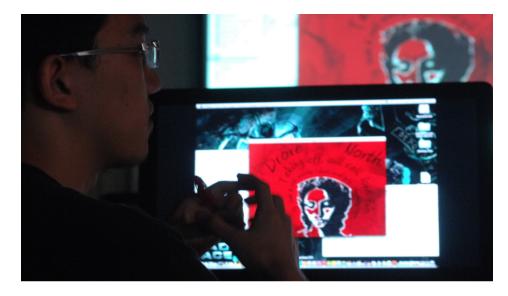
# ART Bachelor of Arts COLLEGE OF MUSIC + FINE ARTS



CAN 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 Loyno, 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.

### Possible Careers:

- Artist
- Gallery director
- Corporate art consultant
- Art critic
- Art director

ATTENDING LOYOLA means being in the heart of New Orleans. Our campus is located in the city's historic Uptown neighborhood, just a short drive from the Central Business District, the city's hub of creativity and innovative thinking. You'll learn to hone your talents in the city named the #1 best city in the U.S. for creative professionals.



## 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 a year-long senior capstone and 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 20th 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.

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