Welcome to VCU’s Art Foundation Program and Congratulations! You are about to embark on an exciting year of new experiences, new people and new ways of thinking and making. The Art Foundation year is a crucial and formative one. It sets the stage for your Art and Design education at VCU. In addition to academics, your schedule will include Drawing, Time, Surface and Space, core studio classes that will expand your understanding of what you can accomplish and what interests you. By the end of the Program, half of our students change their minds about the major they will pursue; a testament to how life-changing this year will be!

The Art Foundation experience promises to be both rich and demanding. You will be asked to try new things and step outside what is comfortable and familiar. Expect to be challenged, expect to work hard and you will be amazed by what you will learn and what you are able to accomplish. The best advice I can offer is to take advantage of every opportunity being a part of the School of the Arts and the University provides, whether it be discussions, assignments, visiting artists, lectures, competitions, the library, the Richmond art scene, your knowledgeable faculty, etc. Squeeze everything out of the experience you can.

As a new member of the School of the Arts you are joining a strong community of students, faculty and alumni. Your classmates will be exceptional students like yourself. You will raise the bar for one another, befriend one another and challenge one another. Relationships forged here are valuable and long-lasting ones, continuing throughout your career in the arts.

Your education is in your hands. We’ll offer the tools: the faculty, the classmates, the facilities and the environment, in which you can prosper. Bring your curiosity, eagerness and energy. We look forward to sharing in your accomplishments. It will be a wonderful year.

Welcome.

Elissa Armstrong
Art Foundation Director
**ART FOUNDATION PROGRAM**

**CURRICULUM & CORE COURSES**

### FALL SEMESTER

<table>
<thead>
<tr>
<th>COURSE</th>
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<th>CREDIT</th>
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<td>ARTF 13X</td>
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<tr>
<td>ARTF 13X</td>
<td>AFO Studio or Research class*</td>
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<tr>
<td>ARTH 103</td>
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<tr>
<td>UNIV 111</td>
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<td><strong>16</strong></td>
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*Please note that there is no sequential order to the Art Foundation Studio/Research classes: ARTF 131, ARTF 132, ARTF 133, and ARTF 134.*

### SPRING SEMESTER

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<tr>
<td></td>
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</tr>
</tbody>
</table>

*Please note that there is no sequential order to the Art Foundation Studio/Research classes: ARTF 131, ARTF 132, ARTF 133, and ARTF 134.*
ARTF 131 - DRAWING STUDIO
3 credits, offered Fall & Spring semester

Drawing is a fundamental tool of Fine Art and Design. It is a means of focusing one’s powers of observation and generating ideas. Drawing cultivates an ability to envision and anticipate projects across all disciplines. This three-credit, semester-long course cultivates drawing skills that are essential to all artistic practice.

Drawing from A to Z. Drawing Studio is an intensive drawing course covering the historic principles of drawing and their place in contemporary Art and Design. The course provides an in-depth investigation of line, perspective, the figure, gesture, space, atmosphere, erasure, etc. Through the repeated physical activity of drawing, students will refine their dexterity and intellectual powers of observation and visualization.

ARTF 132 - SURFACE RESEARCH
3 credits, offered Fall & Spring semester

Two-dimensional design skills are essential to the success of students in Fine Art and Design. Understanding two-dimensional imagery is essential to all majors in the School of the Arts. This three-credit, semester-long immersion into two-dimensional imagery and design establishes a foundation for all artistic practice.

Surface is the two-dimensional locus of points. ‘Surface Research’ uses this definition both literally and metaphorically to explore methods of generating, organizing and editing planar imagery. This class will include basic principles of two-dimensional design, color and visual organization in traditional, digital and lens-based media. Course content will explore the context of imagery in the larger culture and the potential of art and design.

ARTF 133 - SPACE RESEARCH
3 credits, offered Fall & Spring semester

Three-dimensional skills are essential to the success of all students in Fine Art and Design. Envisioning space and thinking in three dimensions is crucial to all studio majors in the School of the Arts. This three-credit, semester-long immersion into material and space cultivates the skills necessary for all artistic practice.

