

Art (ART)

ART 1010. Drawing I. 3 Hours.

A study of the concepts of composition, figure-ground, line, value, contour, gesture, linear perspective, and atmospheric perspective from direct observation using a variety of media, drawing techniques, and rendering methods.

ART 1011. Drawing II. 3 Hours.

Prerequisite: ART 1010. A continuation of Drawing I. This course will include further development of drawing techniques and rendering methods. The relationship between perception and conception in form will be explored as it pertains to representation and abstraction.

ART 1020. Two Dimensional Design. 3 Hours.

A two-dimensional foundation design course in which the formal elements of art, principles of design, and color theory are introduced.

ART 1030. Three Dimensional Design. 3 Hours.

A three-dimensional foundation design course in which the formal elements of design are introduced along with the methods and safety procedures associated with the use of power equipment. All students must pass examination on power tool usage and safety before access to power tools and shop.

ART 1100. Introduction to the Visual Arts. 3 Hours.

An introductory survey of world art from prehistory to the contemporary period. Credit for this course may not be used to satisfy requirements for area F or senior curriculum requirements for ART or ARED majors.

ART 1100H. Honors Introduction to the Visual Arts. 3 Hours.

An introductory survey of world art, at the Honors level, from prehistoric to the contemporary period, set in the context of historical, political, economic, and social events.

ART 2030. Computers in Art. 3 Hours.

An introductory course to develop basic skills in computer applications for the visual arts including: design, page layout, word processing, illustration, web access, web design, historical and critical methods, and information management.

ART 3000. Community Art Education. 3 Hours.

Galleries, museums, community centers, and other community-based locations. Students explore art education concepts such as lesson planning, budgeting, and marketing in community settings with their field experience. Additionally, students will learn about art advocacy, art careers and will create professional portfolio.

ART 3010. Design Thinking. 3 Hours.

An introduction to creative problem-solving that prepares students to address personal and professional challenges by empathizing, defining problems, ideating solutions, and prototyping and testing these solutions.

ART 3023. Figure Drawing. 3 Hours.

Prerequisite: ART 1011. Compositional, gestural, and anatomical approaches to drawing the human figure directly from a live model utilizing a variety of media and techniques.

ART 3041. Painting I. 3 Hours.

Prerequisites: ART 1011 and ART 1020 or permission of the Department Head. An introduction to oil and acrylic painting techniques.

ART 3051. Printmaking I. 3 Hours.

Prerequisite: ART 1010 and ART 1020. An introduction to basic printmaking processes and techniques, including historical background and significance.

ART 3061. Ceramics I. 3 Hours.

Prerequisite: ART 1030 or permission of the Department Head. A beginning level course including coil and slab construction, wheel throwing techniques, glazing processes, and kiln firing methods.

ART 3071. Black and White Photography. 3 Hours.

An introductory course with emphasis on the technical and aesthetic foundations of black and white photography including camera functions, darkroom processing procedures, and presentation of work. A 35mm camera with manual controls is required.

ART 3072. Digital Photography. 3 Hours.

An introductory course emphasizing the technical and aesthetic foundations of digital photography, including camera functions, current printing practices, and presentation of work. A digital single-lens reflex camera is required.

ART 3081. Sculpture I. 3 Hours.

Prerequisite: ART 1030 or permission of Department Head. An introduction to additive, subtractive, replacement, and modeling sculpture techniques and methods. Attention will be given to three dimensional studies of human anatomy.

ART 3091. Graphic Design I. 3 Hours.

Prerequisite: ART 1020 and ART 2030. Introduction to aesthetic and technical problem solving. Emphasis is placed on contemporary commercial art production techniques.

ART 3092. Graphic Design II. 3 Hours.

Prerequisite: ART 3091. A continuation of Graphic Design I with emphasis on typography, package design, and preparation of portfolio comprehensives. May be repeated for up to 9 hours of credit.

ART 3101. Jewelry and Metalsmithing I. 3 Hours.

Prerequisites: ART 1030 or permission of Department Head. Introduction to the design and creation of jewelry and small metal sculpture. Students will explore methods of fabrication with a focus on the creative and thoughtful design of adornment and sculptural objects.

ART 3111. Aqueous Media I. 3 Hours.

Prerequisite: ART 1010 and ART 1020. The introduction to the technical aspects of aqueous painting media featuring traditional and contemporary methods and techniques.

ART 3240. Design Thinking for Entrepreneurship. 3 Hours.

An introductory design thinking course for students specifically interested in entrepreneurship. Students will develop skills in ideation, iteration, systems thinking, and computational thinking to solve human-centered problems and create value toward greater social good.

