

# Fine Arts AAS Degree Program

<http://fitnyc.edu/finearts>

## School of Art and Design

Applications accepted for fall only. NYSed: 00827 CIP: 50.0702

The Fine Arts AAS major offers students an extensive foundation in studio practice including courses in painting, drawing, printmaking and sculpture. Students also begin to place their own creative ideas within a larger historical and conceptual context through Art History courses and direct interaction with contemporary artists and exhibitions. The program lays the groundwork for upper-level work in Fine Arts, other and design related disciplines. Curriculum below is for the entering class of fall 2023.

### Semester 1 Credits

MAJOR	FA 114 - Fundamentals of 3D Design	1.5
AREA	New title: Fundamentals of 3D Design	
	FA 120 - Materials, Techniques and Design	1.5
	FA 143 - Foundation Drawing I	3
	FA 151 - Painting I	3
ART HISTORY	HA 112 - History of European Art and Civilization: Renaissance to the Modern Era	3
GENERAL EDUCATION	choice - see Requirements*	3

### Semester 2

MAJOR	FA 144 - Foundation Drawing II	3
AREA		
	FA 152 - Painting II	3
	FA 161 - Sculpture I	3
RELATED AREA	CD 234 - Color Studies	2
ART HISTORY	HA 231 - Modern Art in Europe and North America	3
GENERAL EDUCATION	choice - see Requirements*	3

### Semester 3

MAJOR	FA 231 - Visualization and the Human Figure I	1.5
AREA		
	FA 255 - Intermediate Methods and Approaches - Painting III	3
	FA 261 - Sculpture II	3
	FA 271 - Intaglio	2
GENERAL EDUCATION	choice - see Requirements*	3
	choice - see Requirements *	3

### Semester 4

MAJOR	FA 232 - Visualization and the Human Figure II	1.5
AREA		
	FA 256 - Intermediate Methods and Approaches - Painting IV	3
	FA 272 - Relief Printmaking	2
RELATED AREA	PH 100 - Photography for Artists	2
	CT 200 - Content Design and Research	2
GENERAL EDUCATION	choice - see Requirements*	3

	choice - see Requirements*	3
<b>TOTAL CREDIT REQUIREMENTS</b>		
	ART HISTORY	6
	GENERAL EDUCATION	18
	MAJOR AREA	34
	RELATED AREA	6
	<b>Total Credits:</b>	<b>64</b>

**\*Fall 2023 Requirements:** See below.

**FIT's General Education and Art History Requirements for Art and Design Associate Degree Programs:**

- Art History: 6 credits. HA 112 History of European Art and Civilization: Renaissance to the Modern Era (3 cr.) and HA 231 Modern Art in Europe and North America (3 cr.)
- Three (3) credits from each required area, totaling 9 credits: G1, G2, and G3
- Six (6) credits from two (2) different areas in **non-HA liberal arts** courses in G4–G10
- Three (3) credits of any 200- or 300-level English literature or speech course

FIT's Gen Ed courses are organized into the following categories: G1 Basic Communication; G2 Mathematics; G3 Natural Sciences; G4 Social Sciences; G5 Western Civilization; G6 The Arts; G7 Humanities; G8 Foreign Language; G9 Other World Civilizations; G10 American History.

See list of Gen Ed approved courses under FIT's General Education Requirements and Courses. An FIT Gen Ed course cannot be used to meet more than one General Education area.

**Upper Division Alternative(s):**

Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Animation, Interactive Media & Game Design, Fine Arts, Textile/Surface Design, and Toy Design.

Students who successfully complete the Fine Arts AAS program will be able to:

1. Demonstrate competency in the principles of visual organization including scale, shape, color, form, value, proportion, abstraction, and composition as they apply to the disciplines of painting, drawing, sculpture, and printmaking at the foundation level.
2. Utilize a variety of media, tools, and techniques.
3. Successfully employ the three dimensions of color: hue, value, and chroma.
4. Conceive, conceptualize, and execute works of art in both two and three dimensions.
5. Make critical artistic judgments through class critiques and written assignments.
6. Identify major achievements in the history of art, including the works and intentions of major artists both past and present.
7. Demonstrate competency in basic art related digital technology software programs.