Space Research is a semester-long course that explores the fundamental principles of three-dimensional art and design practices. Hands-on projects introduce students to methods, tools, and materials ranging from time-honored building techniques to experimental studio processes. Students acquire a broad set of construction skills while they hone their ability to understand, envision, and communicate effectively about space, objects, scale, and the relationship of the body to the built environment.
ARTF 134 - TIME STUDIO
3 credits, offered Fall & Spring semester

Time-based work is an important element of contemporary Fine Art and Design and is fundamental to all studio majors in the School of the Arts. The fields of Fine Art and Design have been redefined by the advent of technology capable of recording moving images. Additionally, notions of ephemerality, duration, performance, and documentation have become integrated into traditional media in Fine Art and Design. Time Studio is a three-credit, semester-long immersion into the possibilities of time-based work including film, video, animation, sound and performance.

Time Studio brings together tenets of contemporary practice that have extended the fields of Fine Art and Design. Time-based media such as film, video, animation and sound are included in this mix. The historically underrepresented impulses of theatricality and performance will be explored in this course. Time studio will use video as a primary tool, but will address larger issues of ephemerality, duration and the possibilities of the moving image.

ARTF 139 - PROJECT
1 credit, five weeks, offered Fall & Spring semester

Project courses are one credit classes designed to allow students a direct experience with the Fine Art and Design departments in their foundation year. These modules allow students access to the school’s individual programs and give students more information from which to choose their major. ‘Project’ topics will be chosen by the sponsoring Fine Art and Design departments. ‘Project’ is taught in each department’s facility and frequently encompasses a single project from start to finish.

“My most memorable AFO experience would have to be my first crit, which was for my wood sculpture in Space. There was so much anticipation and our whole class had bonded over late nights working on it so we all decided to dress up and make it a big event. I had never finished something that big (6ft x 12ft), let alone used a wood shop, so it was all so new and exciting and being able to show off my hard work and hear people’s feedback was really amazing and exciting. Really, that critique set me up for the rest of my time here and showed me that if I put all my effort into each piece, it can be super rewarding.” -Abigail Giuseppe
HIGHLIGHTS OF THE VCU CORE CURRICULUM

Art & Design General Education Requirements*

The VCU Core Education Program consists of 21 credit hours intended to be completed by the end of the sophomore year.

**Tier I:** 6 credit hours - **UNIV 111 and UNIV 112 (Focused Inquiry)** - This two-semester sequence is required of all first-year students and provides the foundation of the Core Education Program.

**Tier II:** As a complement to the first tier, Tier II courses reinforce the learning objectives introduced in the Focused Inquiry sequence. Courses in this tier are drawn from across the university and include:

- 3-4 credit hours – a **quantitative literacy** course
- 3 credit hours – a **research and academic writing** course that emphasizes academic argument, information retrieval, analysis and documentation.
- 3 credit hours – a **humanities/fine arts** course
- 3-4 credit hours – a **social/behavioral sciences** course
- 3-4 credit hours – a **natural/physical sciences** course

**Tier III:** The third tier culminates in a capstone experience integrating the Core Education Program with the student’s major. This requirement, as determined by the major, may be fulfilled through a service-learning project, a research project with a faculty member, a study-abroad program, a senior thesis paper, a practical internship or a major-specific capstone course. This requirement ties learned experience in the Core Education Program with a practical application in the major.

*Updated May 2018. This information may be subject to changes. Check your bulletin for the most up to date information.

