ART FOUNDATION PROGRAM

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Program lead

arts.vcu.edu/programs/art-foundation (http://arts.vcu.edu/programs/art-foundation/)

The Art Foundation Program (AFO) fosters the development of every student by cultivating their curiosity and unique perspectives. This first-year studio experience promotes the discovery of passions and aptitudes within a supportive community of faculty and peers. Students take risks, learn by doing and explore new modes of working and thinking. Faculty develop and model generative and generous methods of feedback to sharpen students’ perception and deepen understanding. The curriculum exists within a larger forum of ideas and creative practices, providing concepts and skills relevant to a wide range of disciplines. AFO provides opportunities that empower students to make informed and inspired decisions about their future path of study. AFO is committed to equity and strives to be an inclusive and accessible learning experience for all students.

Completion of AFO is a prerequisite for entry into all fine art and design departments: Art Education, Communication Arts, Craft and Material Studies, Fashion Design, Graphic Design, Interior Design, Kinetic Imaging, Painting and Printmaking, Photography and Film, and Sculpture and Extended Media.

Official up-to-date transcripts submitted by the School of the Arts transfer application deadline determine eligibility for admission into AFO. Upon acceptance into the program, portfolios and transcripts will be evaluated case-by-case to assess AFO course equivalencies. Transfer students accepted into AFO must complete unmet program requirements at VCU.

AFO students will declare their major by submitting the major declaration the semester that they are on track to complete their art foundation requirements. Only students who submit the major declaration with all required components by the deadline will be guaranteed their major choice; late applications will not be accepted.

Learning outcomes

Upon completing this program, students will know and know how to do the following:

- Students will acquire and apply knowledge of fundamental art and design techniques, concepts and approaches within their studio work.
- Students will be introduced to contemporary art and design concepts and begin to apply them in their studio work.
- Students will develop critique skills by engaging in constructive critical discourse.
- Students will develop an awareness of professional opportunities and resources within the university and the external arts community.
- Students will develop a body of studio course work submitted for assessment.

Requirements for Art Foundation Program

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>ARTF 131</td>
<td>Drawing Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 132</td>
<td>Surface Research</td>
<td></td>
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<tr>
<td>ARTF 133</td>
<td>Space Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 134</td>
<td>Time Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 138</td>
<td>Project Seminar</td>
<td>2</td>
</tr>
<tr>
<td>or ARTF 139</td>
<td>Project Studio</td>
<td></td>
</tr>
<tr>
<td>ARTH 103</td>
<td>Survey of Art I</td>
<td>6</td>
</tr>
<tr>
<td>&amp; ARTH 104</td>
<td>and Survey of Art II</td>
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Total Hours: 20

The Art Foundation Program requires 20 credits.

This is a sample plan of the Art Foundation Program, please consult with your adviser for details. Please note the Art Foundation studio and research courses are not sequential.

Freshman year

Fall semester

<table>
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<td>ARTF 131</td>
<td>Drawing Studio</td>
<td>3</td>
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<tr>
<td>ARTF 133</td>
<td>Space Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 138</td>
<td>Project Seminar</td>
<td>1</td>
</tr>
<tr>
<td>or ARTF 139</td>
<td>Project Studio</td>
<td></td>
</tr>
<tr>
<td>ARTH 103</td>
<td>Survey of Art I</td>
<td>3</td>
</tr>
<tr>
<td>UNIV 111</td>
<td>Focused Inquiry I</td>
<td>3</td>
</tr>
<tr>
<td>Play course video for Focused Inquiry I</td>
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</tbody>
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Term Hours: 16

Spring semester

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</thead>
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<td>Project Studio</td>
<td></td>
</tr>
<tr>
<td>ARTH 104</td>
<td>Survey of Art II</td>
<td>3</td>
</tr>
<tr>
<td>UNIV 112</td>
<td>Focused Inquiry II</td>
<td>3</td>
</tr>
<tr>
<td>Play course video for Focused Inquiry II</td>
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</tbody>
</table>

Term Hours: 16

Total Hours: 32

ARTF 115. Art History Survey. 3 Hours.
Continuous courses; 3 lecture hours. 3-3 credits. Prerequisite: completion of ARTF 115 to enroll in ARTF 116. A survey of the history and development of the visual arts within the contexts of history, geography, politics, religion, economics and the broad social and personal aspects of human culture. Offered at VCU Qatar.
ARTF 116. Art History Survey. 3 Hours.
Continuous courses; 3 lecture hours. 3-3 credits. Prerequisite: completion of ARTF 115 to enroll in ARTF 116. A survey of the history and development of the visual arts within the contexts of history, geography, politics, religion, economics and the broad social and personal aspects of human culture. Offered at VCU Qatar.

ARTF 121. Introduction to Drawing. 2 Hours.
Continuous courses; 1 lecture and 3 studio hours. 2-2 credits. Prerequisite: completion of ARTF 121 to enroll in ARTF 122. Not for art majors. An introduction to the fundamentals of freehand drawing with an emphasis on representational drawing skills, perception and traditional drawing materials. Does not fulfill Art Foundation Program requirements.

ARTF 131. Drawing Studio. 3 Hours.
Semester course; 6 studio hours (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted to first-year fine arts and design majors in the School of the Arts. A studio on a selected issue, topic or skill in the fields of fine art and design. Offers an in-depth investigation of line, perspective, the figure, gesture, space, atmosphere, erasure, etc. Through the repeated physical activity of drawing, students will refine their intellectual powers of observation and visualization.

ARTF 132. Surface Research. 3 Hours.
Semester course; 6 studio hours (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted to first-year fine arts and design majors in the School of the Arts. A studio on a selected issue, topic or skill in the fields of fine art and design. A seminar or studio on a selected issue, topic or skill in the fields of fine art and design. Prerequisites: permission of the program director and instructor. Short course; variable hours. 5 weeks. 1-4 credits. May not be repeated. Foundation Program requirements.

ARTF 133. Space Research. 3 Hours.
Semester course; 6 studio hours (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted to first-year fine arts and design majors in the School of the Arts. A comprehensive investigation of three-dimensional phenomena in fine art and design. Will cultivate a student’s ability to think, perceive, visualize, design and build in three dimensions. Issues of understanding and envisioning space, objects, scale and the relationship of the body to the built environment are subjects of the course. Students will acquire a broad skill set of fabrication techniques and an inquiry into the possibility of 21st-century materials.

ARTF 134. Time Studio. 3 Hours.
Semester course; 6 studio hours (delivered online, face-to-face or hybrid). 3 credits. Enrollment is restricted to first-year fine arts and design majors in the School of the Arts. Brings together tenets of contemporary practice that have extended the fields of fine art and design. Time-based media such as film, video and sound are included in this mix. The historically underrepresented impulses of theatrically and performance will be explored. Students will use video as a primary tool, but will address larger issues of ephemerality, duration and the possibilities of the moving image.

ARTF 136. Art History Seminar. 1-2 Hours.
Continuous courses; 1-2 seminar hours (delivered online, face-to-face or hybrid). 1-2 credits. May be repeated up to a maximum of four credits. Enrollment is restricted to first-year fine arts and design majors in the School of the Arts. A seminar on a selected issue, topic or skill in the fields of fine art and design.