



KENNESAW STATE
UNIVERSITY
ROBERT S. GEER FAMILY
COLLEGE OF THE ARTS

SCHOOL of
ART and DESIGN
create
**your
WORLD
HERE**



WHY CHOOSE KENNESAW STATE UNIVERSITY?

You are invited to create your world here. With our nationally recognized faculty of artists, designers, art educators, and scholars, we are dedicated to exploring the convergence of art, design, and creative inquiry. The Kennesaw State University School of Art and Design offers a rigorous education, no matter which degree you choose. We provide a BFA in Art with concentrations in Art Education, Art History, Ceramics, Comics and Sequential Art, Graphic Communications, Illustration, Painting and Drawing, Photography, Printmaking, Sculpture, and Textile & Surface Design. Alternatively, you may opt for a BFA in Digital Animation with concentrations in 2D Animation or 3D Animation or pursue an MA in Art and Design with concentrations in Art Education, Digital Animation, and Museum Studies.

Our facilities provide students with state-of-the-art resources. The Chastain Pointe facility houses four large drawing and painting studios and an expansive printmaking area. Four computer studios in the Visual Arts Building provide industry-standard technology for our applied arts disciplines of Graphic Communications, Comics and Sequential Art, Digital Animation, and Illustration. New studio spaces and recently completed computer labs on the Marietta campus support our Textiles concentration.



BACHELOR^{of} **FINE** *arts* in **ART**

CONCENTRATIONS

Art Education

Art History

Ceramics

Comics & Sequential Art

Graphic Communications

Illustration

Painting and Drawing

Photography and Video

Printmaking

Sculpture

Textile and Surface Design

BACHELOR^{of} **FINE** *arts* in **DIGITAL ANIMATION**

ART HISTORY MINOR

CLASSICAL STUDIES MINOR



Apply Now!





ART EDUCATION

concentration

The concentration in Art Education leads to provisional teacher certification in grades pre-Kindergarten through 12 (P-12).

The program provides students with a broad foundation in general education, extensive study in art, professional education, and field experiences. All pre-service art education students take studio art courses, art history, and art criticism while taking upper-division art education courses.

The program is accredited by the National Association of Schools of Art and Design (NASAD) and prepares pre-service students for graduate studies in the KSU Master of Art in Art and Design, Art Education concentration.

Demand is high for art education teachers. Some of our best students are offered positions before graduation and some BFA in Art students are returning to KSU for teacher certification.

Potential Jobs: Art Director, Art Therapist, Children's Book Illustrator, College/University Instructor*, Community Arts, Community Education, Creative Arts Instructor, Creative/Visual Arts Specialist, Education Program Coordinator, K-12 Teacher, Media Arts Coordinator, Museum Curator*, Museum Educator/Docent, Private Art Instructor, Studio/Gallery Assistant

Lily Newton,
An Arrangement of Apples,
2025, pochior print.



Lily Newton



ART HISTORY

concentration

Students interested in studying Art History can choose between a Bachelor of Fine Arts with a concentration in Art History or a minor in the subject. The Art History program introduces students to visual culture across a wide array of historical periods, regions, and contexts: spanning from the ancient world to contemporary art and encompassing Africa to Asia.

Students will learn how to analyze both objects and texts as historical evidence and examine all aspects of art and the art world, including techniques, makers, patrons, viewers, and collectors. Art History students are encouraged to study at least one ancient or modern language related to their primary area of interest.

The Art History program equips students with valuable skills in critical thinking, comprehensive research, and both oral and written communication. KSU alumni have pursued further studies in graduate school or advanced to careers in museums, galleries, and education. A concentration or minor in Art History also benefits students planning to enter fields such as business, law, non-profit organizations, professional writing, or publishing.

Potential Jobs: Archaeologist, Archivist, Art Consultant, Art Historian, Art History Teacher, Art Manager, Art Framer, Auction Specialist, Author, Business, College/ University Instructor*, Heritage Manager, Gallery Manager, Librarian, Law*, Museum Conservator, Museum Curator*, Museum Educator/Tours, Publication





CERAMICS

Ceramics
concentration

The concentration in Ceramics provides students with a comprehensive education in all aspects of ceramic fine art and design/production. This includes hand-building, wheel-throwing, mold-making, slip-casting, as well as clay and glaze formulation. Our studio accommodates various firing methods, including oxidation, reduction, soda, and raku. We collaborate with local community studios to offer internships, part-time teaching positions, and occasional opportunities for wood firing.

