

Department of Art and Design

Abigail Heuss, Interim Department Head
Room 1070B, Fine Arts Building

The Department of Art and Design has four comprehensive undergraduate degree programs and a minor in art. The undergraduate programs include the Bachelor of Fine Arts (BFA) with a major in studio art, the Bachelor of Fine Arts with a major in interior design, the Bachelor of Fine Arts with a major in art education, and the Bachelor of Arts with a major in art. The BFA degrees with majors in art, interior design, and art education are professional degrees. The goal of the professional programs is to develop the knowledge, skills, concepts, and sensitivities essential to the professional life of an artist, designer, or educator, and to prepare students who may be interested in pursuing graduate studies. The program of the Bachelor of Arts (BA) degree with a major in art enables students to develop the range of knowledge, skills, and competencies expected of those holding a liberal arts baccalaureate degree with a major in art and allows the flexibility to design a comprehensive liberal arts curriculum that may include a minor outside of art.

Each program of study has a sequentially based curriculum beginning the first semester of the freshman year, which includes foundation courses leading to advanced courses. Students should plan to be advised in the Department of Art and Design as soon as they identify an interest in an art degree program. Students who delay entering the major until completion of the Core Curriculum may prolong their academic careers. Students in each program have the opportunity to pursue in-depth study in one or more disciplines taught in the department. Some upper division courses may be repeated for advanced content to allow further development within the discipline.

Studies, practice, and experiences in studio subjects are of prime importance in the preparation of students for professional careers in art and design. Studio courses are scheduled as double-period classes, and students are expected to work in area studios during scheduled class sessions as well as outside of class. A studio-materials fee is assessed for studio classes at the time of registration, and the individual purchase of art materials is required for many studio courses. All majors must earn a grade of "C" or better in all foundation (Area F), professional, and major classes. Thirty-nine semester hours must be earned at the 3000 level or above in each degree program. An understanding of safety and proper studio practices is considered essential for the practicing professional and is emphasized in all studio courses. All students must participate in a safety orientation and pass a safety exam before taking studio courses in the major. The orientation and exam are part of the course content in foundation classes. Transfer students must participate in supplemental safety orientation sessions and pass the safety exam during their first semester in the department.

The Minor in Art is designed for students with an interest in art or art history who do not wish to pursue a degree program in one of these areas of inquiry.

Valdosta State University is an accredited institutional member of the National Association of Schools of Art and Design (NASAD).

Department of Art and Design Mission Statement

The Department of Art and Design serves as the visual arts component of the College of the Arts, promoting an atmosphere of academic and creative excellence through student-centered, comprehensive professional and liberal arts degree programs. Collaboration among the department, students, and the community is designed to foster professional, artistic, and cultural development throughout the region.

- Bachelor of Fine Arts with a Major in Art (<http://catalog.valdosta.edu/archive/2024-2025/undergraduate/academic-programs/arts/art/bfa-art/>)
- Bachelor of Fine Arts with a Major in Interior Design (<http://catalog.valdosta.edu/archive/2024-2025/undergraduate/academic-programs/arts/art/bfa-interior-design/>)
- Bachelor of Arts with a Major in Art (<http://catalog.valdosta.edu/archive/2024-2025/undergraduate/academic-programs/arts/art/ba-art/>)
- Minor in Art (<http://catalog.valdosta.edu/archive/2024-2025/undergraduate/academic-programs/arts/art/minor-art/>)
- Minor in Art History (<http://catalog.valdosta.edu/archive/2024-2025/undergraduate/academic-programs/arts/art/minor-art-history/>)

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.

Art Education

ARED 3000. Issues and Trends in Contemporary Art Education. 3 Hours.

Prerequisites: EDUC 2999 and a minimum GPA of 2.75. The study of curricular frameworks, course content, and pedagogical strategies associated with best practices in the field of Art Education.

ARED 3010. Elementary Art Methods. 3 Hours.

Prerequisites: ARED 3000 and a minimum GPA of 2.75. Instructional methods; curricular and programmatic structures; assessment strategies; and the appropriate and safe use of tools, media, materials, and equipment in elementary art education programs.

