

## MINOR IN VISUAL ARTS: SCULPTURE AND CERAMICS

With access to Sculpture and Ceramics studios, you will develop an understanding of materials and form. Whether you're an architecture major, an engineering major or a student from another discipline, minoring in Sculpture and Ceramics will challenge and expand your understanding of 3-dimensional media. The program encourages you to explore your own unique style, whether it be utilitarian or conceptual.



### CAREER OUTLOOK

Studying **Sculpture and Ceramics** at RWU is beneficial for a career as a/an:

- Engineer
- Architect
- Fine art sculptor
- Art teacher
- Industrial designer
- Exhibition designer

### YOUR STUDENT EXPERIENCE

#### Learn and Do More at RWU

With experiential learning the focus of an RWU education, Sculpture and Ceramics minors can:

- Explore interests through hands-on, individualized courses.
- Install exhibitions in public spaces and buildings across campus in the university-wide Arts on Campus program.
- Collaborate with other visual arts students in off-campus art shows, like the Starfield Flashlight exhibition at the Waterfire Arts Center.

### Facilities and Resources

Sculpture occupies a Fabrication Lab in the Fine Arts Center, with equipment and capabilities for woodworking, casting and other multimedia fabrication methods. A flexible space for assembly is also converted to exhibition space a various times during the year to feature student work. The Reynolds Clay studio, located in Bristol center on the Town Common, occupies a decommissioned elementary school that is a local hub for area designers, artists and craftsmen. The light-filled studio is a well-appointed shop with 16 potter's wheels, tables for hand building, glazing stations and 4 large kilns.

## Faculty

Your professors are working artists who understand your interests and enthusiastically share their expertise as they help you to forge a career path for yourself in the art world and related fields. They will mentor you towards gaining professional skills like networking, resume writing, and obtaining grants and residencies.

## CURRICULUM

6 courses, 18 credits

### Required Courses

**VARTS 101** Foundations of Drawing

**AAH 121** History of Art and Architecture I

**VARTS 131** Foundations of Sculpture

### and (3) of the following:

**VARTS 232** Intermediate Sculpture

**VARTS 233** Clay Studio: Hand-building

**VARTS 234** Clay Studio: Wheel Throwing

**VARTS 330** Special Topics in Visual Art

**VARTS 334** Intermediate Wheel Throwing

**VARTS 335** Intermediate Hand-building

**VARTS 392** Intermedia

**VARTS 430** Special Topics in Visual Art

**VARTS 431** Topics in Sculpture and Ceramics

**VARTS 433** Advanced Sculpture

**VARTS 434** Advanced Clay Studio

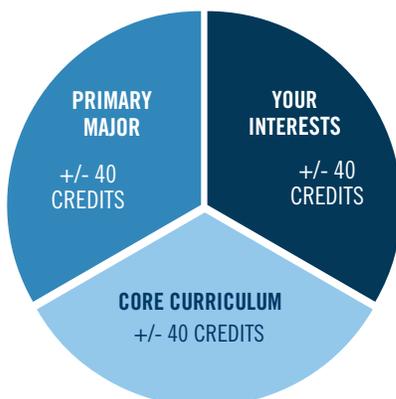
**VARTS 491** Senior Studio

Over 80% of all RWU students graduate with coursework outside of their primary major, either as a second major, minor, or core concentration.

A study in **visual arts** may be easily paired with:

- Art & architectural history
- Arts & cultural administration
- Creative writing
- Communication and media studies
- Dance
- English
- Film studies
- Graphic design communication
- Performing arts
- Theater
- Web development

## THE CORE AT RWU



Designed with flexibility in mind, it's easy to think about your RWU degree in thirds. Of the 120 credits required for graduation, approximately one third will be in your primary major, one third will be in the Core Curriculum, and one third will be comprised of courses you and your advisor choose to meet your academic needs and interests.

So, what does this flexibility mean for you? You'll have:

- Plenty of room to explore your interests and discover new ones.
- The ability to easily add a second major or minor(s) – in fact, over 80% of RWU students graduate with more than just a single major.
- Space in your coursework to hone specific skills and interests, intern in your field, or study abroad.