



**C**an you imagine yourself as a museum curator or director of a commercial gallery? Would you believe you could make the big sale at Sotheby's or restore a masterpiece in an art conservation lab? Do you dream of using your own artistic skills and creativity to help others discover theirs? At Loyola, we can, we would, and we do! We're committed to giving you the tools you need to turn your passion into employment. Our program will prepare you for work in museums, corporate collections, art fairs, and schools. You'll hone your artistic voice in the studio while also developing the professional skills to succeed after graduation. Whether you want to create art for a living or help others do the same, this is the program for you.

## This is the place.

New Orleans is a place of relentless self-expression, and it's home to one of the most vibrant and diverse art communities in the world. No color is too bright and no music is too loud here. Maybe that's why SmartAsset named New Orleans its #1 City in America for Creative Professionals in 2015. Whether your interest lies in motion graphics, printmaking, sculpture, painting, or graphic design, our city embraces creative individuals and we're excited to welcome you to the scene.

Loyola's Bachelor of Arts program is built around you. With small classes taught by engaged professors who are working art professionals themselves, our flexible curriculum lets you tailor your schedule to the courses that interest you. You'll have opportunities for both off-campus internships and career-oriented senior capstone courses that will prepare you to graduate with the knowledge and skills to turn your artistic passion into a rewarding and successful career.

## Courses

You'll take foundational studio and art history courses and hone your technical skills alongside professional mentor-instructors in drawing, painting, sculpture, electronic media, printmaking, and photography. You'll complete an art-career internship and senior capstone experience. And you'll select from general electives across the university curriculum to further personalize your program to suit your goals. Courses include:

### Intro to Studio Practice

This course introduces students to the fundamental skills, practices, and theories of art. While learning to wield the basic tools of creating artwork, students also develop the vocabulary to discuss, read, and write about art, as well as the research techniques for turning ideas into art.

### Modern Art

This course covers the pioneering and often controversial developments that characterized European and American art in the first half of the 20<sup>th</sup> century and how artists of this period used a broad array of visual media, ranging from painting and sculpture to photography and architecture, to challenge and transform audiences' perceptions of reality and their understanding of the world.

### Interactive & Electronic Media

This course introduces students to a range of new media in conjunction with conceptual fine art practices. Using interactive game development and graphics software, digital imaging, 3-D printing, and other fabrication tools, students create individual and collaborative projects ranging from small sculptural pieces to fully interactive environmental installations.