Betty Foy Sanders Department of Art

The Betty Foy Sanders Department of Art (BFSDoArt) is committed to building and extending the intellectual community in visual arts and graphic communications by training the next generation of artists, designers, and industry professionals. To prepare students for successful careers, the Department provides an enriching environment of rigorous course material, top notch facilities, the latest technology and equipment, highly respected faculty, and community engagement.

It is the BFSDoArt's goal to provide students with the ability to think critically, communicate effectively, work cooperatively, be comfortable and knowledgeable with and about the latest technology, and be committed to sharing their many talents with an increasingly global community.

The Betty Foy Sanders Department of Art is an accredited member of the National Association of Schools of Art and Design (NASAD).

Students earning the B.A. degree in Art History will demonstrate competency in the following outcomes:

1) ability to recall and utilize accurate art historical terminology and to identify major monuments of art, recognize productions of individual artists, and distinguish artistic productions of various eras and cultures through familiarity with key formal and contextual components.

2) assessment of art historical issues including the following: making connections between different time periods and/or cultures; contextualizing works within their political, social, economic, and religious situations; recognizing frequent biases toward art work based on cultural misunderstandings or ethnocentrism.

3) preparation of effective written and oral communications in art history composed of the following: historical research and critical analyses of works of art from historical, cultural, and aesthetic perspectives, synthesized into an original, organized work.

Graduates of the B.A. in Studio Art program will:

1) be able to demonstrate competency in multiple mediums through the creation of original works of art that are technically sound and exploits the characteristics of the specific art materials used.

2) demonstrate a comprehensive understanding of the elements and principles of visual organization and sufficient to achieve successful communication through visual art and design.

3) demonstrate their ability to analyze and evaluate their own artwork as well as that of their peers in the form of Written and Verbal Critique.

4) demonstrate a familiarity with the major achievements in the history of art and will be able to make valid assessments of quality in master works of art and their relationship to their own art work.

5) demonstrate the ability to combine the media skills, application of art and design principles, verbal analysis, and art historical knowledge in order to develop and apply transferable skills to professional direction.

Upon completion of the B.F.A. 2D Studio program, students will:

1) have attained competency in the media of each relative studio discipline through studio practice, appropriate equipment usage and demonstration of safety requirements during studio practice. Students will prove their skill competency in specific art media by creating original works of art that exploit the characteristics of the specific art materials used.

2) demonstrate a comprehensive understanding of the elements and principles of visual organization. This understanding will be evidenced by choices that may include compositional devices, use of color and manipulation of dominance/unity. Students will successfully apply these principles to communicate their aesthetic as well as conceptual intentions.

3) have a comprehensive overview of art history, with particular emphasis on issues of contemporary art, art theory and criticism. Students will conduct research relevant to their own creative work through the investigation of contemporary artists, critical theories and aesthetic issues, demonstrating their research and analysis abilities through the creation of original artworks, master studies, artist statements, presentation in oral critiques and essays.

4) complete written documentation as well as participate in verbal discussion that will demonstrate their ability to analyze, synthesize, validate, and evaluate their own artwork as well as that of their peers. Students' ability to articulate personal work will be further evidenced by writing an artist's statement that identifies historical references, contextualization and discussion of conceptual origins within their own body of work as well as for individual works.

5) demonstrate their ability to conceive, and produce a body of work (multiple artworks reflecting a single concept) in two-dimensional media (Print-making, Drawing, Painting). This body of work will reflect technical competency, effective use of art/design principles, self-expression, conceptual development, a comprehension of cultural and art historical references, aesthetics, critical theory, and is representative of contemporary art.

Students earning the B.F.A. degree with a concentration in 3D Studio will:

1) demonstrate their technical skill mastery.

2) demonstrate their competency in the use of art elements and principles of visual organization with an emphasis on 3D materials and space.

3) demonstrate their ability to analyze, synthesize, validate, and evaluate their own artwork, as well as, that of their peers during course critiques and discussions throughout their degree program. Students' ability to articulate personal work will be further evidenced by writing an artist's statement included with critique presentations and submissions of artworks for review by others.

4) demonstrate their ability to conceive, and produce a body of work (multiple artworks reflecting one concept) in three-dimensional media, that reflect technical competency, effective use of art/design principles, self-expression, conceptual development, a comprehension of cultural and art historical references, aesthetics, and cohesive body of contemporary arts.

B.F.A. Graphic Design degree program students will:

1) develop professional studio practices and demonstrate these practices to execute successful, repeatable, problem solving strategies to communicate content to an audience in areas of application such as identity, brand positioning, publication design, editorial design, web and multimedia design, packaging, way-finding and information architecture.

