



College of Design

# Integrated Studio Arts

## Undergraduate Information

As the world becomes increasingly visual in nature, students with design skills and a broad knowledge of art principles are needed to shape the future. The array of media, technology and information at artists' disposal grows continually — especially in the area of digital media — while traditional art forms continue to flourish. The integrated studio arts curricula at Iowa State University provide excellent preparation for a variety of traditional and emerging career opportunities.



IOWA STATE UNIVERSITY

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**How will emerging technologies change the way art is created?**

Digital illustration from ArtIS 308



**Do you want to understand the historical and contemporary precedents of design projects?**

Historical precedent painting  
Cheyne Westergaard, ArtIS 238

### The Study of Integrated Studio Arts

The study of integrated studio arts reflects a humanistic, liberal arts orientation that prepares students to accept responsibility for the social, cultural and physical environment they will help to shape and influence.

The ability to solve problems creatively and visualize complex ideas is critical in today's job market. Students who major in integrated studio arts develop these skills to high levels. In this rapidly changing world, there are no guarantees that today's answers will solve tomorrow's problems. Those who are creative in their thinking will be most able to adjust to and take advantage of new situations.

### Integrated Studio Arts at Iowa State University

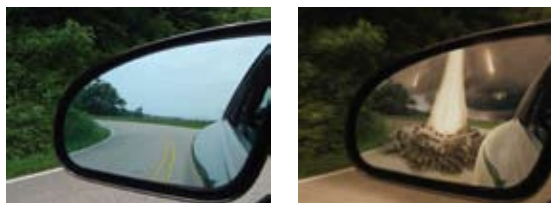
Iowa State offered its first three art courses—**History of Art and Household Decoration**, **Theory and Practice of Teaching Domestic Art**, and **Wood Carving**—in 1901-02. Applied art was first recognized as a department in the Division of Home Economics (now the College of Human Sciences) in 1924.

In 1963, the four majors in the undergraduate applied art program were advertising design (now known as graphic design), art education, general applied arts and crafts, and interior design. When the College of Design opened in 1978, these disciplines became a part of the department of art and design.

Today, the art and design department has three primary majors: graphic design, interior design, and integrated studio arts. Together with the departments of architecture, community and regional planning, and landscape architecture, it provides students a unique and innovative interdisciplinary environment.



Mixed media  
Emily Elmore, ArtIS 438



Digital photography, surreal image, *before and after*  
David Dubois, ArtIS 208





**How can we express our thoughts, ideas and feelings through media such as clay or paint?**

Ceramic lamp  
J. Boyer, ArtIS 324



**How can visual artists incorporate digital processes into traditional studio techniques?**

Digital illustration  
Hot tub house, ArtIS 308

## The Degrees

### *Bachelor of Fine Arts in Integrated Studio Arts*

The bachelor of fine arts in integrated studio arts is a four-year degree of in-depth studio work with an emphasis on crossing conceptual and media boundaries. The BFA degree is designed for students intending to become professional artists and those planning to continue their studies in a graduate program in studio art.

The BFA may lead to careers in such areas as digital media, medical or scientific illustration, illustration, wood design, ceramics, jewelry and metals, fibers, drawing, painting, printmaking, two- and three-dimensional mixed media, photography, and new technological genres in combination with the traditional fine arts.

This degree program includes a portfolio review at the end of the first year and a required seminar/exhibition as a capstone experience in the final year. Interdisciplinary opportunities are encouraged, and independent study options—where you can work one-on-one with a faculty member of your choice—are available following the completion of regular sequenced course offerings. Taking part in a professional internship is another valuable opportunity.

### *Bachelor of Arts in Art and Design*

The bachelor of arts in art and design is a four-year degree program with concentrations in art and culture, and art and design history and theory. Both concentrations provide the opportunity to study in a related or supporting area by means of a second major, minor or approved program. Many pursue this degree in conjunction with majors such as journalism, advertising, business, history or psychology. In addition to these fields, some choose to pursue a minor in design studies with an emphasis in art criticism, art history, art sales or gallery/museum studies. All of the art and design department curricula provide a solid liberal arts educational experience that can be a springboard into a wide array of career opportunities.

Extracurricular art involvement allows for student participation in clubs, such as the College of Design Art Club (CODAC), student exhibitions, workshops and events with regional, national and international artists and designers.



Printed fabric design from ArtIS 347



**How can artists draw inspiration from history, culture and traditions?**

Tea server  
Jason York, Artls 324

**If these questions interest you, consider a major in integrated studio arts.**



Self-portraits from ArtIS 230

**The Curricula**

The undergraduate curricula provide both an intense professional course of study and a broadly conceived experience in general education. The art studio is the fundamental structure for undergraduate students to develop an understanding and ability to apply the design process through diverse media.

All students entering the department of art and design and integrated studio arts program will have completed the College of Design's Core Design Program prior to application to a specific degree program and concentration. Students must apply to enter the BFA in integrated studio arts program and submit their first-year Core Design Program portfolio for evaluation.

