

# ART Art

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## **ART 1000 Art in Life**

**3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.**

A general introduction to art and aesthetics and their role in human life and culture. Includes discussion and analysis of architecture, sculpture, painting, ceramics, drawing, printmaking, photography, design, and other art forms from various historical periods and world cultures.

## **ART 1010 Drawing I**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

An introduction to the basic materials and methods of drawing. Students will develop skills in direct observations, composition, and techniques using still-life and natural forms.

## **ART 1011 Drawing II**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Through direct observation and experimentation the student is led to develop a personal approach to expression. The figure, landscape and still-life are examined in a variety of materials.

**Prerequisite(s):** ART 1010.

## **ART 1020 2D Art and Design Foundations**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Emphasizes two-dimensional design through analysis of line, texture, color, size, shape, and mass. Individual experiences with a variety of media.

## **ART 1030 3D Art and Design Foundations**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Uses lectures, demonstrations, discussions, and hands on experiences to introduce students to a variety of basic materials, techniques, and general concepts related to design within the contexts of 3-D form and space.

## **ART 1031 Digital Art and Design Foundations**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an introduction to the digital methods of image capture, creation, manipulation and research. Students will build skills in the fundamentals of digital technologies in art and design practices.

## **ART 1132 Digital Art and Design Foundations**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an introduction to the digital methods of image capture, creation, manipulation and research. Students will build skills in the fundamentals of digital technologies in art and design practices.

## **ART 1536 Animation I**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an introduction to animation. Students will cover concepts in 2D, stop motion, and sound. Course projects explore character development, storytelling and dialogue.

## **ART 2000 Advanced Placement Studio**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is designed to award Advance Placement credits to High School students' portfolio scoring 4 and above in drawing 2D-Design and 3D Design. Credits will be given upon the completion of a portfolio review. Requires departmental permission.

## **ART 2135 Painting: Introduction**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an introduction to painting through a variety of studio experiences. This course is designed to familiarize students with skills necessary for creating a painting. Emphasis is placed on technical competence using paint media, mixing color, mixing color values, and composition. Also stressed are concepts such as symbolic use of color, marks and form to increase expressionistic content within a work of art. Direct observation is utilized.

## **ART 2230 Ceramics: Introduction**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

In this course, students are introduced to clay and the various forming techniques, including pinching, coil construction, slab building, architectural relief, wheel throwing, and firing. Students will learn technical, conceptual, research and design skills, as well as professional skills.

## **ART 2235 Digital Dimensions**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course involves focused study of using computers and computer-controlled devices to create visualizations, patterns, and 3-Dimensional forms. 3-Dimensional modeling software will be used to design and produce actual objects through peripheral machines such as laser scanners, CNC routers, CNC plasma cutting, and powder-based rapid prototyping. Additionally, the course introduces a broad range of software and creation techniques currently used in the advertisement and motion picture industries, and the fields of industrial, automobile, architecture, furniture, and graphic design.

## **ART 2236 Small Metals Design: Fundamentals**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course introduces students to tools, materials, and techniques of small metal design. Students will learn technical, conceptual, research, design, and professional skills.

## **ART 2330 Typography I**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Introduction to the basic foundations of typographic design. Creative solutions to typographical design program will be explored, through the application of the practical and technical aspects of typography.

**Prerequisite(s):** A minimum grade of "C" in ART 1020 and ART 1010 and ART 1011 and ART 1030 and ARTH 2531 and ARTH 2532.

## **ART 2331 Visual Thinking in Graphic Design**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

A general introduction to graphic design. The focus of this course will be on students' development of their creativity and skills at effective visual communications, while also learning about general concepts and issues that apply to the field of graphic design.

**Prerequisite(s):** A minimum grade of "C" in ART 1020, ART 1010, ART 1011, ART 1030, ARTH 2531, ARTH 2532, ART 2330.

## **ART 2332 Design Theory I**

**3 Credit Hours. 2 Lecture Hours. 2 Lab Hours.**

A survey of theoretical frameworks in graphic design's history from early twentieth century to present, this course examines theoretical, philosophical, social and historical aspects of graphic design with emphasis on the relationship of visual representation and design, form as content, semiotics and how graphic designers construct meaning.