2) have a comprehensive understanding of the elements and principles of visual organization. Students will demonstrate knowledge of, and skills in, two- and three-dimensional spatial organization, color theory and application, typography, hierarchical organization, contrast and concord.

3) develop a breadth of understanding that provides them with the skills to identify and assess art and design historical issues including the following: connections between different time periods and/or cultures; contexts of art work including political, social, economic, and religious aspects; frequent biases toward art work based on cultural misunderstandings or ethnocentrism.
4) analyze, synthesize, validate, and evaluate their own artwork as well as that of their peers during course critiques and discussions throughout their degree program. Students’ ability to articulate personal work will be further evidenced by writing an artist’s statement included with critique presentations and submissions of artworks for review by others.

5) develop a professional portfolio that exemplifies their competency in graphic design and create a professional portfolio of work that demonstrates their skills to potential employers and assists in securing entry-level employment as a professional graphic designer. Through development of their portfolio, students will demonstrate autonomy in executing real-world project skills in planning, research, sales, marketing and presentation.

Graduates of the B.S.Graph.Com. program in Graphic Communications Management will:

1) demonstrate their comprehension of prepress vocabulary, activities, software, estimating, and the associated decision-making process within graphic communications.

2) demonstrate their comprehension of the major reproduction process used within graphic communications, the influences each process has on the inks and substrates used by each process, and estimate press activities.

3) demonstrate their comprehension of post press activities, the costing of those activities, and the influences the different inks and substrates have on those activities within graphic communications.

4) demonstrate their ability to utilize the knowledge gained from their graphic communications coursework by completing an internship within the graphic communications industry.

Art Majors

• Art B.A. (Concentration in Art History) (http://catalog.georgiasouthern.edu/archive/2015-2016/undergraduate/liberal-arts-social-sciences/betty-foy-sanders-art/art-ba-concentration-art-history)


• Graphic Communications Management B.S.Graph.Com (http://catalog.georgiasouthern.edu/archive/2015-2016/undergraduate/liberal-arts-social-sciences/betty-foy-sanders-art/graphic-communications-management-bsgraphcom)


Art Minors

• Animation New Media (http://catalog.georgiasouthern.edu/archive/2015-2016/undergraduate/liberal-arts-social-sciences/betty-foy-sanders-art/animation-new-media-minor)

• Art (History) (http://catalog.georgiasouthern.edu/archive/2015-2016/undergraduate/liberal-arts-social-sciences/betty-foy-sanders-art/art-history-minor)

• Art (Studio/Graphic Design) (http://catalog.georgiasouthern.edu/archive/2015-2016/undergraduate/liberal-arts-social-sciences/betty-foy-sanders-art/art-studio-graphic-design-minor)

• Graphic Communications Management (http://catalog.georgiasouthern.edu/archive/2015-2016/undergraduate/liberal-arts-social-sciences/betty-foy-sanders-art/graphic-communications-management-minor)


• Studio Art (http://catalog.georgiasouthern.edu/archive/2015-2016/undergraduate/liberal-arts-social-sciences/betty-foy-sanders-art/studio-art-minor)

Art Concentrations


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. Cross Listing(s): ART 1000S.

ART 1000S 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. Cross Listing(s): ART 1000.

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. Cross Listing(s): ART 1010S.

ART 1010S 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. Cross Listing(s): ART 1010.

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. Cross Listing(s): ART 1011S.
ART 1011S 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.
Cross Listing(s): ART 1011.

ART 1020 Two Dimensional Design
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 Three Dimensional Design
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 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.
Cross Listing(s): ART 2135S.

ART 2135S 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 2233 Computer Graphics
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
This is an introductory overview of computer-based imaging. Students will create and manipulate digital images.
Prerequisite(s): A minimum grade of "C" in ART 1010, ART 1020.

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, ART 1010, ART 1011, ART 1030, ARTH 2531, ARTH 2532.

Cross Listing(s): ART 2331.

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, GCM 1321, GCM 1411.

Cross Listing(s): ART 2330.

ART 2331H 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 1010, ART 1020, ART 1011, ART 1030, ARTH 2531, ARTH 2532.

Cross Listing(s): ART 2331.

ART 2335 Photography/Digital Imaging: Introduction
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 digital camera and develop basic Photoshop skills for image enhancement. The course emphasizes the development of critical thinking skills and personal creative self-expression. 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 all printing processes including relief, intaglio, serigraphy, and lithography, as well as, an introduction to eastern and western papermaking and bookbinding structures. Conceptual emphasis encourages growth of student's personal content and development as an artist within parameters of assigned concept.
Prerequisite(s): Prior or concurrent enrollment and a minimum grade of "C" in all of the following: ART 1010, ART 1011, ART 1020, ART 1030, ARTH 2531, ARTH 2532.
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.
Cross Listing(s): ART 3131S.