The Mudslingers, a student organization, provides ceramics students with the opportunity to sell their work both on and off campus and to plan and lead masterclasses in the ceramics studio for their peers. Lower and intermediate classes in the concentration emphasize techniques, while advanced classes concentrate on content, surface, and professional development along the student's chosen path within ceramics.

Each student can tailor their education in the upper levels to suit their unique goals and aspirations, allowing us to best prepare them for their specific career within the broader field of ceramics. The faculty are nationally renowned artists with expertise in figure sculpting, wheel throwing, digital design for ceramic production, and slip casting.

Alumni have become highly successful international fine artists and designers, local business owners, teachers in both public and private schools, art professors, as well as owners and managers of community studios.

Potential Jobs: Ceramic Manufacturer, College/University Instructor*, Freelance Artist, Art Teacher, Pottery or Ceramics Instructor, Pottery Designer, Studio/Business Owner, Studio Manager





COMICS AND SEQUENTIAL ART

concentration

Ellis Hamburger,
2024, pen and ink
on paper.

The concentration in Comics and Sequential Art equips students with the skills to become dynamic visual storytellers. Students explore traditional comic art, storyboarding, children's books, self-publishing through zines, and various other forms of visual narrative design and development.

Students in this concentration learn traditional studio art disciplines while having ample studio time to study sequential media and create their own work. The goal is for students to complete their degree with a strong, practiced style of visual storytelling and a portfolio of work to support their future careers.

The Comics and Sequential Art concentration for the Art, B.F.A. degree began in 2017. It was established through an articulation agreement with ESA Saint-Luc in Brussels, Belgium. The innovative teaching methods of ESA Saint-Luc played a significant role in shaping the foundation of the concentration within the School of Art and Design.

Potential Jobs: Advertising/Marketing, College/University Instructor*, Character/Creature Designer, Comic Book Artist, Concept Artist, Editorial/Commercial Illustrator, Freelance Artist, Graphic Designer, Graphic Novelist, Illustrator, Publisher/Editor, Production Artist, Typesetter, Storyboard Artist, Studio/Business Owner, Studio Manager

Rodney Ford II, *One Second*, 2024,
pen and ink on paper.



GRAPHIC COMMUNICATIONS

concentration



Holley Grace,
Cobb County Watershed
Stewardship, T-shirt design
and packaging, 2024.

The concentration in Graphic Communications equips students for a creative career in the advancement of print and digital media. Students will receive extensive training in the fundamental principles of visual communication.

Students will explore the fundamental principles of typography and composition while mastering the creative interplay of typefaces, images, color schemes, and graphic elements. They will actively engage in an immersive, hands-on experience focused on publication design, advertising, and packaging through rigorous research and design thinking. Additionally, students will delve into interactive media design, UX/UI design, and motion graphics, with an emphasis on innovation and creativity.

Our advanced courses offer an enriching experience with small class sizes, enabling in-depth exploration of cutting-edge graphic technologies under the attentive guidance of our dedicated faculty. Students are encouraged to showcase their creative work on campus and in the broader community. Furthermore, we provide a wealth of exciting internship and study-abroad opportunities, allowing students to broaden their horizons and apply their skills in real-world settings.

Potential Jobs: Advertising Designer, Brand Identity Designer, College/University Instructor*, Creative Director*, Graphic Designer, Freelance Artist, Layout Artist, Logo Designer, Motion Graphic Artist/Animator, Multimedia Artist, Publication Designer, User Experience (UX) Designer, Web Designer





ILLUSTRATION

concentration

Andrea Dominguez,
2024, digital illustration.

The Illustration concentration prepares students for careers in editorial and commercial illustration, as well as entertainment and digital media. This path is supported by traditional studio disciplines of painting and drawing, which emphasize image design and development.

Students studying Illustration engage in constant visual problem-solving and image creation. The goal is to produce a strong portfolio that showcases a distinct personal style and rich visual vocabulary.