**Prerequisite(s):** A minimum grade of "C" in ART 1010, ART 1020, ART 1030, and ART 1132.

## **ART 2335 Photographic Imaging I**

**3 Credit Hours. 3 Lecture Hours. 2 Lab Hours.**

This is a studio course that explores fundamental techniques and applications of the photographic medium within the context of art. Students learn to use the basics of digital camera and basic Photoshop skills to serve as an image-enhancing tool. Development of critical thinking skills, personal creative self-expression, and the creative potential of the individual are emphasized. Students are critiqued on the basis of technical proficiency, aesthetic accomplishment and conceptual development.

## **ART 2430 Print, Paper, Book Arts: Introduction**

**3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an overview of printmaking processes which may include relief, intaglio, serigraphy, and lithography, as well as, an introduction to hand-papermaking and bookbinding structures. Conceptual emphasis encourages growth of student's personal content and development as an artist.

**ART 2536 Animation II****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This is an intermediate course in animation, covering concepts in 2D, stop motion, and sound. Course projects will explore character development, storytelling and dialogue. Students will create a pilot episode.

**Prerequisite(s):** A minimum grade of "C" in ART 1536.**ART 3030 Selected Topics****3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.****ART 3131 Drawing III****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Involves students in drawings of an advanced technical and conceptual nature. Students are encouraged to experiment with traditional and contemporary approaches to personal image making in a variety of drawing materials.

**Prerequisite(s):** ART 1010, ART 1011, ART 1020, ART 1030, ARTH 2531, ARTH 2532.**ART 3132 Figure Drawing****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

The historical, structural, anatomical, and compositional study of the human figure as an expressive subject.

**Prerequisite(s):** ART 1010, ART 1011, ART 1020, ART 1030, ARTH 2531, ARTH 2532.**ART 3137 Painting: Intermediate****3 Credit Hours. 3 Lecture Hours. 3 Lab Hours.**

This course is intended to provide students with an advanced exploration of paint as an expressive medium and a visual language. Emphasis is on the cultivation of content and creative exploration as informed by technical competence handling traditional formal elements such as composition, color mixing, mediums, and paint surface. Students are urged to develop a personal iconography and to deepen the expressionistic content of their work with an awareness of traditional and contemporary art.

**Prerequisite(s):** A minimum grade of "C" in ART 2135.**ART 3230 Ceramics: Intermediate****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an intermediate exploration in selected technical areas of ceramics and firing. Students will explore glaze problems, firing techniques and aesthetics. Emphasis will be on historical and aesthetic concerns dealing with the form.

**Prerequisite(s):** ART 2230.**ART 3235 Materials and Making****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an introductory overview of sculptural processes, material properties and dimensional thinking. The course introduces additive/subtractive modeling and basic fabrication techniques for concrete, wood and metal forms. Various projects introduce abstract thinking, working with found objects, and trompe l'oeil (fool the eye) techniques.

**Prerequisite(s):** ART 2235.**ART 3236 Small Metals Design: Intermediate I****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an intermediate level exploration of tools, materials, and techniques of small metal design. Students will learn technical, conceptual, research, design, and professional skills.

**Prerequisite(s):** A minimum grade of "C" in ART 2236.**ART 3330 New Media Design****3 Credit Hours. 3 Lecture Hours. 2 Lab Hours.**

A study of the various aspects of new media design, specifically how formal aesthetic and concept is integrated with motion, sequence, duration, time and sound. Visual solutions will take shape in a non-print format that investigates how a user experiences new media differently than traditional media.

**Prerequisite(s):** A minimum grade of "C" in ART 2331 and ART 2330 and GCM 1321 and GCM 1411.**ART 3331 Graphic Design Methods****3 Credit Hours. 3 Lecture Hours. 2 Lab Hours.**

An intermediate level course which teaches page design and layout of various types, focusing on books, magazines, catalogs, and newspapers. Special emphasis will be on developing students' abilities to find creative yet functional solutions to a diverse range of paper design problems.