ART 4024. Advanced Drawing. 3 Hours.

Prerequisite: ART 3023. Advanced use of drawing tools and techniques including traditional technical, conceptual, and experimental approaches to drawing with emphasis on work from concept to finished project. Students produce individual projects and local exhibits within the community. May be repeated for up to 9 hours of credit.

ART 4042. Painting II. 3 Hours.

Prerequisite: ART 3041. An advanced course in painting using a variety of media and techniques. The emphasis is on the development of personal style. May be repeated for up to 9 hours of credit.

ART 4052. Printmaking II. 3 Hours.

Prerequisite: ART 3051. An advanced course which gives the student an opportunity for further expressive development and experimentation with a variety of printmaking processes. May be repeated for up to 9 hours of credit.

ART 4062. Ceramics II. 3 Hours.

Prerequisites: ART 3061 or permission of the Department Head. An advanced course including sculptural construction methods and functional approaches. May be repeated for up to 9 hours of credit.

ART 4072. Color Photography. 3 Hours.

Prerequisite: ART 3072. An advanced course in photography emphasizing practical application of color theory principles, color correction of images, and current printing practices. A digital single-lens reflex camera is required.

ART 4073. Photographic Lighting Techniques. 3 Hours.

Prerequisite: ART 3071 or ART 3072. An advanced course in photography with an emphasis on the understanding and application of artificial and natural lighting techniques.

ART 4082. Sculpture II. 3 Hours.

Prerequisite: ART 3081 or permission of Department Head. Intermediate work in additive, subtractive, replacement, and modeling sculpture techniques and methods. May be repeated for up to 9 hours of credit.

ART 4093. Graphic Design III. 3 Hours.

Prerequisite: ART 3091. An advanced course in graphic design with emphasis on illustration and preparation of portfolio comprehensives. May be repeated for up to 9 hours of credit.

ART 4094. Computer Animation. 3 Hours.

Prerequisite: ART 3091. An advanced computer graphics course that concentrates on three-dimensional modeling and computer animation. May be repeated for up to 9 hours of credit.

ART 4102. Jewelry and Metalsmithing II. 3 Hours.

Advanced exploration of jewelry and small metal sculpture focusing on new techniques and materials. May be repeated for up to 9 hours of credit.

ART 4112. Aqueous Media II. 3 Hours.

Prerequisite: ART 3111 or permission of the Department Head. Advanced aqueous media techniques and methods emphasizing continued development of personal expressive and communicative style. May be repeated for up to 9 hours of credit.

ART 4140. Technical Problems in Art. 1-3 Hours.

Prerequisite: Junior- or Senior-level standing in art. Designed for the advanced student capable of independent study for the purpose of solving studio problems and conducting creative research. Purchase of materials may be required. May be repeated for up to 9 hours of credit.

ART 4150. Directed Study in Art. 1-3 Hours.

Prerequisite: Approval of the supervising faculty member and Department Head. Students are provided the opportunity to explore individual problems in art. Purchase of art materials may be required. May be repeated for up to 9 hours of credit.

ART 4160. Internship in Art. 3 Hours.

Prerequisite: Art Major and permission of the Department Head. Supervised work experience through cooperatively planned practical job related to the student's degree. May be repeated for credit.

ART 4170. Professional Preparation. 1 Hour.

Prerequisites: ART 2030. First of a three-course professional capstone sequence for B.A. and B.F.A. Art majors. Course content includes the initial assembly of a portfolio, resume development, presentation, and interview skills in preparation for art-related careers.

ART 4171. Senior Exhibition Seminar. 1 Hour.

Prerequisite: ART 4170; corequisite: ART 4172. Second of a three-course professional capstone sequence for B.A. and B.F.A. Art majors. This course addresses preparing works for exhibition, learning gallery procedures, and planning and participating in the senior exhibition.

ART 4172. Senior Portfolio Presentation. 1 Hour.

Prerequisite: ART 4170; corequisite: ART 4171. Third of a three-course professional capstone sequence for B.A. and B.F.A. Art majors. This course includes preparation and public presentation of the senior artist statement and senior presentation.

ART 4180. Workshop in Art. 1-3 Hours.

Selected topics presented in an intensive workshop setting. Purchase of art materials may be required. May be repeated for up to 9 hours of credit.

ART 4190. Special Topics in Art Studio. 3 Hours.

Prerequisite: Junior- or Senior-level standing in art. Selected topics in studio art areas designed to develop advanced skills in a particular medium and allow students the opportunity for further expressive development. May be repeated for up to 9 hours of credit.