ART 3131S Drawing III
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: Visual Language
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.
Cross Listing(s): ART 3230H, ART 3230S.

ART 3230S Ceramics: Intermediate
3 Credit Hours. 0 Lecture Hours. 6 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.
Cross Listing(s): ART 3230, ART 3230H.

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, ART 2330.

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.
Cross Listing(s): ART 3331H.

ART 3331H Graphic Design Methods- Honors
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.
Cross Listing(s): ART 3331.

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 Photography/Digital Imaging: Intermediate
3 Credit Hours. 3 Lecture Hours. 2 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 our role and responsibilities as image-makers.
Prerequisite(s): A minimum grade of "C" in ART 2335.

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.
Cross Listing(s): ART 3338H.

ART 3338H Typography II (Honors)
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.
Cross Listing(s): ART 3338.

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 solving 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 printing 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.
Cross Listing(s): ART 3430S, ART 3430H.

ART 3430S Print, Paper, Book Arts: Intermediate
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
Continued 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.
Cross Listing(s): ART 3430, ART 3430S.

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 2536.

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 2536.

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.
Cross Listing(s): ART 3731S.

ART 3731S 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.
Cross Listing(s): ART 3731.

ART 4135 Painting: Studio Practice
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 3135.

ART 4190 Problems in Drawing
1-3 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. Department approval required.
Cross Listing(s): ART 4190S.

ART 4190H Problems in Drawing (Honors)
1-3 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. Department approval required.
Cross Listing(s): ART 4190S.

ART 4190S Problems in Drawing
1-3 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. Department approval required.
Cross Listing(s): ART 4190.
ART 4323 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 3230.

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 3430.

ART 4333 Publication Design
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
This class investigates publication design as a vehicle for consolidating all graphic design skills. Informed by tradition, as well as trend and its commercial viability in publications, students develop visual expressions as they pertain to journalistic philosophies, typography, photography, illustration, technology, time and sequencing. Integrated style or identity will be examined and related to various publications and view audiences, such as corporate reports and books, museum exhibit catalogs and magazines.
Prerequisite(s): ART 3331, ART 3338.

ART 4334 Photography/Digital Imaging: Advanced
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 students’ 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 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 4381H 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 2536.

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.
Cross Listing(s): ART 4590H, ART 4590S.

ART 4590H Selected Topics in Art- Honors
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.
Cross Listing(s): ART 4590, ART 4590S.

ART 4590S Selected Topics in Art
1-3 Credit Hours. 1-3 Lecture Hours. 2-6 Lab Hours.
Individual research in a specific area of art.
Cross Listing(s): ART 4590, ART 4590H.

ART 4630 Senior Seminar
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.

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.
Prerequisite(s): Must take this class last semester in degree program.
ARTH 2531 Art History I
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course surveys the arts of the western and non-western world from the prehistoric eras through the 14th century. The emphasis is twofold: 1) recognizing the visual characteristics of period and individual styles through a study of major monuments and, 2) utilizing works of art to better understand the social, cultural and economic realities of the historical eras. The format for the course is lecture with discussion.
Cross Listing(s): ARTH 2531S.

ARTH 2531S Art History I
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course surveys the arts of the western and non-western world from the prehistoric eras through the 14th century. The emphasis is twofold: 1) recognizing the visual characteristics of period and individual styles through a study of major monuments and, 2) utilizing works of art to better understand the social, cultural and economic realities of the historical eras. The format for the course is lecture with discussion.
Prerequisite(s): A minimum grade of "C" in ARTH 2531, ARTH 2532.

ARTH 2532 Art History II
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course surveys the arts of the western and non-western world from the 15th century to the present. The emphasis is twofold: 1) recognizing the visual characteristics of period and individual styles through a study of major monuments and, 2) utilizing works of art to better understand the social, cultural and economic realities of the historical eras. The format for the course is lecture with discussion.
Cross Listing(s): ARTH 2532S.

ARTH 2532S Art History II
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course surveys the arts of the western and non-western world from the 15th century to the present. The emphasis is twofold: 1) recognizing the visual characteristics of period and individual styles through a study of major monuments and, 2) utilizing works of art to better understand the social, cultural and economic realities of the historical eras. The format for the course is lecture with discussion.
Prerequisite(s): A minimum grade of "C" in ARTH 2531.