**Prerequisite(s):** A minimum grade of "C" in ART 2331, ART 2330.**ART 3333 Design Systems****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

A study of how to design a visual identity system which includes logos, trademarks, letterheads, business cards, signage, brochures, catalogs, electronic web designs, and other forms of communication appropriate to the business.

**Prerequisite(s):** A minimum grade of "C" in ART 3331, ART 3330.**ART 3334 Professional Practices****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This advanced level course will cover the practical issues that confront professional graphic designers today. Topics include job searching, freelancing, contract negotiation, ownership of intellectual property, client dynamics, presenting design solutions and other relevant issues. Students will learn to prepare files for printing and apply professional standards within the graphic design industry.

**Prerequisite(s):** ART 3331.**ART 3335 Photographic Imaging II****3 Credit Hours. 3 Lecture Hours. 2 Lab Hours.**

This is a studio course that explores the use of digital photography and Photoshop to creatively express ideas. Emphasis is on the continued development of technique and personal aesthetic. Students will analyze the writings and dogmas of historical and contemporary photo-historians and scholars to further develop their understanding of the medium.

**Prerequisite(s):** A minimum grade of "C" in ART 2335 and ART 4334.**ART 3338 Typography II****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course provides an advanced study of typographic systems, principles, and usage with emphasis on refining student's understanding of type aesthetics, and its informative, expressive, and experimental potential in solving complex communication problems. Students will use type as a visual form and visible language.

**Prerequisite(s):** ART 2330.**ART 3430 Print, Paper, Book Arts: Intermediate****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

In this course, multiple color, reduction, digital integration, and mixed-media technical applications for all printing processes will expand students' ability to further their personal conceptual direction, as well as resolving problems of delivery intention, to include both the fine art print and printed public commodity. Students will examine the presence of their print imagery and delivery, within the historical and critical context of printmaking and the powerful democratic ability of the printed image. Bookbinding and papermaking techniques will employ advanced historical/global forms/skills that will foster the intimate experience and powerful self-reflection when viewing imagery and content via the artist's book.

**Prerequisite(s):** A minimum grade of "C" in ART 2430.**ART 3536 Video & Motion Graphics****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an introduction to video, motion graphics, editing, and audio techniques. Student projects will cover expressive techniques in video editing, kinetic type, special effects, motion tracking and web streaming.

**Prerequisite(s):** A minimum grade of "C" in ART 1536.**ART 3537 Installation & Interactivity****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

In this course, students are introduced to interactivity and programming with motors, sensors, video mapping, and the Arduino. Students will create an independent body of work in interactive media with games, 3D printing, constructed environments and sound installation.

**Prerequisite(s):** A minimum grade of "C" in ART 1536.

**ART 3731 Graphic Design Internship****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Students will apply their skills and learn practices of the profession through a professional experience in graphic design.

**Prerequisite(s):** ART 3331 and a minimum grade of "C" in ART 3338.

**ART 4135 Painting: Advanced****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is intended to provide students advanced opportunities to explore the process of personal image making through painting media. Students will work to refine their ability to create strong and "finished" imagery by focusing on edges, actively choosing placement of hard and soft edges to move the viewer's eye through the image and actively mixing colors at edges that interact to strengthen and enhance colors used next to each other. Students will also focus on using paint mediums and on mark making to actively create a painterly surface.

**Prerequisite(s):** A minimum grade of "C" in ART 3137 or ART 3131 with permission of instructor.

**ART 4190 Drawing IV****3 Credit Hours. 0 Lecture Hours. 0 Lab Hours.**

An intensive exploration of drawing media with special focus on advanced levels of personal expression. Thematic content, style, and expressive interpretation are to be determined by the student in consultation with the instructor.

