Overview

Courses in the Department of Art develop our students’ perceptual skills, their access to the imagination, and their ability to think critically and independently. Instruction in the use of art materials and specific art processes enables students to create original artworks reflecting their evolving vision. Our program also fosters a broad cultural awareness of the visual arts in society. Graduating majors should be able to clearly express their ideas about creating art. In addition, their grasp of historical and contemporary aesthetic issues should inform their own work. We offer excellent facilities, small classes taught by a distinguished faculty, space to work, and field trips to museums, galleries, and artists’ studios.

Career Opportunities

Animator, Artist, Art Critic, Art Educator, Art Historian, Arts Administrator, Ceramicist, Graphic Artist/Designer, Multimedia Developer, Museum/Gallery Curator, Painter, Painter/Photojournalist, Printmaker, Sculptor, Video Producer, Web Developer

Options: 10 Major Options, 4 Minor Options

- There are six Bachelor of Arts options: Art History, Art Studio (general), Graphic Design, Multimedia, Photography, Pictorial Arts (Drawing/Printmaking/Painting). The major consists of 64-86 units; the B.A. requires 180 units.
- The department also offers a Bachelor of Fine Arts (BFA) degree. This is a professional degree offering students the opportunity to develop a higher level of expertise. It is often the degree of choice for those who intend to pursue graduate studies or attend other professional schools. It allows time for concentrated work within a specific art discipline: Graphic Design, Multimedia, Photography, and Traditional Arts. B.F.A. candidates will complete a 102-unit major within the university degree.
- The department is also part of the interdisciplinary graduate M.A. degree program in Multimedia.

Scholarships and Awards

- Howard Slatoff Scholarships
- Toki Ceramics Scholarships
- Friends of the Arts Scholarship
- Hayward Arts Council Awards
- San Leandro Art Association Award
- Mona Froyland Memorial Award
- Over 20 other awards offered at the Annual Juried Student Show

Special Facilities

- State of the Art Electronic Media Facilities
- 100,000 slides and digital images in the Visual Resource Library
- Three fully equipped Painting and Drawing Studio spaces
- Sculpture and Ceramic studios and a large outdoor working space
- Printmaking facility
- Excellent Photography facilities
- 2,000 square foot Art Gallery with changing exhibits
- Two student Art Galleries for solo or group exhibitions by advanced students

Projects and Programs

- American Institute of Graphic Artists (AIGA) Student Chapter
- Art Museum/Gallery Studies Program

Continued on back
Recent Accomplishments

Students

- Philip Long’s leather mosaic “Ascension of John Long” was displayed at the Oakland Museum of California. This artwork also earned him the 2010 Salon de Refusés Award.
- Luis “Che” Andrade created a diversity mural in the University Library. It was dedicated on April 14, 2010.
- Melanie Sharr, Donghoon Han and Philip Long displayed their artwork at the deYoung Museum’s showcase for Bay Area Art Students.
- Kenneth Hung and Justin Reece were recipients of the Howard Slatoff Scholarships for 2010.
- Zsuzsanna Laszlo and Jasmin Alconcher received the 2010 Portfolio Award.

Faculty

Faculty exhibit work locally, nationally, and internationally. Recent examples include:

- Michael Henninger, “Past & Present(ing),” at the Hamersly Library, Western Oregon University
- Phillip Hofstetter, Exhibits “Panorama” in Zurich, Switzerland and “360 degree Panoramas of the Maya Lowlands” in Yucatan, Mexico.
- Scott Hopkins, “Peace Walls” at the Dublin Gallery of Photography, Ireland
- Mel Ramos, retired professor, was prominently featured in the “Pop Art” exhibition at the San Francisco Museum of Modern Art. The book, Mel Ramos Pop Art Fantasies, by Donald Kuspit and Louis Meisel was published.
- Gwyan Rhabyt, Fulbright Scholar Grant to teach new media design and engage in collaborative ad hoc new media art projects with a number of Croatian artists from February-July 2008.

Publications

- Professor Hofstetter, “Maya Yucatan: An Artist’s Journey”/University of New Mexico Press
- Professor Levy “Void in Art”/Bramble Books

Alumni

- Aaron Florez, ’99, works in the Visual Effects Department at PDI/Dreamworks. His credits include “Shrek 2,” “The Santa Clause 2,” and “Jet Li’s The One.”
- Ryan Shuquem, ’04, Art Director at The Art of Life in Chicago
- Misty Gamble, ’04, teaches at the Kansas City Art Institute and exhibits her sculptures nationally
- Robert Deene, ’07, Media Art Director at the California Institute for Biodiversity
- Holly Kisacky (Lindberg), ’10, Multimedia Designer at Bay Media Arts.
- Ross Reyman, ’06, Digital Art Director for the California Institute for Biodiversity
- Naomi Raine, ’00, is a visual effects coordinator at Tippett Studios. Her credits include “Matrix Revolutions,” “Catwoman,” and “Hellboy.”
- Sheryl Llarena, ’08, works with developmentally disabled adults making art at Partners for Independence.
- Natalie Pilgun, ’06, Marketing and Graphic Design Specialist for Handel Technologies
- Derek Wilson, ’98, multimedia masters, is a professor of multimedia and graphic design at the College of Marin.