Fine Art (Visual Art)  
MAJOR MAP

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.

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.

Why study in Kingston?  
For over 175 years, the Kingston community has been a collection of bright minds. We are proud that our city was named one of the top Intelligent Communities across the globe, an accolade largely due to the thousands of students who study here every single year. In fact, the BBC has identified Kingston as one of the GREATEST UNIVERSITY TOWNS in the world, which might be why Instagram named the city the happiest place on the planet! Just a quick drive to Toronto, Montreal, Ottawa and even New York, Kingston is a safe and liveable city. Not only are we known as the freshwater sailing capital of the world, Kingston is arguably the birthplace of hockey. Wondering what to do while you’re attending school? Queen’s has more clubs per capita than any other university in Canada, and Kingston has more restaurants per capita than any other city in North America; your time here is guaranteed to be ‘fresh made daily.’

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 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

Gain
acquire
skills.
Gain
experience.
Go
Global.
That is a degree from Queen’s.

Fine Art (Visual Art)  
MAJOR MAP

Our Queen’s Fine Art (Visual Art) program 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 publicly and is a valuable training ground in the skills of gallery management.

Course HIGHLIGHTS  
With a focus on developing skills in Print 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.

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 along with 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 PLAN  
Bachelor of Fine Art (Honours) Major

Executive 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

Admission into our direct entry Fine Art program includes both the required application to 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 AVI4M is recommended. Visit queensu.ca/admission for additional information regarding requirements and admission to Queen’s.

That is a degree from Queen’s.

Quartsci.com
### 1ST YEAR

- **GET THE COURSES YOU NEED**
  - In first year take ARTF 127, 128, ARTH 120.
  - For other 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.
  - Build your transferable skills in time management, problem-solving, writing and more with Student Academic Success Services.

- **GET RELEVANT EXPERIENCE**
  - Join teams or clubs on campus such as Ultraviolet Magazine. Volunteer at the Queen’s Archives, the Union Gallery, Expressions Visual Arts Club, Comic Book Legion or Muse Magazine.
  - See the AMS Clubs Directory or the Queen’s Get Involved page for more ideas.

- **GET CONNECTED WITH THE COMMUNITY**
  - Volunteer on or off-campus with different community organizations, such as the Modern Fuel Artist Run Centre and the Tett Centre for Creativity and Learning.

- **GET THINKING GLOBALLY**
  - Prepare for work or studies in a multi-cultural environment by taking QUIC’s Intercultural Competency Certificate, and research possible immigration regulations.
  - Speak to a QUIC advisor or get involved in their programs, events and training opportunities.

- **GET READY FOR LIFE AFTER GRADUATION**
  - Grappling with program decisions? Go to Majors Night or get some help wondering about career options from Career Services.

### 2ND YEAR

- **GET THE COURSES YOU NEED**
  - 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.

- **GET RELEVANT EXPERIENCE**
  - Look into summer jobs by talking to the dept. or Career Services about work through SWEF or Work-Study.
  - Take more responsibility within different clubs or extracurriculars. Consider entrepreneurial opportunities at programs like the Queen’s Innovation Connector Summer Initiative (QICSI).

- **GET CONNECTED WITH THE COMMUNITY**
  - Get involved with the Fine Art (Visual Art) Program Student Council (DSC).
  - Start or continue volunteering with organizations such as Student Friends of the Agnes Etherington Art Centre, The Union Gallery and the Kingston Arts Council.

- **GET THINKING GLOBALLY**
  - Is an exchange in your future? Start thinking about where you would like to study abroad. Apply in January for a 3 year exchange through the International Programs Office.

- **GET READY FOR LIFE AFTER GRADUATION**
  - Explore different careers of interest by reading books in the Career Services Career Advising and Resource Area, such as Careers in Art. For more information check out Career Cruising or by finding and connecting with alumni on LinkedIn.

### 3RD YEAR

- **GET THE COURSES YOU NEED**
  - Completion of required courses ARTF 337 and 338, including 6.0 units at the 200 level (ARTH 321 and 323 are recommended) and are required to move into 4th year in the Fine Art (Visual Art) Honours Program.

- **GET RELEVANT EXPERIENCE**
  - If interested, apply for an Undergraduate Student Summer Research Fellowship (USRF) or to ARTF 395 for a 12-week internship at a gallery or museum.
  - Apply to exhibit your work at the Union Gallery for your 4th year.

- **GET CONNECTED WITH THE COMMUNITY**
  - Do targeted networking with alumni working in careers of interest by joining the LinkedIn group Queen’s Connects: Check out Career Services networking workshops.
  - Connect with professors at events or workshops hosted by the DSC. Get out to community art events and gallery exhibitions and openings.

- **GET THINKING GLOBALLY**
  - Build your intercultural competence by getting involved with other cultures or by practicing or improving your language skills.

- **GET READY FOR LIFE AFTER GRADUATION**
  - Start focusing on areas of interest. Research education requirements for careers of interest. If needed, prepare to take any required tests (like the LSAT or GRE) and get help thinking about grad school from Career Services.

### 4TH OR FINAL YEAR

- **GET THE COURSES YOU NEED**
  - Complete your program requirements as outlined in the Academic Calendar including ARTF 447 and 448.
  - Apply to graduate in SOLUS.

- **GET RELEVANT EXPERIENCE**
  - Investigate full-time jobs or other opportunities related to careers of interest. Assess what experience you’re lacking and fill in gaps with volunteering, clubs, or internships – check out the Career Services skills workshop for help.

- **GET CONNECTED WITH THE COMMUNITY**
  - Consider joining professional associations like the Federation of Canadian Artists and the Canadian Artist’s Representatives. Consider becoming a member of the Board of an Artist-Run Centre.
  - Join groups on LinkedIn reflecting specific careers or topics of interest in Fine Art.

- **GET THINKING GLOBALLY**
  - International students interested in staying in Canada can speak with an International Student Advisor.

- **GET READY FOR LIFE AFTER GRADUATION**
  - Apply to jobs or future education, or make plans for other adventures. Get help from Career Services with job searching, resumes, interviews, grad school applications, or other decisions. Apply in the fall for SSHRC and OGS scholarships if applying to grad school in Ontario.

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*This map is intended to provide suggestions for potential activities and career paths, but everyone’s abilities, experience, and constraints are different. Build your own map using our online My Major Map tool*

**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.