

A.S. in Fine Arts

DESCRIPTION OF THE FINE ARTS PROGRAM

The Associate of Science (A.S.) degree in Fine Arts is a 60-credit program that allows students to apply the visual and writing skills needed to identify the main concepts governing a work of art to compare, critically analyze and discuss them in terms of their stylistic, social and historical contexts, visual literacy, and critical analysis. Students will develop and apply the skills needed to use and control the basic materials in the database research tools and writing skills employed in the study of art history. Students will also demonstrate safe studio practices in the proper use of tools and equipment, and/or proper research practices in terms of gathering, employing and citing primary and secondary sources, technical skills and professional practices. Examples of fine arts fields are painting, sculpture, drawing, graphics and, recently, many universities are adding theater to their fine arts programs.

SKILLS

Knowledge of Art History. One must have an idea of the art that came before you. While artists want to get their hands dirty creating their own original art, a scholarly mind is needed to recognize the history of art and what different eras of art looked like to create your best piece.

Design Skills. Working with different art and different design techniques is essential in the field. To be able to create incredible art, artists must know and have an understanding of various mediums such as watercolors, paint, clay, etc.

Communication Skills. Although most of the artists' time will be spent alone trying to create fine pieces of arts and deigns, it is important for artists to have communication skills so that they are able to explain their art. This skill will be required when interacting with potential buyers.

CAREER INFORMATION

One of the most important things to remember about a degree in fine arts is that it is a very competitive program in any university. Most universities will require that you already have established skills in the area of the arts in which you hope to study.

A portfolio is a collection of your best work to highlight your current skills. You will need to submit a portfolio with your application to the school. For performing art majors, expect to have to audition for a spot in the program. After completing a fine arts degree, graduates face fierce competition for permanent positions related directly to their degrees.

EMPLOYMENT OUTLOOK

Overall employment of craft and fine artists is projected to grow 14 percent from 2020 to 2030, faster than the average for all occupations. About 5,900 openings for craft and fine artists are projected each year, on average, over the decade. Many of those openings are expected to result from the need to replace workers who transfer to different occupations or exit the labor force, such as to retire.

CAREER PATH

Craft and fine artists improve their skills through practice and repetition. Formal education is often helpful for these artists. Many artists work in fine- or commercial-art studios located in office buildings, warehouses, or lofts. Others work in private studios in their homes. Some artists share studio space, where they also may exhibit their work. The median annual wage for craft and fine artists was \$49,960 in May 2021.

CAREER COACH – SEARCH CAREER INFORMATION & CURRENT LOCAL WAGE DATA

<https://kingsborough.emsicc.com/programs/fine-arts-as/190619>

INFORMATION ON HOW TO APPLY: www.cuny.edu/apply or 718-368-4600

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