“My first year at VCUarts has been one of, if not the, most formative experiences in my life. I have learned to build skills I didn't even know I had! On top of technical artistic development, the curriculum was rigorous enough so that stress and time management became a very important skill I had to learn, too. All of my professors were kind, engaging and truly devoted to what they teach.” -Margaret Ellis
ACADEMIC ADVISORS

Advisors are here to:

- Help students define and develop realistic goals
- Identify special needs
- Match students to available resources
- Help students plan course schedules, clarify prerequisites, and consult on major choices
- Monitor progress toward academic success and career goals
- Teach students to maneuver within VCUarts and the academic system

All students are responsible for meeting with their academic advisor no less than twice a semester. Students may schedule an appointment with their academic advisor through the myVCU Portal.

Freshmen, last names A – K: Nathan Tersteeg – ntersteeg@vcu.edu
Freshmen, last names L – M: Gian Pierotti – pierottigp@vcu.edu
Freshmen, last names N – Z: Anthony Meloro – ameloro@vcu.edu
Transfer & Change of Major students: Chris Norris – acnorris@vcu.edu

“Time management is everything. Don’t set project goals that you don’t think can be completed in the time given. Don’t make excuses. Everyone who is accepted into AFO is immensely talented and has earned their spot. Once In AFO you need to have the drive to continue building talent and knowledge. AFO is an experience given to you to experiment and problem solve in ways that challenge you and differ from what you learned in high school.”
-Grace Ebacher-Rini

TRANSFER STUDENTS

In order for Art Foundation to consider all your college credits for transfer, please arrange to have your most up-to-date official transcripts sent to the Art Foundation office from all previously attended institutions. Courses with a final grade of C or higher are eligible for transfer.

One hundred-level studio classes are considered for transfer into VCU’s Art Foundation program on a case-by-case basis. Remaining Art & Design courses will transfer as art elective credit until a student enters a major department and credits are re-evaluated.
MATERIALS & SUPPLIES

Materials in the Art Foundation Program are the equivalent of textbooks for academic classes. You should expect each class and every teacher to require specific supplies totaling around $300 per studio class. The Art Foundation Program is unable to provide art supplies to students for studio work.

Please anticipate at least $1200 in art supply expenses during your first year at VCUarts. It is often convenient or advantageous for Art Foundation students to set up an account with a local vendor near the VCU campus.

REQUIRED TOOLS

Each student must be equipped with a basic set of tools for use in their classes. The tools do not need to be new, or state of the art, but everyone is required to have a basic toolkit (listed below) without exception. Teachers provide their individual supply lists at the beginning of class.

- safety glasses or goggles
- metal measuring tape (at least 10’)
- matte knife
- combination or keyed lock (to lock your tools in a locker)
- fabric drop cloth
- sketchbook
- Adobe Creative Cloud - Student Edition
- digital camera with video capability
- 8 GB flash drive

Suggested:
- 1 TB Portable External Hard Drive
- Artist’s Complete Health & Safety Guide
  ISBN – 9781581152043

Not having the required computer hardware, software, or materials is not an excuse for late and/or incomplete assignments.

“Success is amounted fully to the extent which you choose to invest into it: and perhaps the most beautiful and most treacherous aspect of that, is that there is no set path to it’s achievement - be your own provocative, and don’t settle for the given standard: Teetering from the guidelines is fully acceptable, so long as the final execution is nothing short of your definition of perfection.” -Rickie Lindemann
AFO OFFICE STUDENT RENTALS

Available M-F 8:30am - 4:45pm

- Canon Rebel DSLR Cameras
- Canon Powershots
- Zoom Sound Recorders
- Zoom Q4 Video Recorders
- GoPro Action Cameras
- Polaroid Cube Action Cameras
- Projectors
- RIF6 Cube projectors
- Tripods
- Light Kits - LED; Lowel Tota, DP
- Green Screens
- Wacom Tablets
- Sewing Machines
- Pedestals
- Dressforms
- Amps, microphones, and audio mixers
- Flip Video Cameras (1 week rental)

COMPUTER REQUIREMENTS

Every student is required to have a computer that meets or exceeds University standards which are detailed in the [VCU Student Computer Initiative](#). Because many students entering the Art Foundation Program are uncertain which major they wish to enter, and because placement in any particular department is not guaranteed, we recommend that students bring a computer from home for use during the first year of college.

