Jaki Wells
“Paint Skin”

Erich Neitzke
“Smile You Son of a Bitch”

Kathryn Kuntz,
“Locking Graymatter”

Lani Shapton, “Every Now and Then”

Ben Cohan
“Near Cobden”

SIUC School of
ART & DESIGN
MFA
PAINTING
PRINTMAKING
DRAWING

www.artanddesign.siuc.edu
TWO DIMENSIONAL GRADUATE PROGRAM

Two Dimensional Studio Graduate Program offers students a comprehensive education that helps prepare them for careers as professional artists. The program has two major goals: 1) for students to learn the skills, creativity, critical awareness, and autonomy necessary for being a professional artist, while simultaneously 2) gaining the skills and experience necessary to teach art at the college level. Students must be able to demonstrate a high level of ability in their area of emphasis, present a professional-level body of original artwork which reflects their ability to investigate concepts, issues and processes relevant to their studio practice, and be able to discuss this work critically.

Students supplement their studio practice through graduate assistantships when possible, using them to complement and enhance their skills, understanding, and ability to communicate art issues. The outcome is that students are able to pursue a professional art career by exhibiting and/or selling their work in appropriate venues, as well as pursuing grants and artist residencies and garnering critical acclaim for their work in the press. They are prepared to teach art at the college level in term or tenure-track positions as well as find other professional opportunities in a variety of cultural venues.

COVER WORK:
Xuhong Shang, Painting, "Momentary #1"
Travis Janssen, Printmaking, "Space Strio"
Erin Palmer, Painting, "Jar of Gar"

PAINTING, DRAWING & PRINTMAKING
Generally speaking, the Painting, Drawing, and Printmaking areas of emphasis work together as a whole at the graduate level, and are colloquially known as the “2D area.” The MFA degrees with emphasis in Drawing, in Painting, and in Printmaking are integrated and inclusive, situating the student’s experience within a studio dynamic that broadly investigates the combined and collaborative potential of these studio areas. Students are simultaneously encouraged to explore the relationship of their subject area to other disciplines and media possibilities within the resources of the school. Through a process of practice and intellectual engagements, students are encouraged to devise individualized strategies to develop and inform their own work in relation to the broader spectrum of contemporary professional practice. The faculty consequently places considerable emphasis on the opportunity for students to encounter a range of ideas, attitudes, and approaches that are necessary to this development, all of which are further enhanced by a program of visiting artists and relevant critical and historical contextualization. The Painting, Drawing, and Printmaking facilities are located in the Allyn Building and the Glove Factory (or 2D facilities).

FACULTY
Xuhong Shang, Professor, 2D Painting, Program Area Head
Najjar Abdul-Musawwir, Associate Professor, Painting/Drawing/Core Curriculum, Head of Undergraduate Studies
Erin Palmer, Associate Professor, 2D Painting/Drawing
Ed Shay, Visiting Professor, 2D Studio
Mark Pease, Assistant Professor, Digital Media
Travis Janssen, Visiting Assistant Professor, 2D Foundations
Cheonae Kim, Artist in Residence, 2D Studio

REQUIREMENTS
Master of Fine Arts in Two Dimensional
A minimum of 60 semester credit hours is required for the Master of Fine Arts degree with a major in art.
Primary Studio emphasis: 26 hours
Art History or related subjects: 12 hours
Studio Electives (may be within specialization): 9 credit hours
Thesis or terminal project work: 6 hours
Other Electives: The remaining 7 credit hours may be elected from any area within the School of Art & Design or from the University at large.

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