**Prerequisite(s):** Department approval required.

**ART 4192 Illustration****3 Credit Hours. 0 Lecture Hours. 0 Lab Hours.**

This drawing course provides a broad introduction to the field of illustration with a series of individual assignments that mirror professional projects and practices. Each of the class projects will require conceptual thinking (telling a story), critical thinking (verbal/visual vocabulary), creative thinking (problem solving) and strong technical skills. Student process and progress will be documented and presented within each problem. Experimentation is strongly encouraged, as is strong technique, craft and attention to detail. Various traditional drawing media will be introduced and explored, including ink, colored pencil, markers and water-based paint. Students may also choose to explore digital solutions, but they would need to provide their own technology and have a basic understanding of programs like Photoshop and Illustrator. Successful completion of all Area F coursework required.

**ART 4232 Ceramics: Advanced****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is intended to provide students expanded opportunities to explore and employ advanced ceramics materials, processes and techniques, glaze calculation and firing techniques leading up to a sophisticated professional portfolio of work that includes an artist statement, resume, and website presence. Students will learn technical, conceptual, research and design skills, as well as professional skills at an advanced level.

**Prerequisite(s):** A minimum grade of "C" in ART 2330.

**ART 4235 Hot and Cold Casting****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course emphasizes artistic expression using hot and cold casting techniques. Contemporary issues will be explored through a variety of topics that may include figurative studies, body-casting, combinations of 2- and 3-dimensional media, explorations of scale relationships, and art as a vehicle for social change. Emphasis is placed upon visual communication and personal expression.

**Prerequisite(s):** A minimum grade of "C" in ART 2235.

**ART 4236 Small Metals Design: Advanced I****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course is an advanced level exploration of tools, materials, and techniques of small metal design. Students will learn technical, conceptual, research, design, and professional skills.

**Prerequisite(s):** A minimum grade of "C" in ART 3236.

**ART 4330 Print, Paper, Book Arts: Advanced****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course continues the exploration of print/paper/book arts processes. Student artists will develop a body of work advancing their portfolio, including furthering individual style, concept development, and print, paper, book arts skills.

**Prerequisite(s):** A minimum grade of "C" in ART 2430.

**ART 4334 Photographic Imaging III****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This is a studio course in which the student explores the use of the digital camera and elements of Photoshop to use as tools for personal creative expression and development of the artist's vision. Students will question and evaluate the role of photography in contemporary society and discuss the roles and responsibilities of image-makers.

**Prerequisite(s):** A minimum grade of "C" in ART 2335 and ART 3335.

**ART 4335 Web Page Design****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

The student will develop effective graphic design interfaces for website construction. Course content will address software and technical information with an emphasis on items such as site construction and site management, as well as current and future developments in online services, search engines, and how they affect the online community. Students will incorporate workflow and organizational skills into an active online website for a variety of topics.

**Prerequisite(s):** ART 3331, ART 3338.

**ART 4381 Graphic Design Theories****3 Credit Hours. 3 Lecture Hours. 2 Lab Hours.**

An advanced level course that investigates in-depth theoretical and practical issues concerning the design profession, meaningful communication, ethics, and user-experience through the synthesis of visual and verbal solutions.

**Prerequisite(s):** A minimum grade of "C" in ART 3331, ART 3330.

**ART 4536 3D Animation****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course introduces students to 3D animation, covering concepts in 3D, sound, and web. Student projects will explore character development, storytelling, and dialogue.

**Prerequisite(s):** A minimum grade of "C" in ART 1536.

**ART 4590 Selected Topics In Art****1-3 Credit Hours. 0 Lecture Hours. 0 Lab Hours.**

Studio experiences to further students' artistic development in varied, unique processes and approaches.

**Prerequisite(s):** A minimum grade of "C" in ART 1010, ART 1011, ART 1020, ART 1030, ARTH 2531, ARTH 2532.

**ART 4889 Graphic Design Portfolio****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

The student will compile a professional portfolio and exhibit creative work to the public.

**Prerequisite(s):** A minimum grade of "C" in ART 4381, ART 3334.

**ART 4988 Capstone in Studio Art****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This is a professional application and practice course that provides an opportunity for students to identify and apply transferable skills acquired in their studio and non-studio classes in the B.A. Studio Art degree. The course is structured to allow each student to conceptualize and implement an individual semester-long capstone project which will be defined by the creative skills and interests gained during the program of study. Students will publicly present capstone projects at the end of the course. Students will also prepare professional materials needed for career opportunities post-graduation. Students must attain senior status and have the permission of the instructor to enroll.

