

## **MFA in 2D Art Studio with an emphasis in:**

- **Painting and Drawing**  
**OR**
- **Printmaking**

Within the School of Art there are six divisions: 2D, 3D, Visual Communications, Photography, Art & Visual Culture Education and Art History. The 2D Division is comprised of two areas: Painting/Drawing and Printmaking. Students choose one area of emphasis within 2D for MFA studies, and plan their program under the guidelines of that area's suggested curriculum track.

Faculty from Painting/Drawing and Printmaking are committed to interdisciplinary pedagogy, a philosophy they share with colleagues in other disciplines. If there is interest, students can combine media when desired. Within the Division, there are many opportunities to work with all 2D faculty. Elective choices provide a way to individualize course planning, encouraging students to explore both inside and outside their area of emphasis. Students are welcome to study with any of the Studio Art, Art History and Art Education faculty, to broaden their selection of faculty through individual study, coursework, critiques, reviews and in thesis.

**When considering application to our 2D graduate programs, make contact initially with a faculty member by email. Realizing that it may not always be possible to make a campus visit, we do strongly encourage applicants to visit us in Tucson, to meet faculty, our current students, and to see our facilities and programs firsthand.**

## **MFA in 2D: Painting and Drawing Emphasis**

### **Philosophy**

The Painting and Drawing area of emphasis is committed to fine art painting and its related media. It is our belief that painting and drawing is an expansive field of study that is constantly influencing and evolving in response to current cultural and technological developments. When set apart from a global techno-culture, painting is also valued for its poetic and deliberate non-virtuality.

The painting faculty at the School of Art are practicing visual artists in the field. The trajectory of our curriculum demonstrates and engages with painting's potential to reformulate meaning. Our charge is to critically address painting and drawing in the context of contemporary art, re-framing its instruction with traditional, modernist as well as post-modernist strategies inclusive of identity-based content, media culture and new technologies.

Students are encouraged to consider the wide scope of ideas within the discipline and their unique position in concurrence with contemporary culture. Critiques, classes and seminars led by the faculty and visiting artists provide students with the forum and structure to discuss their work in relation to ongoing art issues. Ultimately, the goal is for each student to take responsibility for the

definition and direction of his or her own work, creating an individual stylistic and conceptual voice.

### **Painting and Drawing Program Faculty**

Students work under the guidance of a diversified faculty of active teacher/artists whose works are regularly and widely exhibited in art galleries and museums. Instructors in the program have expertise in a variety of dry, aqueous, acrylic and oil media. Many have worked in combined media, collage, and installation formats.

The Painting and Drawing faculty is currently comprised of **Professors Barbara Penn and Alfred Quiroz and Assistant Professors Lawrence Gipe and Dimitri Kozyrev**. Additionally, printmaking faculty teach some of the drawing and watercolor classes and adjunct and visiting artist faculty are invited into the School of Art on a regular basis. Because the Painting and Drawing faculty are professional practicing artists, they bring the great strength of their research into the classroom.

### **MFA in 2D: Printmaking Emphasis**

#### **Philosophy**

The UA Graduate printmaking program concentrates on personal style, artistic ability, contemporary and historical awareness, teaching skills, technical ability, communicative capabilities, and professional "survival" skills, with the goal of preparing students to make art of the highest quality to sustain successful and productive careers as artists/printmakers.

The program stresses skill and technical command with a major emphasis on the development of ideas and concepts. The print area encourages a pedagogical approach that treats prints as one of many tools in an expanded field of art production. Printmaking students are equally encouraged to explore traditional applications of print media and new genres in drawing, collage, book arts, and installation.

Through seminars, critiques, and studio visits, students engage in challenging discussions on contemporary art, critical theory, and art history to gain perspective on their own creative process and the art world as a whole.

#### **Program and Faculty**

Established in the early 1960's, the University of Arizona Printmaking program has produced successful alumni that can be found throughout the United States (and beyond) in careers as self-sustaining artists, university educators, professional printers and other art related professions.

Faculty in the Printmaking program have expertise in a variety of printmaking and related media, lithography, relief, intaglio, silkscreen, book arts, and many

alternative methods in printmaking. Several of the professors work in combined media, collage, painting, digital, time based and installation formats. Students work under the guidance of a diverse faculty of active/ teacher/artists whose works are regularly and widely exhibited in art galleries and museums. The Printmaking faculty is comprised of **Professor Andrew Polk III, Associate Professor Sheila Pitt, and Associate Professor Ceresse Vaden**. The Printmaking Area often invites nationally known printmakers to the University of Arizona for demonstrations, lectures and workshops.

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## **2D Division Facilities**

Students in the MFA program are usually provided with private studios in a shared campus graduate studio complex, (a six semester limit), throughout the course of his or her studies at the University of Arizona. Within the College of Fine Arts there are a number of computer labs reserved exclusively for graphic applications. Digital Labs, the Digital Studio, a large format printing facility, as well CCIT, OSCR and the MLL labs with other general University labs support computer, video and audio production.

The printmaking facilities housed in the School of Art Building support work in Intaglio, Lithography, and Relief, and a variety of alternative processes (e.g., photographic and digital processes, bookmaking, papermaking, letterpress, and monoprinting.) In addition to the individual studios, the graduate print shop, a well equipped, 1000 square foot facility, is reserved exclusively for graduate printmaking students.

## **Viewing and Exhibiting Opportunities**

The University of Arizona Museum of Art and The Center for Creative Photography, Joseph Gross Gallery and Lionel Rombach Gallery are just some of the on-campus sites to view contemporary as well as historic art works. Other contemporary venues are the Museum of Contemporary Art and the Tucson Museum of Art in the downtown area.

There are a number of galleries on campus and additionally in Tucson and Phoenix where students have a wide variety of opportunities to exhibit by proposal, application or invitation. Graduate students can exhibit in three School galleries, two Student Union galleries, and several community gallery spaces. Lionel Rombach Gallery and the Shane House (downtown) are currently two of the popular venues for graduate students. Graduate students have their thesis exhibitions in the University of Arizona Museum of Art and the Joseph Gross Gallery, both adjacent to the main entrance of the School of Art.

## **The Graduate Community**

Graduate students from all disciplines within the University of Arizona School of Art work together and form a close community. Students from many disciplines work at the 16<sup>th</sup> St. graduate studios and interact on a regular basis. All studio graduate students will usually take classes from faculty outside of their emphasis areas and will often include that faculty on their Thesis Committees. There are a number of graduate student organizations, such as the School of Art's Graduate group SAGA, which allow for additional levels of involvement for graduate students at the University of Arizona.

## **2D Faculty (link to Bios)**

### **Painting and Drawing**

- Lawrence Gipe
- Dimitri Kozyrev
- Barbara Penn
- Alfred Quiroz

### **Printmaking**

- Andrew Polk III
  - Sheila Pitt
  - Cerese Vaden
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