

Studio Art (HBA)

Specialist

Major

Minor

Department of Arts, Culture & Media

The Studio Art program at UTSC offers hands-on courses in drawing, painting, sculpture, photography, performance art, video, new media, animation, and conceptual practices. Students can also take specialized courses in digital imaging, sound art, kinetics, or thematic courses that explore such things as the relationships between art and globalization, or art and politics, or time-based art practices.

UTSC Studio Art students develop a combination of technical, theoretical, conceptual and critical skills that enable them to express and communicate their ideas confidently in a variety of visual languages.

Complementary Programs: New Media Studies, Media Studies, Arts Management, Art History and Visual Culture, English, Minor in English and Creative Writing, Minor in Literature and Film

Make the most of your time at UTSC!

We want to help you maximize your university experience, so we've pulled together information and suggestions to get you started, although there are many more! As you review the chart on the inside pages, note that many of the suggestions need not be restricted to the year they are listed. In fact, activities such as joining a student club, engaging with faculty and seeking opportunities to gain experience should occur in each year of your study.

Check out future career opportunities and skills acquired from completing this program:

Competencies & Skills

- Communicate ideas using images, design, and a range of digital technologies
- Imagine and make objects, pictures, digital and video media, and events
- Use technologies (cameras, audio equipment, lighting, circuitry, imaging software) for artistic and creative work
- Analyze text, images, sound and data from a creative and unorthodox perspective
- Articulate and present abstract concepts

Careers for Graduates

- Professional Artist
- Media Producer
- Professional Photographer
- Animator and Illustrator
- Graphic Designer
- Elementary, secondary, post-secondary Educator
- Curator
- Art Critic and Arts Publisher
- Arts Manager
- Artistic Director for an arts organization
- Creative Entrepreneurs
- Social Media Designer

Further Education

- Fine Arts
- Interactive Media Design or Graphic Design
- Digital Media or Design
- Teacher Education
- Curatorial Studies
- Art History
- Art Conservation
- Architectural Studies
- Media Studies
- Advertising
- Photography



Connect with Alumni at events on **CLNx** and through **Partners in Leadership**, **10,000 Coffees**, **LinkedIn** and more!

For more information go to:
uoft.me/alumni-services

**NEED HELP CHOOSING
YOUR PROGRAM?**

See uoft.me/choosing

Studio Art (HBA) Major Program Pathway

HOW TO USE THIS PROGRAM PATHWAY

Read through each year; investigate what appeals to you here and in other Program Pathways that apply to you. Note that this Pathway is only a suggestion. **For the most up to date information, please check the UTSC Calendar.**

YEAR 1 (0 - 3.5 Credits)

YEAR 2 (4 - 8.5 Credits)

YEAR 3 (9 - 13.5 Credits)

YEAR 4 or FINAL YEAR (14 - 20 Credits)

CHOOSE YOUR COURSES WISELY

- Take VPSA62H3, VPSA63H3, VPSB56H3, and ACMB01H3.
- Take other intro courses of interest in artistic media: Video I, Sculpture I, Photo I, Drawing I, Painting I, Digital Animation I.
- Apply to the Studio Art Program after year 1.
- Meet with the ACM Program Manager to discuss course enrollment.

- Take VPHA46H3 and explore B-levels in different artistic media.
- Take courses in media such as Performance Art, Video Art, and Kinetic Sculpture.
- Ensure you meet the prerequisites for the VPS C-level courses you intend to take next year.
- Use Degree Explorer to ensure you are on track with your degree.

- Take 0.5 credit or more from the following: VPSC56H3, VPSC59H3, VPSC66H3, VPSC68H3, VPSC69H3, VPSC70H3.
- Complete 3.5 additional credits in VPS (at least 1.0 credit should be at the C-level) by the end of Year 3 so that you can take D-level courses in Year 4.
- Use Degree Explorer to ensure you are on track to graduate.

- Take 1.0 VPS D-level credit and make your most advanced and ambitious artworks to date.
- Select D-level courses in Studio Art and culminate in a public exhibition of your work to celebrate your achievements.
- Use Degree Explorer and meet with your Advisor to ensure you are on track to graduate.
- Register your "Intent to Graduate" on ACORN by the deadline.

DEVELOP YOUR ACADEMIC & RESEARCH SKILLS

- Introductory courses in Studio Art will challenge you to problem solve and express yourself in various artistic media, to develop useful technical skills, and to develop creative concepts.
- Make use of the resources at the CTL Writing Centre to enhance your writing skills.

- Work with more advanced fabrication tools, software, and materials, and spend time practicing technique-as-research.
- Sign out and experiment with digital equipment available to Studio Art students such as cameras, lights, tripods, audio recorders, and microphones to make digital images, short films, and sound works.

- VPS C-level courses combine research and contemporary theory with the technical and conceptual abilities you developed in B-levels.
- Courses such as Studio Practice will guide you through the process of independently researching and developing an artwork specifically for exhibition.
- Present your work at the annual ACM Research Symposium.

- D-level courses emphasize independent research and making, alongside practical discussions of professional development and career paths for young artists.
- Ambitious students have the option of proposing an Independent Study to work with a professor (a month in advance of term) on a focused artistic research project.

APPLY THEORY TO PRACTICE

- Submit your work to participate in the ACM Studio Art Student Exhibition, held annually at UTSC.
- Technicians and professors have drop-in hours to help you develop your technical, artistic, academic, and research skills.
- Check CLNx for arts related workshops offered by Studio Art technicians or visiting artists.

