



EVERY THING

UConn | SCHOOL OF FINE ARTS

ART
ART & ART HISTORY

*“you’re invited to
participate in*

A DYNAMIC COMMUNITY

led by

**RENOWNED
SCHOLARS,
DESIGNERS,
+ ARTISTS.”**



UConn Art & Art History's dedication to excellence is found embedded within our programs of study, throughout which we share a deep commitment to both creative and scholarly work. Our educational structure is designed to allow students to deepen their understanding of the art of the present and the past, as either scholars or makers, or both, and to find their own voice in their work.

“



With our small class sizes you're able to have a one on one relationship with your professors which really helps your growth and progression."

Amber Rose

Illustration / Sculpture

“



There is a community here that is built on respect. As students, we are driven and work hard while the professors support and care about us."

James

Painting

“



I've learned to debate, question narratives, and research art. The professors here provide such a range of perspectives on each subject."

Brandon

Art History

“



Collaboration with your peers is encouraged here. You can trust their opinions and they provide constructive criticism."

Natalie

Graphic Design



we offer

SUSTAINED ENGAGEMENT

in studio
practice,
exhibitions,
community
outreach,
& cultural
practices.

LILIAN CHEN
CLASS OF 2011
GRAPHIC DESIGN



Worked as a designer for TED Conferences in NYC.

Formerly competed in national tournaments as a Super Smash Brothers Melee player under the pseudonym Milktea!

Presented a TEDTalk titled "What's it like to be a woman in competitive gaming? A female gamer explains."

She was hired onto YouTube's gaming team in San Francisco and has since joined the YouTube Livestreaming division as a UX Designer, a natural extension of her gaming experience.

Co-created *The New Meta: Women in eSports*, a panel created with the support of the NYU Game Center to bring attention to sexism in gaming without shaming male gamers.

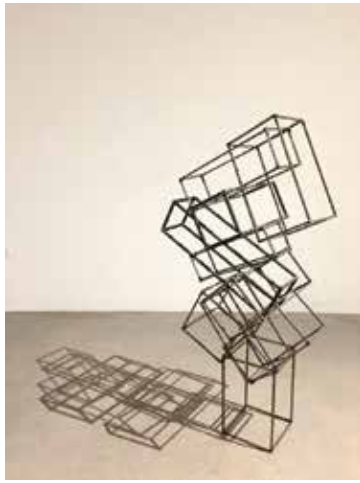
Her blog posts and articles about being female in the gaming community went viral and were picked up by major gaming news sites.

She co-founded *Smash Sisters*, a play off the Super Smash Brothers name, to encourage female gamers to participate in regional "crew battles" and to get involved in competitive gaming.

She was profiled by Adobe, outlining how her design & gaming experience brought her to become a UX Designer with Google/YouTube.

She approaches design with a gaming mindset, and vice versa, two skills that lend themselves well to one another.

"I WAS A GIRL WHO DESIGNED FULL-TIME AND THEN I PLAYED VIDEO GAMES. IT TOOK THAT REVELATION OF REALIZING I COULD MAKE THE TWO ENDS COME TOGETHER, TWO OF MY PASSIONS, TO REALLY BLOSSOM INTO SOMETHING. AND HERE I AM."





PHOTO/VIDEO STUDIOS

This photo classroom space is also a fully-functional shooting studio with lighting equipment, tripods, backdrops, and a digital editing station. The video classroom space is also the home to digital video cameras, microphones, lighting equipment, and tripods for student use, as well as four Macintosh editing stations, equipped with video editing software.

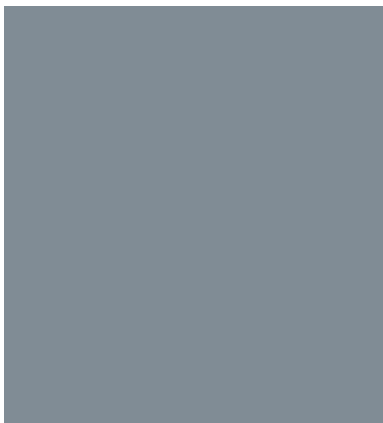


DASL: DIGITAL ART SERVICES LAB

The UConn Digital Art Services Lab (DASL) is a photographic output service bureau run by the Department of Art + Art History to support student curricular needs and faculty research. Our primary service is to print photographic quality digital inkjet prints.

DARKROOM

Our Darkroom includes 15 workstations, 2 film rooms and two large sinks for all processing needs; and an advanced darkroom, equipped with 5 enlarger stations and a wet sink.



ANIMATION LABS: 2D AND STOP-MOTION

The Animation Labs are a creative hub between Illustration/Animation and all of our Studio Art Concentrations, as well as our MFA Program, Theater, Puppetry, and Digital Media. In animation courses the emphasis is on creative exploration while developing technical skills that allow students to fully realize inventive time-based projects. Students are exposed to a wide variety of tools and materials here with which to create work.

METAL SHOP

Our metal shop provides students with a safe space and tools necessary to explore techniques in metal working. Students may use the metal shop during courses such as sculpture and installation or, with permission, on individual projects. Work is always conducted under supervision.



WOOD SHOP

Our wood shop provides students with a safe space and the tools necessary to explore techniques in wood working. Students may work in the wood shop during a sculpture or installation course, or, with permission, on individual projects. Work is always conducted under supervision. The wood shop is also part of the hub for a collection of tools known as Digital Arts Materials Lab, that includes equipment for 3D printing, plasma cutting, and a CNC router.

LEARNING FACILITIES

SCREEN PRINT STUDIO

The screen-printing area includes a Nu-Arc screen exposure unit, a 52" x 63" (frame size) AWT One Man Squeegee vacuum unit, table-top printing units, and a screen reclaiming sink with power washer.



