PROGRAM OVERVIEW

The studio art program in the department of fine and performing arts at Saint Louis University is accredited by the National Association of Schools of Art and Design. We provide our students with a learning experience that fosters artmaking in the context of the liberal arts. Involvement in the studio enhances natural development as an artist as students explore their individual abilities and learn about the world. Connections across disciplines and cultural differences help students to gain a conceptual and intellectual framework for their art. Our students leave with a portfolio of work and an appreciation of the development of their own values and creative skills as well as an understanding of processes, expressions and values of others.

Saint Louis University houses two nationally recognized art museums: the Saint Louis University Museum of Art (SLUMA) and the Museum of Contemporary Religious Art (MOCRA). SLU students, faculty and visiting artists display work in the McNamee Art Gallery, located on the ground floor of historic Cupples House. SLU is near the Grand Center Arts district where the Contemporary Art Museum and the Pulitzer are located. The Saint Louis Art Museum, located in Forest Park less than two miles from SLU’s campus, is one of the nation’s leading comprehensive art museums.

ABOUT THE FACULTY

The studio art faculty all hold the terminal degree of an M.F.A. and model professional artistic practice. Students looking for guidance about their career potential can always meet with our faculty, who are dedicated to not only teaching but mentoring undergraduate students at all levels.

CURRICULUM

Courses are offered in ceramics, computer art, drawing, fibers, graphic design, metals, painting, photography, printmaking and sculpture. Studio art majors can concentrate in these emphasis areas: ceramics, sculpture, computer art, drawing, graphic design, painting and printmaking.

The studio art curriculum engages students at the fundamental levels of vision, thought and practice in the visual arts. Through hands-on experience, students develop perceptual skills and expand their understanding of artmaking. Instruction helps students enhance their studio skills and the process of making art fosters an investigation of personal beliefs and spiritual reflection. Critical thinking and problem solving are shared in a group environment during classroom critiques and studio projects, encouraging respectful interaction and intellectual development.

The B.A. in studio art requires 36 credit hours in foundational courses, an emphasis area with upper-division studios, studio art electives, studio seminars, portfolio reviews and art history classes.

The minor in studio art requires 21 credit hours including courses in drawing, 2D and 3D design, color theory, art history and two studio electives.

The visual communication interdisciplinary minor requires 19 credit hours and provides theoretical framework and technical skill development for effective communication in graphic design, web design, radio, video and animation. The faculty members and courses draw from the department of communication, the department of fine and performing arts, and the department of English.
ADMISSION REQUIREMENTS

Freshman: Solid academic performance in college preparatory course work is a primary criterion in reviewing a freshman applicant's file. College admission test scores (ACT or SAT) are used as an additional indicator of the student's ability to meet the University's academic requirements and to qualify the student for certain University scholarship programs. To be considered for admission to any Saint Louis University undergraduate program, the applicant must be approaching graduation from an accredited high school or have an acceptable score on the General Education Development (GED) test.

Transfer: Applicants must be a graduate of an accredited high school or have an acceptable score on the GED. An official high school transcript and official test scores are required only of those students who have attempted fewer than 24 transferable semester hours (or 30 quarter hours) of college credit. Those having completed 24 hours or more of college credit need only submit a transcript from previously attended college(s).

Portfolios: Admission as a studio art major requires a successful portfolio review. Applicants register and submit their portfolio on the SlideRoom website using SLU's portal located at slu.slideroom.com. Portfolios should have 12 to 15 examples of the applicant's artwork and represent a range of interests and skills in art, including observation-based drawing.

SCHOLARSHIPS AND FINANCIAL AID

There are two principal ways to help finance a Saint Louis University education:

+ Scholarships: awarded based on academic achievement, service, leadership and financial need.

+ Financial Aid: provided in the form of grants and loans, some of which require repayment.

For priority consideration for merit-based scholarships, applicants should apply for admission by Dec. 1 and complete a Free Application for Federal Student Aid (FAFSA) by Oct. 1.

For information on other scholarships and financial aid, visit the student financial services office online at finaid.slu.edu.

WHY CHOOSE THIS PROGRAM?

+ Studio art at Saint Louis University provides an opportunity to gain artistic skill and knowledge in a wide variety of artistic media within the rigorous and supporting framework of a Catholic, Jesuit University.

+ All courses offered in the studio art program are taught by our student-focused faculty, not graduate assistants. That means all majors and minors in studio art will study and interact directly with the faculty, active and professional members of their artistic field.

+ A Bachelor of Arts in studio art at Saint Louis University may be taken as a pre-professional degree, with paths in pre-physician assistant, pre-med, pre-dental, pre-optometry, pre-podiatry and pre-veterinary medicine.

Benefits of this program include several internship and career opportunities. Students may take advantage of opportunities for real-world art experience through internships at graphic design companies, museums, galleries, magazines, newspapers and Internet-based retailers. Students may use Saint Louis University's career services office as a resource for internships. They may also use their studio art faculty mentor as a resource or find internships through their personal connections. Internships may be done solely for a student's own experience or for academic credit.

Students with a B.A. in studio art may pursue further studies in Master of Arts or Master of Fine Arts programs, work in galleries or museums, and work as designers, consultants, professional artists or art educators. Graduates may also apply their creative skills to other fields.