- Apply for a Work Study position to work in one of the Studio Art Fabrication and Media Labs, where you will apply skills learned in Studio Art courses.
- Volunteer to help organize UTSC's annual student arts festival, ArtSideOut.
- Submit your work to the ACM Studio Art Student Exhibition.

- Take a Studio Art summer abroad course such as Urban Studio Hong Kong to explore international art and the role of contemporary art in cities today.
- Submit your work to student competitions at UofT: ACM Studio Art Student Exhibition, UofT tri-campus Shelley Petersen Student Art Exhibition, ArtSideOut.

- Submit your work for competition in the local art community: the Canada-wide BMO 1st Art! competition; the Video Fever video art exhibition at Trinity Square Video; and the Images Festival annual International Student Showcase program.
- Stellar students can work with a Studio Art professor as a Research or Studio Assistant.

BECOME AN ENGAGED CITIZEN (LOCALLY & GLOBALLY)

- Volunteer at UTSC's student-run Gallery 1265.
- Enroll in the ACM Engage! Program, to participate and contribute to the arts beyond your classes.
- Get involved with the ACM Student Association (ACMSA).
- Attend the lunchtime Visiting Artist Lectures Series and listen to professional artists talk about their artworks and their artistic journeys.

- Apply for a Work Study position to work in Gallery 1265.
- Get a Work Study or volunteer position at the Doris McCarthy Gallery, UTSC's professional public art gallery.
- Subscribe to on-line magazines and forums such as: canadianart.ca, akimbo.ca/akimblog, foam.org/magazine.

- Take Studio Art courses that will introduce you to ways that artists engage social issues at a local and global level such as Art and Activism and Art in a Globalizing World, and The Documentary Image.
- Apply for an Equity and Diversity in the Arts (EDA) Student Project grant.
- Apply for an executive role to help organize ArtSideOut.
- Apply for a Work Study position to work in Gallery 1265 and continue to learn how to mount exhibitions.

- Talk to your professors about opportunities to take your artistic and organizational skills out into the local community and abroad, through volunteer work and internships.
- Serve in an executive role to help organize ArtSideOut.
- Apply for a Work Study position to work in Gallery 1265 and take a leadership role.

PLAN FOR YOUR FUTURE CAREER

- It is always good to have awards listed on your resume/CV; apply for awards that recognize research potential in students enrolled in Studio Art.
- The ACM Studio Art Student Exhibition awards students across all years of study.
- Volunteer with organizations to explore your interests; check listings on CLNx.

- Volunteer at art galleries and arts festivals such as The Power Plant, the Aga Khan Museum, the AGO, MOCCA, Nuit Blanche, Contact Photography Festival, 7a*11d Performance Art Festival, the Toronto Biennial, and Reel Asian Film Festival.
- Explore careers through the AA&CC's Job Shadowing and In The Field programs.

- Seek advice from Studio Art professors and the AA&CC about possible career paths, graduate school application materials, and deadlines.
- Attend the Alumni Graduate School Panel held annually by Studio Art.
- Attend the UTSC Professional & Graduate School Fair in September to explore graduate programs, and consider attending Open Houses.

- Studio Art students are automatically considered for the Graduating Student award, and the Krashinsky Award for the Visual and Performing Arts.
- Apply for the John McHale Award for Media Arts in third or fourth year.
- Attend AA&CC's Get Hired job search conference in April/May.
- Sign up for Jobs for Grads to access full-time jobs.

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Department of Arts, Culture & Media

SERVICES AT UTSC THAT SUPPORT YOU:

To learn about resources and departments that can support you, download the UTSC Student Experience app or visit uoft.me/StARTNow

Diversity & Inclusion

The University of Toronto Scarborough commits to intentionally foster a welcoming and supportive environment for students, faculty, and staff where diversity is valued, and every member of the community feels a sense of belonging on campus.

utsc.utoronto.ca/edo/

Academic Integrity

The university community supports an environment of academic integrity; these are values that include honesty, trust, fairness, respect and responsibility. Learn about the university's academic rules and how to avoid accidental plagiarism by attending an Academic Integrity Matters (AIM) workshop.

academicintegrity.utoronto.ca/

Healthy Campus

UTSC provides supportive environments, resources and services to empower students to maintain their overall physical and mental health and foster their academic success.

uoft.me/healthycampus/

Co-Curricular Record

The co-curricular record is an official institutional document that recognizes your involvement outside the classroom as a significant part of your U of T experience.

clnx.utoronto.ca/ccr

DID YOU KNOW...

All Studio Art faculty are professional artists exhibiting their art world wide.



FUTURE STUDENTS

For admission requirements to UTSC, check out the U of T Scarborough Viewbook or contact:

Admissions & Student Recruitment

University of Toronto Scarborough
Room HL104, Main Floor, Highland Hall
416-287-7529
admissions@utsc.utoronto.ca

CURRENT STUDENTS

Departmental Contact

Manaal Hussain,
manaal.hussain@utoronto.ca,
416-208-5115

Studio Art Librarian

Paulina Rousseau,
paulina.rousseau@utoronto.ca,
416-208-5190

Academic Advising & Career Centre

Room AC213 | 416-287-7561

Department of Student Life

Room SL157 | 416-208-4760

Arts, Culture and Media Student Association (ACMSA),

<https://utscacmsa.wordpress.com/>

Glossary of acronyms:

AA&CC - Academic Advising & Career Centre
ACM - Arts, Culture, and Media
ACMSA - Arts, Culture and Media Student Association
CCR - Co-Curricular Record
CLNx - Career & Co-Curricular Learning Network
CTL - Centre for Teaching and Learning
DSL - Department of Student Life
EDA - Equity & Diversity in the Arts
ISC - International Student Centre
SCSU - Scarborough Campus Student Union