The Core Design Program includes courses in design, drawing, and cultural studies as well as general education requirements such as math, science, English composition, an introduction to the university library, and electives. The program introduces first-year students to design concepts, elements and principles of design composition, and visual problem solving. You will develop observational skills and learn to symbolize abstract

concepts to express a feeling or point of view. You will use both traditional and nontraditional media, materials and processes.

In the second year, students are introduced to each of eight media (ceramics, computers/digital media, fibers, photography, painting, printmaking, metals, wood) in four sets of paired courses. Classes in color theory and intermediate drawing round out the year in a rigorous studio climate.

The third and fourth years center on an intensified studio experience and preparation for professional practice and/or graduate study toward a master of fine arts (MFA) degree.

Art history courses complement the studio courses. A two-semester art history survey is followed by specialized courses, typically taken in the third and fourth years. General education requirements and electives are made up from courses across the university.

Chairs from ArtIS 320



Kelly



Complete Control



Marisol



Meg



Pensive



### Opportunities and Resources

Many studio arts students participate in the university honors program, which offers seminars, special programs and projects for undergraduates who have demonstrated the ability and motivation to assume more than the usual responsibility for their education.

A unique program is FOCUS, a university-wide grant that provides students with an excellent opportunity to fund ideas and projects and culminates in an annual exhibition of the projects. The Art and Design Annual is a juried competition with cash awards. And other opportunities exist for exhibition and recognition of students' work.

Off-campus study opportunities include regular field trips to surrounding metropolitan areas such as Chicago, Kansas City, Minneapolis and St. Louis, and occasional trips outside the region. The College of Design's semester-long study abroad program in Rome includes visits to Florence, Venice and other major art sites in Italy with time for travel throughout Western Europe. Other international study opportunities are available through university exchange programs.

Students also are encouraged to seek internships to complement their academic studies. Recent experiences have included work in museums, galleries, and software and publishing companies.

### The Faculty

The integrated studio arts program's 15 permanent faculty come from diverse academic and professional backgrounds. They are involved in and committed to teaching, research/creative work, advising, and the immediate and larger community. All are practicing studio artists, current in the field of contemporary art and design, and highly engaged in their fields of creative activity. Their areas range from art history to visual literacy, ceramics to metalsmithing, painting to printmaking, digital imaging to computer-generated art—plus, many are involved in a variety of combinations representing virtually all forms of art and design. All permanent faculty hold the MFA or PhD degrees.

### Demand for Graduates

Graduates from the integrated studio arts program find employment in a wide variety of fields and organizations. Many have become animation artists, museum staff, photographers, freelance artists, photography and lab technicians, Web-page designers, and corporate and self-employed artists. Most graduates are employed in positions related to their major. Others choose to pursue advanced study in fine and applied art areas or related fields.



Drawing from Art 130



Drawing from ArtIS 230



### **The Facilities**

The College of Design, home to the department of art and design, features five stories of studio classrooms and offices wrapped around a public atrium capped with a vaulted skylight. Outside are expansive lawns, native prairie plantings, and several display areas for public art. Inside are a 250-seat auditorium, an electronic classroom, a flexible gallery space that may accommodate one or more exhibitions, Design Reading Room, model shop, Design Café, art supply store, printing center, and several computer labs. The computer graphics lab allows students to concentrate on digital imaging, editing, modeling and animation. Other labs focus on computer-aided design and desktop publishing.

Studio classrooms are designed for 15 to 20 students. Many of these are customized for instruction in such areas as ceramics, fibers, jewelry and metals, printmaking, photography and wood design. Studio arts majors have the option of having a locker in the building, plus additional storage space within their specific studios. The College of Design is the only Iowa State University classroom building open 24 hours per day, allowing convenient access to workspaces and intensive development of studio work.



### **Financial Assistance**

The university offers financial assistance in the form of grants, scholarships, loans and part-time employment. The College of Design offers one scholarship to entering students in design-related disciplines. The department of art and design offers up to 10 scholarships/awards, including one designated for multicultural students. These are available annually to currently enrolled art and design students on the basis of academic achievement and art and design accomplishments.

### **High School Preparation**

Beyond the minimum requirements for admission to Iowa State University, students planning to major in integrated studio arts may find art and design classes that develop their visual skills very helpful in preparing for their college coursework.

### **Contact Us**

For more information on how you can become involved in the study of integrated studio arts at Iowa State University, contact the art and design department or the Office of Admissions:

**Iowa State University**  
**Integrated Studio Arts Program**  
**Department of Art and Design**  
158 College of Design  
Ames, IA 50011-3092  
(515) 294 -6724  
[www.design.iastate.edu/ISA/index.php](http://www.design.iastate.edu/ISA/index.php)

**Iowa State University**  
**Office of Admissions**  
**Enrollment Services Center**  
Ames, IA 50011-2010  
(800) 262-3810  
[admissions@iastate.edu](mailto:admissions@iastate.edu)  
[www.admissions.iastate.edu](http://www.admissions.iastate.edu)

Front cover student work by: Jill Benedict (background, ceramic glaze pattern), Kent Yen (background, painting), digital camera illustration from ArtIS 308, N. Seivert (platter), Jessica Stensland (ring), Gregory Culver (etching)

Photographs by Bob Elbert, George Ensley, Heather Sauer

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