About The Major

Majoring in Art involves the expression of creativity where emotion, imagination, and skill are used to create works that portray ideas and are intended to provoke thought. Art majors use a diverse variety of skills to create sculptures, sketches, and paintings that affect the wider world.

Sample Course Work

- Drawing I & II
- Two-Dimensional Concepts
- Foundations in Art Education
- Survey of Art History I & II
- Three-Dimensional Concepts
- Studio Distribution Groups

Possible Careers

- Art Director
- Animator
- Video Game Designer
- Agent/Business Manager
- Illustrator
- Photographer
- Producer
- Art Teacher
- Graphic Designer
- Sculptor
- Freelance Designer
- Interior Designer

*Some titles may require further education

UNI Graduates: Where Are They Now?

- Mudd Advertising
- Meredith Corporation
- Waterloo Community School District
- Pearson Visual Logic
- Apple
- Strategic America
- Eastern Iowa Arts Academy
- Dubuque Museum of Art
- RubLine Marketing
- Applied Art & Technology
- Cohesive Creative and Code
- Central Iowa Art Association
- ITA Group, Inc.
- Grey Dog Media USA
- Iowa Arts Council

Skills Needed

- Patience
- Creativity
- Organization skills
- Time-management
- Composition skills
- Ability to take criticism
- Interpersonal skills
- Focus
- Discipline
- Collaboration skills
- Observation skills