The Art Foundation computer labs are equipped with Apple computers. However, it is not necessary for a student to purchase an Apple if they already own a PC or an Apple computer that meets the University’s minimum requirements. You will find Apple computers most compatible with the assignments given in Time Studio classes, though assignments can be completed in the school lab. If you choose to purchase a new computer, please keep in mind that the computer you purchase may not meet the technical requirements of the department that you enter.

Students are not permitted to use University or School equipment, facilities, or licensed material (including software) on or off campus for professional projects of their own, for example, engaging in work for hire with a company or individual. This will be considered a criminal offense and could result in legal action and/or suspension from the University. The only exception to this policy is for projects formally sanctioned by a VCUarts department or program and supervised by a faculty member associated with that department or program. VCUarts students are only permitted to use University or School equipment, facilities, and licensed material (including software) off campus if such use is for a formal class assignment supervised by a VCUarts faculty member.
AREA RESOURCES

Art Supply:

Barnes & Noble @ VCU Bookstore
1111 West Broad Street
804 828 1678

Plaza Art
927 West Grace Street
804 359 5900

Digital/Printing Resources:

RamTech
930 West Grace Street
804 828 TECH

Lynda
Online Learning Resource, Software Tutorials
lynda.vcu.edu

AFO Computer Lab
Bowe Street Parking Deck, Room 526
804 828 1129

VCUarts GO Lab
325 N. Harrison Street, Pollak Building Room 219
804 828 1710
golab@vcu.edu

VCUarts Depot
814 W Broad Street
804 828 6506

VCU Cabell Library
The Workshop
901 Park Avenue
804 827 3594

Uptown Color
1205 W Main Street
804 353 2679

Shop & Material:

Art Foundation Woodshop
Bowe Street Parking Deck, Room 540

Lowe’s (National Chain)
1640 West Broad Street
804 219 0640

Photo Resources:

Action Photo Company
3535 Ellwood Ave
804 355 7103

Richmond Camera
213 W Broad Street
804 648 0515

B&H Photo Video and Pro Audio

Visual Arts Resources:

Virginia Museum of Fine Arts (largest collection in VA)
200 N Boulevard
804 340 1400

Institute for Contemporary Art - ICA
601 West Broad Street
804 828 2823

For a full listing of local arts resources, see the VCUarts RVA All Day website.

University Resources:

Records and Registration
Harris Hall
1015 Floyd Ave - 1st Fl
804 828 1349

Financial Aid
Harris Hall
1015 Floyd Ave - 1st Fl
804 828 6669

Student Accounting
Harris Hall
1015 Floyd Ave - 1st Fl
804 828 2228

University Counseling Services
Student Commons
907 Floyd Ave - Rm 238
804 828 6200

Student Accessibility and Educational Opportunity - SAEO
Student Commons
907 Floyd Ave - Suite 018
804 828 2253

Student Health Services
1300 W Broad Street
Suite 2200
804 828 8828

RamSafe
VCU Security Escort Service
804 828 SAFE (5pm-8am)
ramsafe.vcu.edu
(mobile app available)

VCU Alert
Sign up for alerts via text or email
ATTENDANCE POLICY

Attending all class sessions is mandatory. The following attendance policy applies to all courses in the Art Foundation Program (ARTF). Class time plays a significant role in your education and this policy is strictly upheld. In-class experiences cannot be substituted or replicated. All absences count equally regardless of cause (including illness). Please note, some courses meet on Friday for two separate sessions in one day.

Research and Studio Classes (ARTF 131, 132, 133, 134)
Each missed session counts as one absence and each absence will affect your final grade. Missing more than 20 minutes per class session will result in an absence. A student’s final grade will automatically be lowered when absent for three sessions. A fourth absence constitutes a failing grade for the course.

Additionally, four instances of late arrival (and/or early departure, missing materials, or any other circumstance preventing a student from fully participating in all class activities) equals one absence.

