Studying Art at Lehman College
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What can I do with an Art degree?

**B.A. in Art History:**
Museums, non-profits, community-based organizations, businesses, corporations and startups; in areas including membership, development, education, outreach, event and project planning departments

**B.A. in Art History or Studio Art + Education Minor:**
Teaching in public, private and/or charter schools

**B.A. in Studio Art + Psychology Minor:**
Art therapy

**B.A./B.F.A. in Studio Art:**
Fine or applied artist, artist's assistant, art direction, fabrication, illustration, arts administration, museum education, graphic design, web design, textile design, photography, photo editing, photo retouching

**B.S. in CGI:**
3D modeling and 2D/3D digital animation for tv, film, motion graphics, advertising, fine art; graphic design and digital content strategies for branding, marketing, advertising (print, web, mobile); 2D and 3D game, app, and AR/VR design; UI/UX design; digital illustration
Which are you more interested in?

Making art

On the computer?

Yes

I feel fine about it.

B.S. in Computer Graphics and Imaging

No

I’m scared, why are we talking about math?

B.A. or B.F.A. in Studio Art, CGI specialization

Studying the history of art

B.A. in Art History
B.A. in Studio Art, 42 credits

15 credits in Foundation requirement:
ART 100 Basic Drawing
ART 101 Intro. 2-D Design
ART 102 Intro. 3-D Design
ART 112 Intro. Digital Imaging
ARH 167 Tradition and Innovation in the West

6 credits general Art History requirement:
ARH 1XX
ARH 1XX/3XX

9 credits in general Studio Art requirement:
ART 1XX/2XX/3XX
ART 1XX/2XX/3XX
ART 1XX/2XX/3XX

12 credits in Studio Art specialization*:
ART 2XX/3XX/4XX
ART 2XX/3XX/4XX
ART 2XX/3XX/4XX
ART 2XX/3XX/4XX

*Choose between Ceramics, CGI, Design, Drawing, Painting, Photography, Printmaking, Sculpture

B.F.A. in Studio Art, 60 credits

15 credits in Foundation requirement:
ART 100 Basic Drawing
ART 101 Intro. 2-D Design
ART 102 Intro. 3-D Design
ART 112 Intro. Digital Imaging
ARH 167 Tradition and Innovation in the West

9 credits in general Art History:
ARH 1XX
ARH 1XX/3XX
ARH 1XX/3XX

12 credits in general Studio Art requirement:
ART 1XX/2XX/3XX
ART 1XX/2XX/3XX
ART 1XX/2XX/3XX
ART 1XX/2XX/3XX

15 credits in Studio Art specialization*:
ART 2XX/3XX/4XX
ART 2XX/3XX/4XX
ART 2XX/3XX/4XX
ART 2XX/3XX/4XX
ART 2XX/3XX/4XX

3 credits in Practicum:
ART 488 Professional Practices in Art

6 credits in Thesis:
ART 494 Thesis I
ART 496 Thesis II
B.S. in Computer Graphics and Imaging, 58 credits

18 credits in Art and Art History:
ART 100 Basic Drawing
ART 101 Intro. 2-D Design
ART 102 Intro. 3-D Design or ART 106 Intro. Sculpture
ART 108 Intro. Photography
ART 112 Intro. Digital Imaging
ARH 141 Modern Art History or ARH 167 Tradition and Innovation in Western Art

24 credits in Computer Graphics and Imaging:
CGI 221 Applied Imaging & Applications to WWW
CGI 222 Intro. Animation
CGI 321 Computer Modeling & Design I
CGI 322 Computer Modeling & Design II
CGI 325 Digital Multimedia
CGI 421 Computer Animation I
CGI 422 Computer Animation II
CGI 441 Broadcast Design or 480 Senior Project or
   487 Professional Experience

11 credits in Computer Science:
CMP 167 Programming Methods I
CMP 326 Programming Methods II
CMP 342 Internet Programming

5 credits in Mathematics:
MAT 155 Calculus I Laboratory
MAT 175 Calculus I