The Illustration concentration for the Art B.F.A. degree began in 2017. It was established as part of an articulation agreement with ESA Saint-Luc in Brussels, Belgium. The innovative pedagogy of ESA Saint-Luc shaped the foundation of this concentration in the School of Art and Design.

Potential Jobs: Advertising/Marketing, Animator, Assistant Designer, College/University Instructor*, Concept Artist, Editorial/Commercial Illustrator, Freelance Artist, Graphic Designer, Illustrator, User Experience (UX) Designer, Storyboard Artist, Tattoo Artist



Lily Newton,
2024, Digital Illustration.

Hoyt Stover, 2024,
permanent ink on paper.



PAINTING & DRAWING

concentration

The concentration in Painting and Drawing encourages the exploration of various approaches, histories, and forms of painting and drawing. We view art-making as a process of inquiry that is continually refined by experience, knowledge, and practice. The diverse faculty offers a wide array of perspectives to individual study.

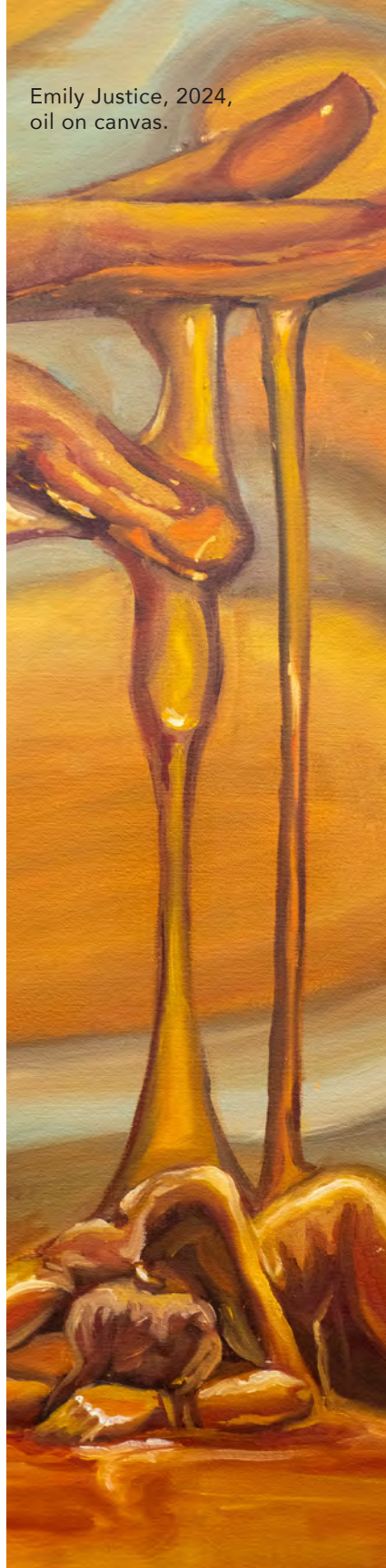
Painting and Drawing acknowledges and draws upon its rich historical roots as they relate to contemporary methods and concepts. It continues to play a significant role in modern culture.

Viewed as independent yet overlapping disciplines, Painting and Drawing offer a wide range of courses tailored for students of all levels, backgrounds, and interests. We maintain a strong history and a continuing commitment to integrating visiting artists, critics, curators, and scholars into the core of our instruction.

We encourage our students to cultivate their own points of view by enabling the development of painting and drawing as a means of individual expression, reflection, and communication.

Potential Jobs: Advertising/Marketing, Animation Background Painter, Art Consultant, Art Director, Art Handler, Art Teacher*, College/University Instructor*, Concept Artist, Fine Artist, Freelance Artist, Gallery Assistant/Director/Owner, Graphic Artist, Interior Designer, Makeup Artist, Muralist, Museum Curator*, Museum Educator/Docent, Production Designer, Prop Designer, Set Painter/Designer, Storyboard Artist, Tattoo Artist

Emily Justice, 2024,
oil on canvas.



PHOTOGRAPHY AND VIDEO

*photography
and video*
concentration



The concentration in Photography and Video develops skill sets in the following photographic disciplines: fine art, editorial, commercial, and videography.