Critique
Handing in work on time and active participation in critique is a minimum standard for successful completion of an assignment. Work that is handed in after the deadline will result in an automatic lowering of the grade for the assignment. Missing a critique will adversely affect the student’s grade for the assignment and will also be counted as per the attendance standards.

Project Courses (ARTF 139)
Attendance is especially important for Project courses that meet for only five weeks. All faculty will clearly state their attendance policy in their syllabus. Students cannot miss more than 20% of the course in order to receive a passing grade.

WITHDRAWING FROM CLASSES

Students may withdraw from a research or studio class at any time prior to the published withdrawal date without penalty. After that date, students cannot withdraw from a class and will receive a grade for the semester. Project classes will not have a published withdrawal date. Students seeking to withdraw from a Project class must do so within the first half of the five-week course.
REGISTRATION

Fall 2018 Semester
The last day to add or drop from a full-semester class for a full refund is: **Wednesday, August 29, 2018**.

The last day to withdraw from a full-semester class is: **Friday, November 2, 2018**. A grade of 'W' will be assigned if a student withdraws prior to this date. After this date, a final grade for the semester will be assigned.

5-week ARTF 139 Project courses have a separate add, drop and withdraw schedule:

- Project courses can be added up until the start date of the course.
- The day after the first class of a Project course is the last day that it can be dropped.
- The withdrawal dates for Project courses differ by each section and are approximately two weeks after the first day of the class. Please check with Records and Registration for the official date.

Students can make changes to their schedules using eServices, through the [myVCU Portal](#). Only students can make changes to their schedules. Faculty and staff are unable to make schedule changes. Consult your academic advisor before making changes to your schedule.

RETROACTIVE DROPS / RETROACTIVE WITHDRAWALS

These are issued only in the most critical or severe circumstances. Official and detailed documentation for the basis of the appeal is necessary to request an appeal. See your academic advisor for more information.

INCOMPLETE GRADES

An incomplete grade is issued only in cases of emergency or severe health-related circumstances. A student must request and gain the instructor’s approval in order to be issued an incomplete. Once granted an incomplete, a student must finish all work necessary to complete the course in time to allow the instructor to evaluate your work and submit a grade to the department no later than the last day of classes of the next semester, unless an earlier date is specified by your instructor.
HONOR SYSTEM

The VCU Honor System is available online through the Division of Student Affairs. The VCU Honor System applies to the entire University as well as all areas of the School of the Arts.

Honor violations in Art and Design are sometimes less black and white than in other disciplines. Beyond the obvious violations like theft and vandalism, visual arts violations include the submission of work completed for one class and presented for credit in another class.

Questions about authorship and originality have been at the forefront of theories about Art and Design. These issues are distinct from the honor system. Understanding and questioning the appropriation of imagery and the propriety of an artist's work or ideas is an integral part of your experience as a student in Art and Design.

GRADING STANDARDS

University courses and VCUarts courses are taught with high expectations. Many students are unaccustomed to the high standards by which they are evaluated and graded.

Perfect attendance, meeting all deadlines and working at your peak ability are universal expectations. Art Foundation standards are high and only the most rigorous and consistently exceptional students earn high grades. Expect your grade to be lowered if you do not meet the standards and deadlines set by your instructor.

Student conduct has an impact on course grades. Per the VCU Student Code of Conduct, students are required to engage in responsible social conduct that reflects credit upon the University community and to model good citizenship in any community. Students who are disruptive may be removed from the classroom and their grades lowered accordingly. Please refer to conduct.students.vcu.edu for University policies relating to conduct.

Not having supplies, for any reason, does not excuse participation in required activities or missed deadlines.