CERAMICS LAB

The ceramics lab provides space for students to hand build their ceramic works. The space also provides access to newly acquired kilns. The ceramic art studio located in a separate building but within walking distance to the art building (near the campus bookstore) houses several pottery wheels, kilns, and more hand building space.

LETTERPRESS/ BOOK ARTS STUDIO

The letterpress area is equipped with a Vandercook 219AB press, a Vandercook #4 press, two letterpress hand proofing presses, Photo-polymer plate bases, and trays of assorted type. The book binding area includes a hot glue binding machine, book presses, finishing presses, a ring wire binding machine, and a guillotine paper cutter. The studio is also equipped with a Universal Laser Systems laser cutter.



DESIGN CENTER

Design Center is our award-winning student graphic design studio in which students receive academic credit for participating in client-based projects. Design Center offers a range of services including, advertising, brand strategy, editorial, digital, marketing, and motion graphics. This environment provides valuable professional practices activity for our students as it serves the community.

PRINTMAKING SHOP

The printmaking facilities allow students to explore ideas and imagery while utilizing the widest range of equipment and technologies. The studios include a Intaglio/Lithography Studio, Letterpress/Book Arts Studio, Screen Print Studio, Digital Lab, a RISO printer, and laser cutter. It is also home to Counterproof Press.



LAPTOP ROOM

This room functions as a technology resource center where students can connect their laptop to larger desktop monitors, use projectors, and other digital devices.

BY THE NUMBERS

21

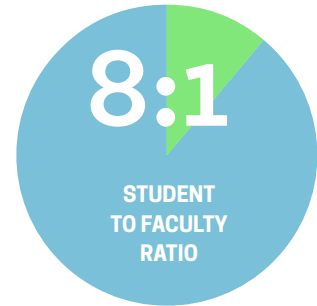
FACULTY MEMBERS

who are among the nation's best art historians, designers, creators, and artists

178

UNDERGRADUATE STUDENTS

across our 7 concentrations



4

STUDENT EXHIBITION SPACES

including the Arena Gallery and VAIS: Visual Arts Installation Space

3

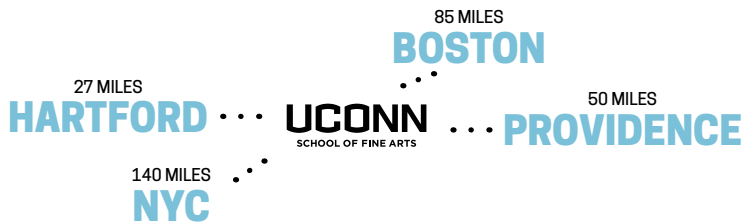
MUSEUMS & GALLERIES

Contemporary Art Galleries, The William Benton Museum of Art, and Jorgensen Gallery

2

STUDY ABROAD PROGRAMS

in Florence and London



15+

VISITING ARTISTS, DESIGNERS, + SCHOLARS EACH YEAR

join us to talk about their career, offer master classes, and critique student work



APPLY

art.uconn.edu/apply

- 1 Review the Application Process**
art.uconn.edu/apply
- 2 Submit an Application for Admission to the University of Connecticut**
admissions.uconn.edu
- 3 Showcase Your Talent**
A portfolio review or essay submission is required via Slideroom.
BFA in Studio Art
Submit your portfolio through SlideRoom
art.uconn.edu/apply/art/portfolio-requirements
art.uconn.edu/apply/slideroom

BA in Art
Submit an Essay through SlideRoom
art.uconn.edu/apply/slideroom

BA in Art History
Submit an Essay through SlideRoom
art.uconn.edu/apply/slideroom

BACHELOR OF FINE ARTS

Graphic Design Illustration/
Animation Painting/
Drawing Photography/
Video Printmaking
Sculpture/Ceramics

BACHELOR OF ARTS

Art History
Art*

*Designed for students who seek a breadth of knowledge in the visual arts and humanities. It allows students to pursue a liberal arts degree with an emphasis in studio art or an additional major and/or minor in another field.

FIRST-YEAR FALL SEMESTER APPLICATION DATES

DECEMBER 1

Priority First-Year Application Deadline for Merit Scholarship & Honors Consideration

JANUARY 15

Storrs Campus Application Deadline

FEBRUARY 15

FAFSA Deadline for Financial Aid Eligibility

MARCH 1

Admission Notification Begins

MAY 1

Regional Campuses Application Deadline

SPRING SEMESTER

OCT 1

Application Deadline for UConn Campuses

FOR ADMISSIONS INFORMATION & QUESTIONS

Email: kelly.crossen@uconn.edu

AUTOMATIC CONSIDERATION FOR MERIT SCHOLARSHIPS

UConn considers all freshman admission applicants for merit scholarships, and we're thrilled to award scholarships to hundreds of our most outstanding and deserving students each year.

UConn School of Fine Arts embraces diversity through:

- teaching, creative and scholarly research, and exhibitions and performances.
- our inclusive and welcoming community of faculty, students, and staff.
- engagement with Connecticut's schools and communities.

The University of Connecticut values and supports diversity in many ways:

In order to develop an inclusive community for instruction, research and outreach, the University of Connecticut embraces diversity and cultivates leadership, integrity, and engaged citizenship among our students, faculty and staff. This collegial and vibrant environment promotes and nurtures perspectives that are enabled through differences in culture, experience and values. To achieve this goal, the university emphasizes diversity in the recruitment, retention and advancement of students, faculty and staff.

To learn more, please visit diversity.uconn.edu and equity.uconn.edu

