topics. He holds a Master of Arts from Iowa State University, and a Master of Fine Arts from Pennsylvania Academy of Fine Arts.



## AFARIN RAHMANIFAR

### STUDIO ART

FAIC 312 | [Rahmanifara@easternct.edu](mailto:Rahmanifara@easternct.edu)

Professor Rahmanifar is an Iranian American Artist/Educator and Curator who specializes in mixed media painting, installation, printmaking, sculpture, and animation film production. Her work has been exhibited and privately collected nationally and internationally. She holds an MFA from University of Connecticut.





# Get In Touch



Department Home



Senior Art Exhibition



Studio Resources



Our Instagram



## Office

Room 317  
Fine Arts Instructional Center

## Phone

(860) 465-0197

## Email

Dr. Maeve Doyle, Department Chair  
doylemae@easternct.edu

## Social Media

Facebook & Instagram @artateastern





Art and Art History Department  
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