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<tr>
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<th>Description</th>
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<tr>
<td>A</td>
<td>Outstanding</td>
<td>Consistently exceptional work that raises the standards for one's entire peer group</td>
</tr>
<tr>
<td>B</td>
<td>Above Average</td>
<td>Exceeding the requirements / expectations of the class</td>
</tr>
<tr>
<td>C</td>
<td>Average</td>
<td>Meeting all class requirements</td>
</tr>
<tr>
<td>D</td>
<td>Below Average</td>
<td>Completion of most, but not all, course requirements</td>
</tr>
<tr>
<td>F</td>
<td>Fail</td>
<td>Failure to meet the requirements of the course</td>
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STUDENT ACCESSIBILITY & EDUCATIONAL OPPORTUNITY: SAEO

(804) 828-2253
The mission of the VCU Student Accessibility and Educational Opportunity (SAEO) Office is to assist Virginia Commonwealth University in creating a learning environment where all students have equal access to every aspect of the University's programs, services, and activities. This is accomplished through partnerships with students, faculty, and staff to promote students' independence and to ensure the recognition of students' abilities, not disabilities.

Student Accessibility and Educational Opportunity determines appropriate academic adjustments such as program and exam modifications, classroom accommodations, and auxiliary aids once students have self-identified themselves and completed the eligibility process. Students are strongly encouraged to provide a copy of the official accommodation form to each of their instructors at the beginning of each course. Reasonable notification is necessary to plan and coordinate accommodations. Retroactive accommodations cannot be made.

The attendance policy remains in effect for all students. While we are here to help facilitate and enhance your education, students are responsible for their attendance and completion of all required work.

COMMUNITY RESPONSIBILITY

The Art Foundation Program is one of the largest academic units in the University. Each year, the facility, tools, and equipment are shared by more than 500 students. This demands that everyone work with consideration, respect and good humor. Part of this responsibility is making cleanup integral to your everyday practice. You are expected to leave your work area in better condition than when you found it.

As student artists and designers, you create the physical environment in which you work. While the act of creation is rarely clean or orderly, working in someone else's chaos is a drag! Here is a promise: you will make better art if cleanup is part of your routine.

Additionally, students will participate in a mandatory end-of-the-semester cleanup during which all classrooms, unlocked lockers, abandoned materials and projects will be purged. Students will be notified via e-mail when the final cleanup is scheduled.
STUDIO WALLS / INSTALLING WORK

It is never acceptable to paint on, draw on or damage the walls of the Art Foundation studios. Students are responsible for repairing any damage/alterations to the walls and keeping their condition intact. Any work that has been left around too long will receive a “tow tag” prior to being “towed” (which means it will be thrown out).

Nothing may be hung from the ceiling in any part of the 5th floor space of Bowe Street Deck. Installations are prohibited within stairwells, elevators, and restrooms. Please do not attempt to install anything in any other areas of the deck. Parking and Transportation is not a part of the School of the Arts and unfortunately views installations as vandalism and will prosecute.

Students who wish to present a 3-D installation in the Art Foundation facility must complete a “Special Installation Request Form” available at the Art Foundation office front desk.

PROHIBITED MATERIALS

Use of prohibited materials on campus will result in academic repercussions. The following materials may not be used in the Bowe Street facility or adjacent parking deck and lot for ethical and health reasons:

- spray paint (not permitted anywhere on campus)
- open flames or volatile material (including candles)
- plaster and cement
- toxic or fume-generating materials (resins, fixative, etc.)
- pressure treated wood
- animals (including fish, dead or alive)
- fiberglass insulation
- extension cords
- bodily fluids

GRAFFITI

Graffiti and tagging are criminal offenses that are taken very seriously by the City of Richmond Police, judicial system, the VCU Police, and University officials. Unfortunately, several former Art Foundation students have completed prison terms for this offense.
FIGURE MODELS & PHOTOGRAPHY

Figure models are a valuable resource for VCUarts students. All students are required to demonstrate respect and sensitivity to the privacy of figure models.

Cell phone use and photography during modeling sessions is PROHIBITED and will result in removal from class and may result in the permanent loss of figure drawing privileges.

The Code of Virginia clearly states that it is unlawful for a person to photograph or videotape another person in any form of undress without their consent. Violation of this law will result in a minimum of a class 1 misdemeanor.