ARTH 3251 Dada and Surrealism Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course will examine the profound and lasting contributions made by Dada & Surrealist artists as well as other revolutionary modernists of the early 20th century who sought to escape the traditional and rational in art and thought. An analysis of topics (dada and performance; neo-dada; dada and surrealist women; surrealism and photography; dada, surrealism and ethnography; collage; and the impact of surrealism in the United States) will be analyzed to define regressive ideas, which led to the dismantling of previous standards and the rise of an anti-art spirit, which continues today in various guises. Primary documents will be consulted regularly in order to provide a wider appreciation of the variety of Dada and Surrealist media (e.g. literature, film, theater, typography). The format for this course is lecture with discussion.
Prerequisite(s): A minimum grade of "C" in ARTH 2531, ARTH 2532.

ARTH 3261 Italian Mannerism Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course will address the visual arts of Italy created during the late Renaissance, typically known as the Mannerist period. The class will primarily cover painting, and sculpture, with the inclusion of some architectural works. The course will begin by establishing the artistic traditions of the High Renaissance era to examine Mannerist innovations and shifts in style and aesthetics as well as the maintenance, in some instances, of High Renaissance ideals. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.
Prerequisite(s): A minimum grade of "C" in ARTH 2531, ARTH 2532.

ARTH 3272 Northern Renaissance Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course will address the visual arts of northern Europe during the Renaissance, the 14th through the 16th century. The class will primarily cover the painting, printmaking, and sculpture of Germany, Flanders, France, and the Netherlands. The class will begin by establishing the artistic traditions of the medieval era and exhibit how the early Northern Renaissance artists both operated within these traditions and made marked innovations to the visual vocabulary, and will conclude with the 16th-century North's responses to the Protestant Reformation and to the influence of works of the Italian Renaissance. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.
Prerequisite(s): A minimum grade of "C" in ARTH 2531, ARTH 2532.

ARTH 3282 Pre-Colombian Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This survey introduces students to the art produced by the cultures of Mesoamerica up to the time of contact with European cultures; from the earliest traditions of Olmec ceramic sculpture to the spectacular Mayan architecture and awe-inspiring stone carvings of the Aztecs. Sacred architecture, precious stone and metal sculpture, basalt carving traditions, mural paintings and works of art on paper are examined with a consideration to both form and context. The format for this course is lecture with discussion.
Prerequisite(s): A minimum grade of "C" in ARTH 2531 and ARTH 2532.

ARTH 3377 Graphic Design Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course is a survey of the history of graphic design communications from prehistory to the present, and will evaluate the impact of culture and technology on the development of graphic design in different historical contexts. Content includes the relation of art and graphic design, techniques of graphic representation, current trends, and the importance of graphic communication in contemporary society.
Prerequisite(s): A minimum grade of "C" in ARTH 2531, ARTH 2532.

ARTH 3435 African Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
Surveys the major themes, cultural groups, and art traditions of Africa. Focuses on materials, functions, meaning and the distinctive aesthetic values of cultural objects and their ritual significance in African societies.
Prerequisite(s): A minimum grade of "C" in ARTH 2531, ARTH 2532.
Cross Listing(s): AAST 3435.

ARTH 3436 African American Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
The study of African American art and design from the period of pre-colonial Africa to the contemporary United States. The course investigates the creativity and cultural identity of African Americans and their contributions to the visual culture in America.
Prerequisite(s): A minimum grade of "C" in ARTH 2531, ARTH 2532.
Cross Listing(s): AAST 3436.
**ARTH 3437 American Art History**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course examines the history of American Art from the Colonial Period through the present. Works of art and other forms of material culture will be explored and discussed within the context of philosophical, historical, social, and cultural developments. Attention will be given to the writings of artists and critics, as well as texts by contemporary art historians, historians, and other scholars which illustrate the variety of methodologies and interpretations that are currently being brought to bear on American art, architecture, and material culture. The format for this course is lecture with discussion.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.

**ARTH 3530 Art and Architecture of the Ancient World**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course will encompass a study of the visual arts, primarily sculpture, painting, and metalwork, and architecture, both secular and religious, of the ancient world from Prehistoric times through circa 350 CE, with an emphasis on the art of Greece and Rome. A historical and cultural background will be provided to lay a contextual groundwork for the more specific information of the works of art and architecture. The material will begin with the examination of the earliest artistic creations by humankind in the Paleolithic era, proceed with the works of the ancient Egyptian, Greek, Etruscan, and ancient Roman cultures, and conclude with the conversion of the Roman Empire to Christianity and to the era known as Early Christian. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ARTH 3530S.

**ARTH 3530S Art and Architecture of the Ancient World**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course will encompass a study of the visual arts, primarily sculpture, painting, and metalwork, and architecture, both secular and religious, of the ancient world from Prehistoric times through circa 350 CE, with an emphasis on the art of Greece and Rome. A historical and cultural background will be provided to lay a contextual groundwork for the more specific information of the works of art and architecture. The material will begin with the examination of the earliest artistic creations by humankind in the Paleolithic era, proceed with the works of the ancient Egyptian, Greek, Etruscan, and ancient Roman cultures, and conclude with the conversion of the Roman Empire to Christianity and to the era known as Early Christian. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ARTH 3530.

