Studio Art (HBA)
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)**
- Take VPSA62H3, VPSA63H3, VPSB56H3, and ACM8D1H3.
- 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.

**YEAR 2 (4 - 8.5 Credits)**
- 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.

**YEAR 3 (9 - 13.5 Credits)**
- Take 0.5 credit or more from the following: VPSC56H3, VPSC59H3, 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.

**YEAR 4 or FINAL YEAR (14 - 20 Credits)**
- 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.

**CHOOSE YOUR COURSES WISELY**

- 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.

**DEVELOP YOUR ACADEMIC & RESEARCH SKILLS**

- 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 THEORY TO PRACTICE**

- 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 luncheons visiting Artist Lectures Series and listen to professional artists talk about their artworks and their artistic journeys.

**BECOME AN ENGAGED CITIZEN (LOCALLY & GLOBALLY)**

- 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.

**PLAN FOR YOUR FUTURE CAREER**

- 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.

- 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 art 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.
- 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.
- 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.

- 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.

- 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.
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- 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.

- 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.

- Studio Art students are automatically considered for the Graduating Student award, and the Krazinsky Award for the Visual and Performing Arts.
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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/

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

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

DISCLAIMER: Please refer to the calendar for the most current and accurate information on programs and degrees: utsc.calendar.utoronto.ca