DEPARTMENTAL PORTFOLIO REVIEWS

In the Spring semester, following Spring Break, Art Foundation students with a GPA of 2.0 or greater are eligible to apply for admission into one of the following Art and Design departments: Art Education, Communication Arts, Craft / Material Studies, Fashion Design, Graphic Design, Interior Design, Kinetic Imaging, Painting and Printmaking, Photography and Film, or Sculpture + Extended Media.

During this portfolio review, departments review students’ artwork and their academic performance. Most dedicated students are accepted into their preferred major. However, successful completion of the Art Foundation Program does not guarantee acceptance into your preferred department. Students not accepted into their first choice may reapply to their preferred department the following year.

Detailed portfolio review guidelines will be emailed during the month of February to students’ VCU email accounts. There will be information sessions, workshops, and advising available to facilitate all students through this process.

OFF-CYCLE DEPARTMENTAL PORTFOLIO REVIEWS

If you are a transfer or continuing student, you may finish Art Foundation in December. Please note: most departments only review portfolios during the Spring portfolio review for Fall admittance. Space in departments may be limited due to enrollment. If you have questions about this process contact Chris Norris: acnorris@vcu.edu. Any override decisions are made by the department Chair and are based on availability.
SCHOLARSHIPS

Art Foundation Dean’s Awards
During the Spring Portfolio Review, each Art and Design department nominates an outstanding student to be considered for the Dean’s award. Following the review, Art Foundation awards two nominees with a scholarship of $2000. All Art Foundation students who participate in the Portfolio Review are considered for these awards during the spring semester. No application is required.

Art Foundation Outstanding Achievement Awards
Outstanding Achievement Awards are presented to exceptional students who made significant contributions to the classroom and created an ambitious body of work. At the end of the spring semester of the Art Foundation year, these students are nominated by their faculty and selected by an Art Foundation committee and awarded a gift for their accomplishments. No application is required.

James Kieran Foley Memorial Scholarship
Available to all AFO students who have filled out a FAFSA form. The award is based on artistic ability and financial need. No application is required.

Scholarships available to all VCUarts undergraduate students can be found on the VCUarts website. Additional opportunities will be announced throughout the year through students’ VCU email.

HONORS COLLEGE

Students in the Honors College are part of a large university and an intimate community of dedicated scholars. Honors college students have at their disposal the resources of a major urban research university and world-class professional schools while attending small classes with diverse topics that emphasize participation in dynamic discussions.

Other benefits include:

- Enroll in classes open only to honors students, where class size is limited to encourage student participation and interaction
- Live in honors-only residence halls
- Apply for scholarships only available to honors students
- Register early for classes

For more information about the Honors College please visit their website at: honors.vcu.edu
INSIDE VCU ARTS

A highly informative site with links to various resources including student services such as advising and career support, plus opportunities for grants, scholarships, study abroad, and more: arts.vcu.edu/current-students.

CHECK YOUR VCU EMAIL

Information about your classes, course updates, opportunities, visiting artist lectures, etc., are all distributed through your VCU email account. VCU email is the primary way that you’ll be contacted by your professors, the University and staff. It is your responsibility to check your VCU email account regularly. If you don’t, then you will miss out on something important!

ALL THINGS AFO (ART FOUNDATION)

Bookmark our website (arts.vcu.edu/artfoundation), like our Facebook Page (VCUarts Art Foundation Program), and follow us on Instagram (@vcuartsafo) where happenings and events are highlighted and many shout outs are heard calling attention to extraordinary works!

“I think AFO is really about letting loose and doing as many ambitious and wacky things as you can to really test your limits and thought process because it’s one of the few times that you can. So, I would tell any future AFO students, let go of your existing perceptions of creativity and "good" or "bad" art and go all out. And talk to your professors, ask them questions, see if you can push the limits of their assignments. If you do, you’ll learn way more than if you just try and follow the rules.” -Abigail Giuseppe