

## Art, MFA

**Specialization(s):** Ceramics; Drawing and Painting; Graphic Design; Photography; Printmaking; Sculpture; Interior Design

**Department:** Art and Design Department

**College:** Caine College of the Arts

## Overview

### About This Degree

The master of fine arts, the preferred degree, is a three-year, 60-credit terminal degree in the visual arts field, the equivalent of PhD programs in other fields. The program is selective and highly competitive, with only a small number of openings each year. Prospective students must exhibit both academic excellence and a well-developed personal artistic vision. Because the program is so selective, students pursuing the MFA have individual attention from professors and are able to customize their studies to fit their artistic goals. The MFA program is designed to allow students to mature to a level of professional competence in the making of art. Students are also encouraged to exhibit their work. There are several venues on campus for this purpose, but students are also commonly invited to exhibit in national and international shows.

Students choose an area of specialization, where they have unique opportunities to develop artistic growth through rigorous studio practice. In photography, students benefit from a strong tradition of wet darkroom processes and 19th century photo processes, and also a full range of digital photo equipment and techniques. Students studying ceramics work with a variety of kilns and equipment, including the Train Kiln, which was developed at USU and is used all over the world. The graphic design program has strengths in human/computer interface design and also a partnership with the Huntsman School of Business called Design Thinking. In drawing and painting, students develop strong visual skills and understanding of the historical context of painting. All students have generous studio space and time to focus on their work.

The Art Department has more study abroad programs than any other department on campus, and graduate students are able to study each year in places across the world, including Switzerland, Korea, Scotland, and Germany. The program also has a longstanding tradition of hosting visiting artists from across the country and the world.

## Career Options

Students graduating with an MFA generally go on to work as studio artists in their respective fields. Students may also pursue careers as teachers in higher education, a field in which graduates of the program have historically high placement.

## What it takes

### Admissions Requirements

Applicants must have earned a BFA degree in the visual arts, or the equivalent (i.e. the same amount of studio and art history credits that USU requires for a BFA).

### Application Requirements:

- Complete the [online application](#)
- Pay the \$55 application fee
- Score at or above the 40<sup>th</sup> percentile on in the GRE or MAT
- Have a 3.0 or higher GPA on your last 60 semester or 90 quarter credits
- Provide transcripts of all college/university credits
- Provide three contacts for letters of recommendation
- A portfolio of recent work (CD of 20 digital images in .JPEG format, no more than two years old) must be mailed directly to the Art Department

International students have [additional admissions requirements](#).

## Admissions Deadlines

The department has the following deadline:

- Fall semester – February 1

## Master's Degree Plan Options

Students receiving the MFA must complete the following plan option:

- The **Plan B** option, which requires the production of a creative work of art, and is expected to reflect equivalent scholarship standards as a thesis. For MFA students, this work of art is a visual thesis presentation.

## Financial Assistance

The department funds various scholarships and teaching [assistantships](#), and traditionally almost all students seeking assistance receive some kind of support.

A variety of additional funding opportunities are available, including [fellowships](#), [scholarships](#), [tuition awards](#), and [travel support](#). Additionally, students may be eligible for subsidized [health insurance](#) through qualifying assistantships.

## Program Requirements

[Click here](#) to see course requirements for the **Master of Fine Arts**.

## Contact

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## Get Involved

### Professional Organizations, Honor Societies, and Clubs

**National Council on Education for the Ceramic Arts:** NCECA promotes and improves the ceramic arts through education, community-building, research, and creative inspiration. NCECA offers programs, events, and publications to support its membership of artists, educators, students, individual and corporate art patrons, gallery owners, museum curators, and providers of ceramic arts-related products and services.

**Southern Graphics Council:** The SGCI is the largest print organization in North America. Its annual conference is the biggest annual gathering focused on the field of printmaking.

### Labs, Centers, Research

**Institute for Interactive Design for Instructional Applications and Simulations:** The IDIAS Institute builds on USU strengths in instructional design, interactive simulations, and interface design to inform technology research and develop commercially viable and innovative products. A top goal of this team is to develop products to train security, firefighting, medical, and other emergency response teams through the design of a comprehensive group of simulations.

**Nora Eccles Harrison Museum of Art:** This museum collects, maintains, preserves, and regularly exhibits art in diverse media created primarily in the American West with an emphasis on modern and contemporary movements. Through exhibitions and education programs, the museum provides the campus and community with opportunities for growth, discovery, and scholarly research.

**Tippetts Exhibit Hall:** A 4,500-square-foot open space with movable display walls, the Tippetts Exhibit Hall supports art exhibits of all types and styles and serves as one of the main display venues for the Art Department and Interior Design program.