Students engage with a range of materials, from traditional films and papers to cutting-edge digital cameras, lighting equipment, large format printers, and the comprehensive software of Adobe Creative Suite.

We work with several galleries, studios, arts centers, professional photographers, and videographers to give students the opportunity for real-world job experience and to show them the tools and techniques used by leaders in the field.

Potential Jobs: Advertising/Marketing, Art Handler*, Camera Operator, College/University Instructor*, Content Creator, Creative Director*, Gallery/Business Owner, Gallery Manager, Graphic Designer, Photographer, Photojournalist, Photo Editor, Photo Technician, Studio Owner, Studio Manager, Videographer, Video Editor

Addie Elder,
2024, photograph.



Hoyt Stover,
Passing Storm, 2024,
linocut on paper.



4/5

"Passing Storm"

Hoyt Stover

PRINTMAKING

concentration

The concentration in Printmaking offers professional courses designed to meet the demands of today's marketplace. Students will receive thorough training in the foundations of art and have opportunities to explore various types of media within the printmaking concentration. They will take advanced courses in Printmaking that encompass all contemporary media as well as traditional processes.

Our printmaking curriculum offers Book Arts/Papermaking, Letterpress, Intaglio, Lithography, Block Printing, and Serigraphy, covering everything from basic to advanced techniques. Our small class sizes facilitate immersive course offerings with close faculty interaction.

Students have the opportunity to exhibit their work both on and off campus and build a strong resume for their careers. Numerous internships, scholarships, and study abroad opportunities are available.

Potential Jobs: Advertising/Marketing, Art Consultant, Art Director, Art Handler, Art Teacher*, College/University Instructor*, Fine Artist, Freelance Artist, Gallery Assistant/Director/Owner, Graphic Artist, Illustrator, Museum Curator*, Museum Educator/Docent, Printmaker, Studio/Business Owner, Studio Manager



SCULPTURE

concentration



The Sculpture concentration offers a practical education in three-dimensional design and conceptualization, along with hands-on experience in contemporary and traditional tool use, fabrication, and professional practices.

Students work with a wide range of materials, including wood, metal, silicone resins, and plastics. They learn to safely use handsaws, chisels, table saws, bandsaws, welders, laser cutters, 3D printers, and CNC routers. Students may also explore methods of metal fabrication such as plasma cutting, welding, mold making, and metal casting. Additionally, students may design and create permanent public works, including those in the City of Kennesaw.

This concentration offers small class sizes, allowing students to work closely with their professors. Students can participate in field trips to material suppliers, fabrication companies, and the studios of professional sculptors. They may also join the Sculpture Club, which provides time and space for creating and selling their work, as well as attending conferences and workshops.

Internships with fabrication companies like ID3 Group and AFX Studios are available for upper-level students, potentially leading to employment or connections with companies seeking individuals with similar skill sets. Students may work as studio assistants to nationally recognized sculptors, engage in the growing film industry, or become woodworkers, professional welders, or sculptors who create and sell public works.

Potential Jobs: Art Director, Art Handler, Art Teacher*, College/University Instructor*, Freelance Artist, Fine Artist, Industrial Designer, Model Maker, Motion Picture Sculptor, Museum Curator*, Production Designer, Prop Designer, Public Works Artist, Sculptor, Set Fabrication/Designer, Studio/Business Owner, Studio Manager, Wood Worker, Welder, 3D Modeler

MASTER CRAFTSMAN

program



The Master Craftsman Program at Kennesaw State University is a student-driven series of classes within the Sculpture program, aiming to deliver high-quality artwork to the community while simultaneously offering students an impactful learning experience.

Students collaborate with clients to create artwork that satisfies the unique requirements of each client while acquiring invaluable, real-world experience. We aim to contribute to the community through creative placemaking by engaging our partners in public art projects and community events.





TEXTILES and SURFACE DESIGN

concentration

The concentration in Textile and Surface Design emphasizes creativity and experimentation that combines design with art and technology.

Students will be exposed to courses that cover textile foundations, computer-aided design, color and trend forecasting, sewing construction, printmaking and surface manipulation, technical development and drafting, as well as weaving and the textile industry.