**ARTH 3531 Medieval Art History**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course will encompass a study of the visual arts, primarily sculpture, painting, and architecture from the fall of the Roman Empire to the thirteenth century. While some secular works will be covered, primarily the course will address Christian art because of the Church’s strong sway in the Medieval world. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ARTH 3531S.

**ARTH 3531S Medieval Art History**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course will encompass a study of the visual arts in Europe, primarily sculpture, painting, and architecture from the fall of the Roman Empire to the thirteenth century. While some secular works will be covered, primarily the course will address Christian art because of the Church’s strong sway in the Medieval world. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ARTH 3531.

**ARTH 3532 Italian Renaissance Art History**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course will encompass a study of the visual arts, primarily sculpture, painting, and architecture, both secular and religious, from the Italian Renaissance. The course will begin by establishing the artistic traditions of the Medieval era and exhibit how the early Renaissance artists both operated within these traditions and made marked innovations to the visual vocabulary, moves which eventually led to the new individualism of the artist and the renowned works of the High Renaissance, with which we will conclude the semester. The class will address differences in style between many of the Italian cities: Florence, Rome, Siena, Mantua, among others. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ARTH 3532S.

**ARTH 3532S Italian Renaissance Art History**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course will encompass a study of the visual arts, primarily sculpture, painting, and architecture, both secular and religious, from the Italian Renaissance. The course will begin by establishing the artistic traditions of the Medieval era and exhibit how the early Renaissance artists both operated within these traditions and made marked innovations to the visual vocabulary, moves which eventually led to the new individualism of the artist and the renowned works of the High Renaissance, with which we will conclude the semester. The class will address differences in style between many of the Italian cities: Florence, Rome, Siena, Mantua, among others. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ARTH 3532.

**ARTH 3533 Baroque and Rococo Art History**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course will address the visual arts of the Baroque and Rococo periods in both Northern and Southern Europe. The class will primarily cover painting, and sculpture, with the inclusion of some architectural works. The course will begin by establishing the artistic traditions of the Late Renaissance era to lay the groundwork for the revised aesthetic and innovations of the Baroque, and go on to examine further shifts in style as we move into the Rococo. The class will be held in a lecture format with images projected during lecture for a combination of visual and verbal information.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ARTH 3534.

**ARTH 3534 19th Century Art History**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course examines the art, artists and issues in 19th century art through lectures and discussion. Topics for discussion include: Classicism & Romanticism, Representations of other cultures, Issues of gender, Realism, Impressionism & Post-Impressionism, Modernism, Abstraction, Symbolism. The format of the course is lecture with discussion.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ART 3534S.

**ARTH 3534S 19th Century Art History**  
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.  
This course examines the art, artists and issues in 19th century art through lectures and discussion. Topics for discussion include: Classicism & Romanticism, Representations of other cultures, Issues of gender, Realism, Impressionism & Post-Impressionism, Modernism, Abstraction, Symbolism. The format of the course is lecture with discussion.  
**Prerequisite(s):** A minimum grade of "C" in ARTH 2531, ARTH 2532.  
**Cross Listing(s):** ARTH 3534.
ARTh 4276 Art Theory and Criticism
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course will explore selected themes and issues in contemporary theory and criticism as they impact the ways in which art is produced, viewed, and written about today. This course will provide students with the practical knowledge and skills to comprehend and critically evaluate the vast body of theory and criticisms currently being written on the arts and to critically examine their own experience and perspectives on art education and the practice of art. Topics include formalism, gender and identity, otherness, realism and ideology, semiotics, representation, the gaze, surveillance, and power. The format of the course is lecture with discussion.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.

ARTh 4435 Art History Travel Research
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
A study of important art works on location at museums, galleries, monuments and other sites. Specific topics and locations to be announced.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.
Cross Listing(s): ARTh 4435S.

ARTh 4435S Art History Travel Research
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course surveys European and American art, artists and issues/movements in the 20th century. The purpose of this course is to provide an understanding of not only stylistic principles of the century, but also those human values and cultural events which served as inspiration. Lectures, readings, discussions, and assignments focus on the intentions, creative biographies, and historical circumstances of 20th century artists. The format for this course is lecture with discussion.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.

ARTh 4530 20th Century Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course surveys European and American art, artists and issues/movements in the 20th century. The purpose of this course is to provide an understanding of not only stylistic principles of the century, but also those human values and cultural events which served as inspiration. Lectures, readings, discussions, and assignments focus on the intentions, creative biographies, and historical circumstances of 20th century artists. The format for this course is lecture with discussion.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.