**Prerequisite(s):** A minimum grade of "C" in ART 1010, ART 1011, ART 1020, ART 1030, ARTH 2531, ARTH 2532.

**ART 4999 BFA Portfolio And Exhibition****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Portfolio development and exhibition experience for senior BFA studio students. Must take this class last semester in degree program.

**ART 7151 Design Activism****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Students work together as one unit to investigate current social issues and how to bring about social change through design.

**ART 7152 Design & Semiotics****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Theoretical and Philosophical principles of signs, signifiers and what is represented is applied to the study of how meaning is created in graphic design. Investigated through studio projects, students will create work that anchors or relays meaning in visual communication.

**ART 7153 Design Explorations****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Theoretical and practical application of design problems.

**ART 7154 Design for the User****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Focus is placed on the relationship between the user and the principles of tangible design. Coursework includes research of existing problems in design, what are the needs of the user, and how design can be restructured to fill those needs to improve user experience.

**ART 7190 Graduate Studio Practice****3-6 Credit Hours. 0 Lecture Hours. 0 Lab Hours.**

Intensive studio practice provides the structure for candidates to pursue creative research in order to expand the depth and complexity of their studio based line-of-inquiry, as well as their ability to critically evaluate, understand, and develop their work in the context of contemporary art issues and interdisciplinary practices. Course may be repeated for credit.

**ART 7251 Design Communication****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course explores the problem-solving methods when fusing verbal and visual language into one cohesive body of work. Coursework will emphasize critical readings and analysis of design theories.

**ART 7252 Design Systems****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Advanced explorations in branding and brand elements. Students will research critical issues in branding while developing a pliable brand that spans into a variety of collateral.

**ART 7253 Design Forms****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Advanced experimentation of visual forms and aesthetics in design and how it impacts user interpretation and meaning.

**ART 7254 Design of Information****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Advanced exploration into the theory and practice of information design. Students will research types of information, different information structures and how information can impact meaning and effectiveness.

**ART 7351 Design Methods****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

Advanced exploration of a variety of methods used to solve visual problems. This can include, but are not limited to, metaphor, rhetoric, deconstructive theory, and narrative.

**ART 7352 Design and Typographic Form****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course will integrate typographic theory in graphic design practice. Using typographic skills students will effectively apply type within various contexts, such as print, web, informational, poetic. This course will emphasize the importance of content, audience and purpose.

**ART 7353 Design Ethics****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course explores ethical issues relating to the current design community, from the graphic designer's relationship to other designers, to the clients of design, and the general public.

**ART 7354 Design Issues****3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.**

This course explores critical issues within the design profession, and their impact on design and society. Students will become more aware of their priorities and goals as working designers, and develop broader awareness of their place as designers; and design's place in the culture. Issues reviewed in coursework will further graduate students' positions as responsible leaders within the professional community.

**ART 7890 Professional Practices in Art****1-9 Credit Hours. 1-9 Lecture Hours. 0 Lab Hours.**

Strategies emerging artists need to know for career success including studio practices, finances, writing and securing grants, pursuing exhibitions and venues to sell artworks, copyright and legal issues for the artist, commission projects, marketing strategies, portfolio design collateral and web presence.

**ART 8030 Selected Topics in Art****3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.**

Specific themes in the visual arts. Topics vary.

**ART 8830 Readings and Research in Art****3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.**

Classic and contemporary readings in the field and practice in research and writing standards for theses support paper.

**ART 8999 Master of Fine Arts Thesis****1-6 Credit Hours. 0 Lecture Hours. 0 Lab Hours.**

Provides the Master of Fine Arts degree candidate the opportunity of presenting a visual thesis. The candidate will present an exhibition which will be supported by a written defense. A major professor will supervise the creation of the thesis work and the written documentation.