The heart of the textiles and surface design program focuses on creative conceptual development, two- and three-dimensional textile constructions, surface design technologies, historical and cultural aspects of textiles, impactful sustainable design, and the significance of textiles and surface design in a global context.

The skills students learn while in the program prepare them to work in a variety of industries, such as material design, advertising and marketing, interior design, and fashion.

Potential Jobs: Advertising/Marketing, Art Teacher*, Carpet/Textile Designer, Clothing/Textile Technologist, College/University Instructor*, Costume Designer, Fashion Designer, Fashion Director, Fashion Writer, Fine Artist, Gallery Assistant/Director/Owner, Interior Designer, Market Researcher/Trend Forecaster, Pattern Maker, Seamstress, Stylist, Technical Designer, Weaver



The poster features three characters in a dark, forested setting at night. A large, bright full moon hangs in the sky. In the foreground, a blue pickup truck is shown from a low angle, with its headlights on. The truck has some red splatters on its hood. The character on the left is a young man with red hair, wearing a blue and white striped shirt, looking towards the viewer with a slight smile. The character in the center is a young man with red hair, wearing a green and white striped shirt and red pants, looking towards the right with a determined expression. The character on the right is a young man with dark skin and black hair, wearing a brown and white striped shirt, looking towards the left with a surprised expression. The background shows dark, jagged mountains and a dense forest of evergreen trees. The title 'THE FREAKS OF LAUREL CREEK' is written in a stylized, jagged font in the top right corner. The text 'Bachelor of Fine Arts in' is written in a white serif font, and 'DIGITAL ANIMATION' is written in a large, bold, white sans-serif font in the center. The text 'Ava Sins, Freaks of Laurel Creek' and 'Movie Poster, 2025, digital.' is written in a small, white sans-serif font in the bottom right corner.

THE FREAKS OF Laurel Creek

Bachelor of Fine Arts in

DIGITAL ANIMATION

Ava Sins, *Freaks of Laurel Creek*
Movie Poster, 2025, digital.

The Bachelor of Fine Arts (BFA) with a major in Digital Animation prepares you for various animation and animation-related careers or graduate school by providing a thorough grounding in fundamental principles and techniques. This degree focuses on intensive work in digital animation supported by a program of general studies.

Digital animation includes all animation techniques that are designed exclusively with the use of computers. With digital animation, you can create both 2D (two-dimensional) and 3D (three-dimensional) animation.

The five forms of animation are:

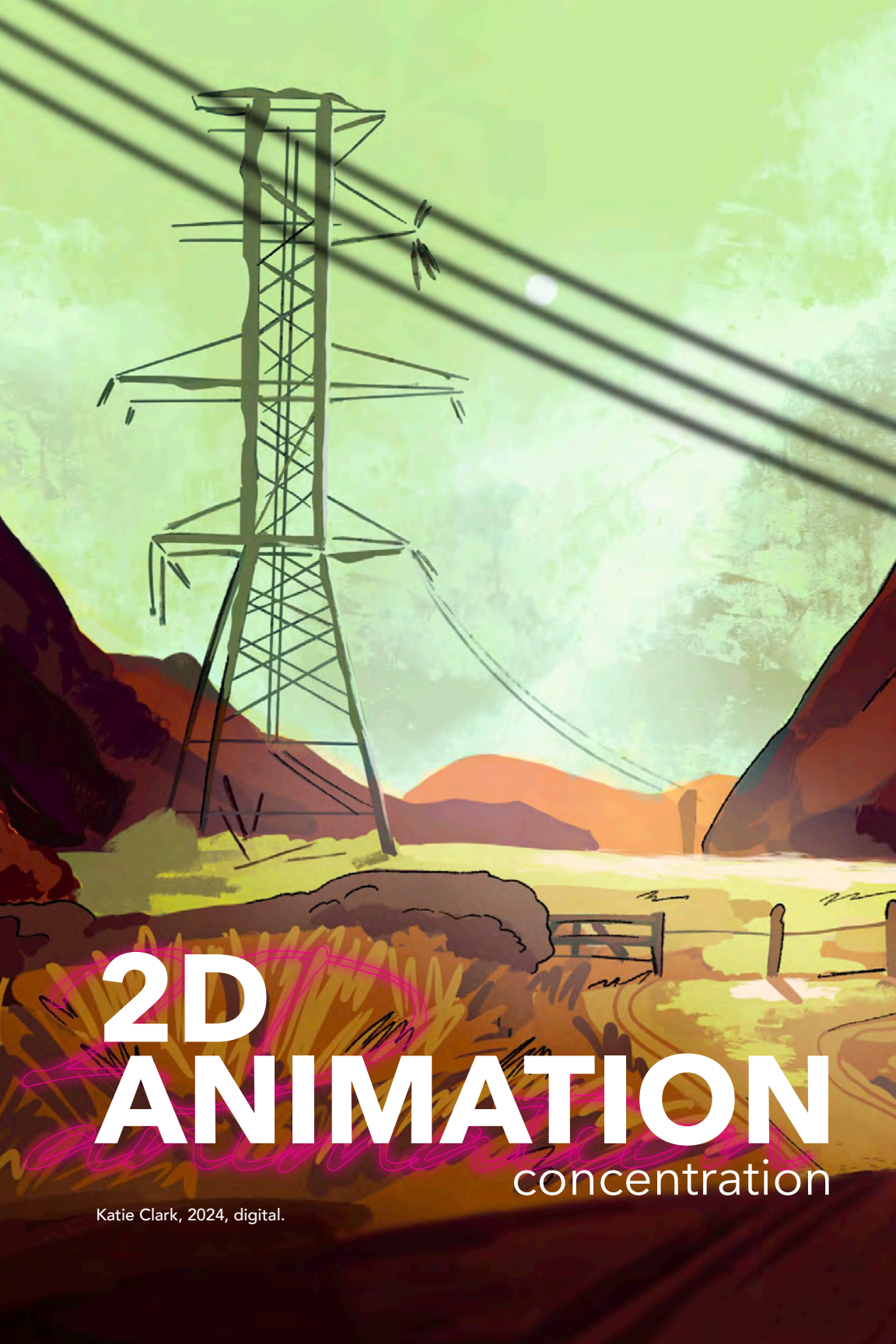
- Traditional Animation
- 2D Animation
- 3D Animation
- Motion Graphics
- Stop Motion

Digital Animation foundational coursework includes the basics of two and three-dimensional design, color theory, computer applications in art, and concept, creativity, and studio practice.

Upper-level coursework includes electronic illustration, foundation animation, and character development, as well as other digital animation courses.



Christofer Floyd, 2024,
stop motion animation.



2D ANIMATION

concentration

Katie Clark, 2024, digital.

The 2D Animation concentration prepares students for professional careers in the field of 2D animation, beginning with an introduction to basic animation fundamentals during their freshman year. In their sophomore year, students will apply these animation principles to more complex, narrative-driven projects. As students progress into advanced classes, they will acquire experience across all facets of the animation pipeline, including storyboarding, character design, background illustration, compositing, and 2D character rigging.

Students will create animations individually and as part of a team, helping them identify and advocate for the area of animation they are most passionate about while ultimately building a portfolio aimed at securing a career in their desired animation field upon graduation.

Potential Jobs: 3D Art Modeler, Animator, Art Director, Background Painter, Character Designer, Cleanup Animation, Flash Animator, Graphic Designer, Stop Motion Animator, Film and Video Editor, Illustrator, VFX Artist, Web Designer