ARTh 4531 Contemporary Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
Through lectures and class discussion, this course explores the development of contemporary art from the 1970s to the present day. We will investigate issues pertaining to contemporary art such as place, memory, consumption, spirituality, identity, power, stories, loss and desire, time, humor, ecology and protest. Course content also considers the nature of "mega-exhibitions" and the changing role of art, artists, and curators as cultural activists; art as the product of economic relations between parties with different vested interests in the material object; visual strategies used in the media and advertising; and the impact of technology on contemporary culture in general and art in particular.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.
Cross Listing(s): ARTh 4531S.

ARTh 4531S Contemporary Art History
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
Through lectures and class discussion, this course explores the development of contemporary art from the 1970s to the present day. We will investigate issues pertaining to contemporary art such as place, memory, consumption, spirituality, identity, power, stories, loss and desire, time, humor, ecology and protest. Course content also considers the nature of "mega-exhibitions" and the changing role of art, artists, and curators as cultural activists; art as the product of economic relations between parties with different vested interests in the material object; visual strategies used in the media and advertising; and the impact of technology on contemporary culture in general and art in particular.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.
Cross Listing(s): ARTh 4531.

ARTh 4631 Art History Seminar
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
A seminar-format course on selected topics in art history with emphasis on directed readings and classroom discussion.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.
Cross Listing(s): ARTh 4631S.

ARTh 4631H Art History Seminar (Honors)
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
A seminar-format course on selected topics in art history with emphasis on directed readings and classroom discussion.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.
Cross Listing(s): ARTh 4631S.

ARTh 4631S Art History Seminar
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
A seminar-format course on selected topics in art history with emphasis on directed readings and classroom discussion.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532.
Cross Listing(s): ARTh 4631.

ARTh 4830 Art History Research
3 Credit Hours. 0 Lecture Hours. 0 Lab Hours.
Independent research and study on selected topics in art history.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532 and Departmental approval.

ARTh 4831 Senior Art History Thesis
3 Credit Hours. 0 Lecture Hours. 0 Lab Hours.
Independent research and writing on a specific topic under the supervision of an Art History faculty member. The thesis is a substantial research paper which demonstrates advanced understanding or interpretation on a specific Art History topic.
Prerequisite(s): A minimum grade of "C" in ARTh 2531, ARTh 2532 and Departmental approval.

GCM 1131 Graphic Communications Technology
0.3 Credit Hours. 0.2 Lecture Hours. 0.3 Lab Hours.
An introduction to careers, the printing processes and the steps involved in preparing images for production in graphic communications.

GCM 1321 Desktop Publishing
2 Credit Hours. 2 Lecture Hours. 0 Lab Hours.
This is a general course presenting the development, growth and influence of desktop publishing in today's society. The course presents the various hardware and software used in desktop publishing, as well as technologies that have evolved from desktop publishing. Students are introduced to typography and typographic principles, digital photography, scanning, image resolution, photo editing, imposition and their correct use in the creation of both everyday and formal communications. Students learn what makes an aesthetically pleasing document in both formal and informal settings.
Corequisite(s): GCM 1141.
GCM 1411 Desktop Publishing Laboratory
1 Credit Hour. 0 Lecture Hours. 2 Lab Hours.
Through detailed instruction and problem solving activities, students use current desktop publishing hardware and software and apply various concepts learned in GCM 1321 (Desktop Publishing) including, drawing applications, page assembly, photo editing, digital photography, scanning, typography, aesthetics, image resolution and imposition.
Corequisite(s): GCM 1321.

GCM 1631 Introduction to Multimedia
0.3 Credit Hours. 0.2 Lecture Hours. 0.2 Lab Hours.
The course will introduce students to multimedia through its history, its various uses, and its different components. Students will create multimedia products and solve problems related to the creation of their components. Students will plan a multimedia presentation, create the various components and assemble those components into an effective multimedia presentation using current digital technologies.

GCM 2332 Bindery and Finishing
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
Designed to orient the student to the various bindery, finishing, and distribution processes and practices common to the printing industry. Plant visits to bindery, finishing, and distribution firms.
Prerequisite(s): A minimum grade of "C" in GCM 1131.
Corequisite(s): GCM 2412.

GCM 2412 Bindery and Finishing Laboratory
1 Credit Hour. 0 Lecture Hours. 2 Lab Hours.
Designed to engage students with the processes and real world problems of bindery, finishing, and distribution processes and practices common to the printing industry. Plant visits to bindery, finishing, and distribution firms.
Prerequisite(s): A minimum grade "C" in GCM 1131.
Corequisite(s): GCM 2332.

