Hampton University is nestled along the banks of the Virginia Peninsula, near the mouth of the Chesapeake Bay. While our roots reach deep into the history of this nation and the African-American experience, Hampton University sets its sights squarely on the horizons of the global community of the 21st century. Rich in history, steeped in tradition, Hampton is a dynamic, progressive institution of higher education, providing a broad range of technical, liberal arts, and graduate degree programs. In addition to being one of the top historically black universities in the world, Hampton University is a tightly-knit community of learners and educators, representing 49 states and 35 territories and nations. The surrounding city of Hampton features a wide array of business and industrial enterprises, retail and residential areas, historical sites, and miles of waterfront and beaches. Attractions such as Fort Monroe, NASA Langley Research Center, and the Virginia Air and Space Center add to the splendor – and just plain fun – of the HU campus.

Dr. Linda Malone-Colon, Dean
SCHOOL OF LIBERAL ARTS
Dr. Karen T. Ward, Chair
DEPARTMENT OF FINE AND PERFORMING ARTS

HAMPTON UNIVERSITY
Armstrong Hall, Office 144
Hampton University, Hampton, VA 23668
libarts.hamptonu.edu/fine_arts/
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"Where Academics and Creativity Merge..."

The Art Area within The Department of Fine & Performing Arts offers both academic and hands-on training in the vast array of visual and digital communication that both has and continues to shape our dynamic and ever-changing world. Whether you choose to explore the award-winning work of student, faculty, and local and national artists in our own Armstrong/Slater Gallery, create an animated web banner in our state-of-the-art digital lab, or design your own comic book, there is always something here to challenge your creative horizons, expand your mind, enrich your relationships and strengthen your character.

COMPREHENSIVE ART
The Bachelor of Arts with an emphasis in Comprehensive Art equips students with the unique opportunity of developing their career potential as creative artists and communicators within the dynamic environment of a Historically Black University. Courses include drawing, painting, printmaking, sculpture, ceramics, African and African-American art history, and museum exhibition and curatorship. Art by students is featured in exhibits and competitions including The Norfolk Botanical Gardens, Phoebeus Gallery, Blue Skies Gallery, Peninsula Center for the Fine Arts, the Armstrong/Slater Gallery and many other locales. Students are prepared for careers in teaching, art therapy, fashion, corporate communication, museums as well as positions for graduate study at schools ranging from Howard and Cornell Universities to Parsons School of Art and Savannah College of Art & Design.

GRAPHIC DESIGN
The Bachelor of Arts with an emphasis in Graphic Design allows students to develop their career potential as visual communicators within the dynamic environment of a Historically Black University. The diverse curriculum integrates traditional courses in drawing, painting, printmaking, and art history with state-of-the-industry instruction in digital 2-D and 3-D design. Hands-on training in Adobe™ Creative Suite™ and Flash™ are coupled with challenging projects such as advertisements, corporate identity, public service pieces, and web page design. Graduates go on to work with ad agencies, government agencies including the Department of State and the CIA, and corporations ranging in diversity from Booze Allen Hamilton to Trader Publications to Walt Disney Imagineering.

PARTIAL COURSE LISTING

ART 200
Understanding the Arts
An orientation of cultural arts for the major/non major.
Analysis, criticism, evaluation, and aesthetic considerations.

ART 215-216
Introductory & Intermediate Drawing
Basic principles of drawing, perspective, and design; development of technical skill in variety of media. Landscape, human figure, still-life, and design. No previous art training necessary.

ART 330-331
Principles of Graphic Design I & II
Introduction to design process, layout, paste-up, mechanicals, typography and printing methods. Use of Apple Macintosh computer as a design tool.

ART 224
Concepts of Color
Introduction and development of the interaction of color as a medium in visual studies. Discussion of student work in process and aesthetic analysis within the context of theoretical and historic color procedures.

ART 305
Art History Survey I
Illustrated lecture course covering chronological development of art from the prehistoric through Renaissance periods.

ART 317
Advance Drawing
Life drawing and continuation of introductory courses.