Get to know
FINE ART (VISUAL ART)

Queen’s Fine Art (Visual Art) is a small visual art program admitting 30 students per year. The intensive studio training, taught by instructors that are active in their field, and in conjunction with insight into the practices of visiting artists from across the country and the annual Koerner Artist Resident, provide for a broad spectrum of approaches and experience. The small class sizes and high professor-to-student ratios create an interactive learning environment focusing on three main areas of fine art: Paint Media, Print Media, and Sculpture and New Media. The Fine Art (Visual Art) program is well equipped with studios and workshops that create an atmosphere where learning and research can flourish. Field trips are made to exhibitions and workshops, including annual trips to New York City and Massachusetts.

Degree OPTIONS
Bachelor of Fine Art (Honours)
Major/Concurrent Education Fine Art
Bachelor of Fine Art (General)

Queen’s ADMISSION
Admission into our direct entry Fine Art program includes both the required application Fine Art (QF) through the OUAC (Ontario Universities Application Centre) website (ouac.on.ca) as well as a digital portfolio submission. Please see queensu.ca/bfa for more details. Secondary School prerequisites include six 4U and 4M courses, including a minimum of two 4U courses, one of which must be ENG4U. Visual Art AV4M is recommended.

“A Queen’s Fine Art (Visual Art) degree is known for producing world-class printmakers, painters and sculptors, all in a small-class setting.”

Our GALLERIES
On campus we have two extraordinary Art Galleries: the Agnes Etherington Art Centre and the Union Gallery. The Agnes is well known for its innovative exhibitions and prominent shows. This treasure within our academic midst has a permanent collection of over 11,000 works of art for study and display. Students are encouraged to exhibit their work at the Union Gallery, which is committed to the professional presentation of student art. It is administered by a managing director and an operating board made up of Fine Art (Visual Art) students, among others. This gallery provides experience in showing art publicaly and is a valuable training ground in the skills of gallery management.

Course HIGHLIGHTS
With a focus on developing skills in Paint Media, Print Media, and Sculpture and New Media, we use a module course delivery model that allows you to work one media at a time, using your own workspace and storage in the studio for the duration of the course with access during building hours.

That is a degree from Queen’s. quartsci.com
### First Year

In first year take ARTF 127, 128, ARTH 120. For plan requirements, see the Arts and Science Academic Calendar or the Faculty website. Speak to an Academic Advisor at the Arts and Science Office or the Undergraduate Chair for help.

### Second Year

In second year take ARTF 227, 228, and complete ARTH 120 if you haven't yet. All Plans have additional required courses not listed above that include Core, Option, and Supporting Courses. Plans may also have Exclusions or Substitutions. Please see the Academic Calendar to ensure you are taking the correct courses.

### Third Year

Try to complete all core courses, including 6.0 units from ARTH at the 200 level (ARTH 231 and 232 are recommended) and must be completed to move into 4th year in the Fine Art (Visual Art) Honours Program. Take ARTH 337, 338. Need help mapping all of your core, option, supporting and elective courses (including those not listed above) to make sure you will have what you need to complete your degree? Use the Course Mapping Tool on the Arts and Science website.

### Fourth or Final Year

Complete your program requirements. Take ARTF 447, 448. By fourth year you should be working on your remaining core, option, and elective courses. Make sure to map your minor and / or certificate(s) as well. Apply to graduate in SOLUS.

### Where could I go after graduation?

- Advertising specialist
- Animation artist
- Architecture
- Art conservationist
- Art consultant
- Art technician
- Art therapist
- Arts administration
- Auction manager
- Book illustrator
- Commercial artist
- Computer and media specialist
- Costume designer
- Drafting
- Education
- Events management
- Exhibit and display design
- Fashion designer
- Gallery owner
- Graphic art
- Interior designer
- Landscape architecture
- Medical illustrator
- Museum and gallery curator
- Painting
- Photography
- Production designer
- Professional artist
- Sculpting
- Stage designer

Some careers may require additional training.

Visit careers.queensu.ca/majormaps.html for the online version with links!
Fine Art (Visual Art)

How to use this map

Use the 5 rows of the map to explore possibilities and plan for success in the five overlapping areas of career and academics. The map just offers suggestions – you don’t have to do it all! To make your own custom map, use the My Major Map tool.

A balanced approach leads to long-term success. While you will learn a lot from your studies, taking time to get relevant experience outside of the classroom, build your network, and gain international experience, will position you to be more competitive in your job search or grad school applications.

Get started thinking about the future now – where do you want to go after your degree? Having tentative goals (like careers or grad school) while working through your degree can help with short-term decisions about courses and experiences, but also help you keep motivated for success.

Get the help you need

Queen’s provides you with a broad range of support services from your first point of contact with the university through to graduation. At Queen’s, you are never alone. We have many offices dedicated to helping you learn, think and do.

Ranging from help with academics and careers, to physical, emotional, or spiritual resources – our welcoming living and learning environment offers the programs and services you need to be successful, both academically and personally, and Queen’s wants you to succeed! Check out the Student Affairs website for available resources.

Succeed in the workplace

What employers want

The Canadian Council of Chief Executives list the top 6 skills sought by employers as:

1. People skills
2. Communication skills
3. Problem-solving skills
4. Analytical abilities
5. Leadership skills
6. Industry-specific knowledge

Take the time to think about the unique skills you have developed at Queen’s, starting with the skills list here for ideas. Explaining your strengths with compelling examples will be important for applications to employers and further education. For help, check out the Career Services skills workshop.

What can I learn studying FINE ART (VISUAL ART)?

- Artistic skills and command of the basic vocabularies, materials, traditional and technology-based tools, techniques and thinking processes belonging to drawing, print, paint, sculpture and new media
- Knowledge of expressive, intuitive, intellectual, and structural aspects of visual art
- Ability to think critically, analytically, and conceptually about works of art
- Oral and written communication to communicate your thoughts effectively in speech and writing
- Experience in a studio environment to work confidently and independently in the studio environment by employing safe, effective, and respectful working practices
- Problem solving to understand a variety of approaches to the making of art and identify and solve aesthetic, formal and conceptual problems in their discipline areas