GCM 2432 Inks and Substrates
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
An introduction to the dynamic relationship between inks and the materials on which they are printed. Areas of concern include the manufacturing processes and characteristics of inks and papers, testing procedures used with inks and substrates.
Prerequisite(s): A minimum grade of "C" in GCM 1131.

GCM 2512 Desktop Publishing II Laboratory
1 Credit Hour. 0 Lecture Hours. 2 Lab Hours.
A laboratory experience that uses detailed instruction and problem solving activities, which students complete through the use of current desktop publishing hardware and software. This course supports the concepts learned in Desktop Publishing II (GCM 2532) through hands-on activities. Topics include digitizing originals, file format usage and creation, file preflight, image trapping, digital imposition, advanced image editing techniques and concepts and advanced desktop publishing techniques and concepts.
Prerequisite(s): A minimum grade of "C" in GCM 1321 and GCM 1411.
Corequisite(s): GCM 2532.

GCM 2532 Desktop Publishing II
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
This course builds on the concepts learned in Desktop Publishing (GCM 1321) and expands on the relationship between desktop publishing and digital prepress. Students examine the techniques and technologies used to create the visual images we see all around us. The concepts taught move the student from beginning desktop publishing into the world of digital prepress. Topics include the prepress working environment, hardware and software considerations, font and file management, bitmap and vector graphics, digital image characteristics, digital imposition, and digital image trapping.
Prerequisite(s): A minimum grade of "C" in GCM 1321, GCM 1411.
Corequisite(s): GCM 2512.

GCM 2721 Industrial Practicum
2 Credit Hours. 0 Lecture Hours. 0 Lab Hours.
Designed for direct observation and work experience with the local printing industry. The student is exposed to problems, practices, management structures, and work ethics.
Prerequisite(s): A minimum grade of "C" in GCM 1131, GCM 1321.

GCM 3110 Instructional Assistance
1 Credit Hour. 0 Lecture Hours. 3 Lab Hours.
A supervised experience in the instructional process (on the university level) through direct participation in a laboratory situation. Grading is evaluated on a satisfactory/unsatisfactory basis only. This course may be repeated for a total of three semester hours.
Prerequisite(s): Departmental approval required.

GCM 3130 Customer Service for Graphic Communications
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
A course designed to acquaint the students with duties and responsibilities associated with customer service for graphic communications management.

GCM 3231 Print Media Processes
3 Credit Hours. 2 Lecture Hours. 2 Lab Hours.
An intermediate technical study of lithography, flexography, screen and specialty printing and digital outputs processes and the image preparation requirements for each. The course will provide experiences that demonstrates the similarities and differences of print media and discuss criteria for choosing one versus another. Students will gain a greater understanding of the mass production options available for graphic communication.
Prerequisite(s): A minimum grade of "C" in GCM 1131, GCM 1321, GCM 1411.

GCM 3735 Graphic Communications Internship I
3 Credit Hours. 0 Lecture Hours. 0 Lab Hours.
Designed for students to receive practical work experience with an approved graphic communications firms. A minimum of 400 contact hours with the host site is required.
Prerequisite(s): A minimum grade of "C" in GCM 1131 and a minimum 7 hours from GCM 2432, GCM 2332, GCM 2412, GCM 2532, GCM 2512.

GCM 3745 Graphic Comm Internship I
4 Credit Hours. 0 Lecture Hours. 0 Lab Hours.
Designed for students to receive practical work experience with an approved graphic communications firms. A minimum of 480 contact hours with the host site is required. Graphic Communications Management Majors.
Prerequisite(s): A minimum grade of "C" in GCM 2721.
Cross Listing(s): GCM 3735.

GCM 4132 Screen and Specialty Printing
0.3 Credit Hours. 0.2 Lecture Hours. 0.2 Lab Hours.
This course introduces the student to the methods, procedures and technologies used in the screen and specialty printing industry, including screen printing, pad printing, sublimation printing and embroidery. Projects and discussions involve the various production methods and material requirements. Experiences include planning, image preparation, image carrier preparation, single and multi-color printing, medium curing and drying, finishing and hands-on experiences with the various process.
Prerequisite(s): A minimum grade of "C" in GCM 3231.

GCM 4232 Photo Preparation for Reproduction
0.3 Credit Hours. 0.2 Lecture Hours. 0.2 Lab Hours.
A combination of traditional and digital photography techniques is used to enhance the quality of the original photograph. The focus of the class is on creating images which maximize resolution while reducing editing requirements. Students choose and use various lighting arrangements and output techniques to improve final image quality.
Prerequisite(s): A minimum grade of "C" in GCM 1131 and MMJ 3333.
GCM 4736 Graphic Communications Internship II
3 Credit Hours. 0 Lecture Hours. 0 Lab Hours.
Designed for students to further their industry experience beyond GCM 3735. A minimum of 400 hours contact hours with the host site is required. 
Prerequisite(s): A minimum grade of "C" in GCM 3735 or GCM 3745.