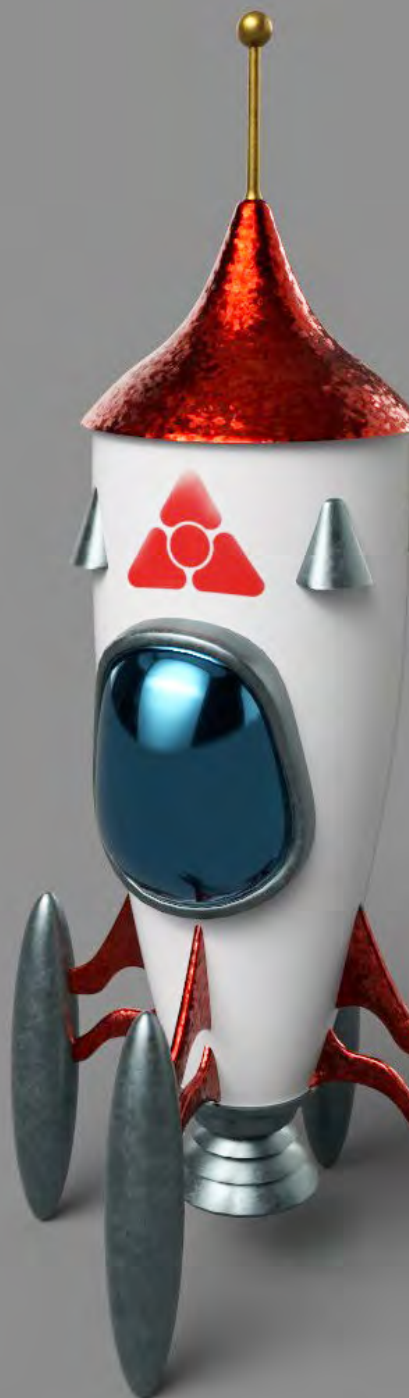
3D ANIMATION

concentration

The 3D Animation concentration provides a comprehensive exploration of the 3D animation production pipeline, starting with an in-depth introduction to fundamental techniques—including modeling, lighting and texturing, and animation- during the freshman and sophomore years. As students advance into their junior and senior years, the curriculum expands to reinforce and refine their core 3D production skills through collaborative and individual, portfolio-driven projects.

Additionally, advanced coursework in specialized areas such as 3D sculpting, rigging, and compositing will be offered, equipping students with the technical expertise and creative problem-solving abilities necessary for professional practice in the field of digital animation. Enrollment for this program, set to launch in Fall 2026, will start in Fall 2025. Currently, the program is available only to first-time freshmen.

Potential Jobs: 3D Art Modeler, Animator, Art Director, Background Painter, Character Designer, Cleanup Animation, Flash Animator, Graphic Designer, Stop Motion Animator, Film and Video Editor, Illustrator, VFX Artist, Web Designer



Reece Jones, 2025, 3D model.

Kennesaw State University
ROBERT S. GEER FAMILY
COLLEGE of the

arts



78%

*of students are
employed within 6
months of graduation*

100+

*exhibitions, concerts,
productions, and performances
on campus per season*



**Award
Winning**

*faculty, artists in residence,
and guest scholars*



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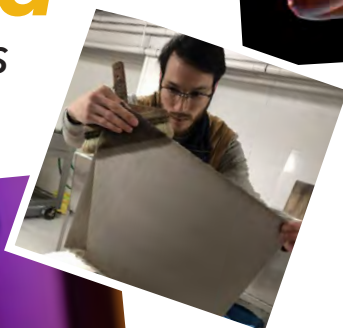


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MASTER of ARTS in ART & DESIGN

DIGITAL

animation

Latest Technology
Industry Connections

MUSEUM

studies

Zuckerman Museum of Art
Digital Archiving

ART

education

Studio-focused
Salary Advancement

100% ONLINE
kennesaw.edu/maad

BERNARD A. ZUCKERMAN MUSEUM of ART



A unit of Kennesaw State University's School of Art and Design, the Bernard A. Zuckerman Museum of Art serves as a vital academic resource and cultural focus for students, faculty and members of the community.

492 Prillaman Way, MD 3104, Kennesaw, GA 30144

Regular hours:
Tuesday - Friday: 10 a.m. - 5 p.m.
Saturday: 12 - 5 p.m.

FREE ADMISSION

zuckerman.kennesaw.edu



470-578-6650 | ticketing.kennesaw.edu

GEER COLLEGE of the ARTS

Jawshing Arthur Liou, Dean

Dr. Leslie J. Blackwell, Interim Senior Associate Dean

Dr. Peter Fielding, Associate Dean

Prof. Geo Sipp, Director, School of Art & Design

Prof. Marsha Barsky, Chair, Department of Dance

Dr. Nathan Nabb, Director, Bailey School of Music

Prof. Chuck Meacham, Chair, Department of Theatre & Performance Studies

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