GCM 4899 Independent Study
1-3 Credit Hours. 0-3 Lecture Hours. 0-3 Lab Hours.
Independent study is available for the student to undertake individualized experimentation, research, or study related to the printing industry. The specific topic will be determined and approved by the faculty and the student prior to the semester in which the course is taken. Academic credit is assigned to the independent study commensurate with the magnitude of the study.

GCM 5090 Selected Topics in Graphic Communications
1-3 Credit Hours. 0-3 Lecture Hours. 0-3 Lab Hours.
This course is scheduled on an infrequent basis to explore special areas in technology and will carry a subtitle. Credit is variable from 1 to 3 semester hours. This special topics course is in keeping with established policies for offering a structured course on an infrequent basis. It will allow faculty to offer a course on a trial basis for possible approval at a later date. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Cross Listing(s): GCM 5090G.

GCM 5234 Color Reproduction
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
An exploration of professional color reproduction concepts and procedures related to the graphic communications and information technology industries. Topics include color theory, copy evaluation, color separation methods, color reproduction variables, color separation hardware and software, and color management systems. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Prerequisite(s): A minimum grade of "C" in GCM 3745.
Corequisite(s): GCM 5314.
Cross Listing(s): GCM 5234G.

GCM 5314 Color Reproduction Laboratory
1 Credit Hour. 0 Lecture Hours. 2 Lab Hours.
This is a hands on laboratory course. The laboratory activities include the following: test for abnormal color vision, color measurement and evaluation, color standards, color proofing, color scanning, color reproduction methods, color management systems, color reproduction techniques using Photoshop and other software. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Prerequisite(s): A minimum grade of "C" in GCM 3745.
Corequisite(s): GCM 5234.
Cross Listing(s): GCM 5314G.

GCM 5331 Flexography
0.3 Credit Hours. 0.2 Lecture Hours. 0.2 Lab Hours.
Introduction to the flexographic printing industry. Discussions will include the design, techniques, processes, and manufacture of flexographic printed products. Activities will include setup and operation of a flexographic press. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Prerequisite(s): A minimum grade of "C" in GCM 3231.
Cross Listing(s): GCM 5331G.

GCM 5332 Multimedia Presentations
0.3 Credit Hours. 0.2 Lecture Hours. 0.2 Lab Hours.
Multimedia Presentations is the study of digital imaging applications for presentations. The course covers the creation of digital components for multimedia presentations, including sound, graphics, animation, and video technique, and their use in multimedia presentations for video, CD ROM, and the Internet. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Prerequisite(s): A minimum grade of "C" in GCM 1631.
Cross Listing(s): GCM 5332G.

GCM 5334 Color Reproduction Laboratory
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
Course topics focus specifically on managerial decisions as they uniquely apply to graphic communications, such as: facilities planning and production flow, trade customs, contracts, and quality control and testing. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Prerequisite(s): A minimum grade of "C" in GCM 3745.
Cross Listing(s): GCM 5334G.

GCM 5335 Graphic Communications Management Topics
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
Course topics focus specifically on managerial decisions as they uniquely apply to graphic communications, such as: facilities planning and production flow, trade customs, contracts, and quality control and testing. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Prerequisite(s): A minimum grade of "C" in GCM 3745.
Cross Listing(s): GCM 5335G.

GCM 5434 Lithographic Reproduction
3 Credit Hours. 2 Lecture Hours. 3 Lab Hours.
Designed to introduce the student to image assembly for presswork. Topics include imposition layouts, image assembly, platemaking, proofing systems, press operation and safety. Graduate students will do a research project related to course content and present their finding to the class.
Prerequisite(s): A minimum grade of "C" in GCM 3231.
Cross Listing(s): GCM 5434G.

GCM 5534 Digital Output Applications
0.3 Credit Hours. 0.2 Lecture Hours. 0.2 Lab Hours.
Covers the utilization of electronic imaging technologies for output applications for information imaging. Specific topics include internet development and management, and print-on-demand development and management. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Prerequisite(s): A minimum grade of "C" in GCM 3231.
Cross Listing(s): GCM 5534G.

GCM 5535 Estimating for Print Production
3 Credit Hours. 3 Lecture Hours. 0 Lab Hours.
Acquaints the student with various types of estimating practices used for print production. The student will learn how to measure cost centers, calculate materials used and conceptualize the production process. Graduate students will be given an extra assignment determined by the instructor that undergraduates are not required to complete.
Prerequisite(s): A minimum grade of "C" in GCM 3745.
Cross Listing(s): GCM 5535G.