ARED 3012. Secondary Art Methods. 3 Hours.

Prerequisites: ARED 3010. Instructional methods; curricular and programmatic structures; assessment strategies; and the appropriate and safe use of tools, media, materials, and equipment in middle and high school art education program.

ARED 4070. Seminar in Art Education (P-12). 2 Hours.

Prerequisite: Completion of all other academic course work. Must be taken in conjunction with ARED 4090. Graded "Satisfactory" or "Unsatisfactory." Emphasis on professional expectations, instructional and curricular issues, and problems found in the school environment.

ARED 4080. Internship in Art Education. 6 Hours.

Prerequisite: Permission of the Department Head. Graded "Satisfactory" or "Unsatisfactory." A supervised teaching experience for degreed students seeking certification. Must be taken for two consecutive semesters, for a total of 12 semester credit hours.

ARED 4090. Student Teaching in Art Education. 10 Hours.

Prerequisite: Completion of the professional education sequence. Graded "Satisfactory" or "Unsatisfactory." The culminating professional experience scheduled during the final semester of University enrollment. The student is provided with a supervised teaching experience in any one of three settings, elementary school, middle school, or senior high school.

Art History

ARTH 2121. Art History Survey I. 3 Hours.

A survey of art from prehistory to the Renaissance.

ARTH 2122. Art History Survey II. 3 Hours.

A survey of art from the Renaissance to the present.

ARTH 3120. Special Topics in Art History. 3 Hours.

Prerequisites: ARTH 2121 and 2122 or permission of the Department Head. The study of unique or special content in the visual arts. May be repeated under different topics for a maximum of 9 hours.

ARTH 3123. Special Topics in Art History. 3 Hours.

Prerequisites: ARTH 2121 and ARTH 2122 or permission of the Department Head. The study of unique or special content in the visual arts. May be repeated under different topics for a maximum of 9 hours.

ARTH 4120. Issues in Art Criticism. 3 Hours.

Prerequisites: ARTH 2122. Selected issues from the discipline of art criticism.

ARTH 4130. Gender in Art. 3 Hours.

Prerequisites: ARTH 2122. An examination of the role of gender in art making and subject matter, including gender bias and discrimination, concepts of masculinity and femininity, and gender fluidity and sexual identity.

ARTH 4140. Race in American Art. 3 Hours.

Prerequisite: ARTH 2122. An examination of the role of race in art and artistic production in the United States, including the history of African-American Art, how racial discrimination was expressed in art, and how contemporary artists engage the politics of race in their work.

ARTH 4150. Contemporary Art History. 3 Hours.

Prerequisites: ARTH 2122. The in-depth study of contemporary art.

ARTH 4160. Directed Study in Art. 1-3 Hours.

Prerequisite: ARTH 2122, or permission of the Art Department head. An exploration of individual topics in art history, with supervised research on a chosen topic and weekly conferences between instructor and student. The course may be repeated for up to 9 hours credit if topics are different.

Interior Design

ARID 1120. Fundamental Concepts in Interior Design. 3 Hours.

Restricted to interior design majors. An introductory course focusing on elements and principles of interior design in relationship to contemporary issues within the building industry. Sustainability, accessible use, and the relationship of the built environment to human behavior is emphasized.

ARID 2111. Interior Design Studio I. 3 Hours.

Prerequisite: ARID 1120 or permission of Department Head. An introduction to residential design processes and space planning developed through manual architectural drafting skills. Field trips and site visits may be required.

ARID 2112. Interior Design Studio II. 3 Hours.

Prerequisite: ARID 2111 and 2310. Further development of the fundamentals of interior design as applied to designing residential or small scale commercial environments. Technical drafting, graphic presentation, and oral communication are emphasized. Site visits and field trips may be required.

ARID 2310. Drawings in Interior Design. 3 Hours.

A study of technical hand drawing skills, such as freehand sketching, technical drafting, and orthographic and isometric drawings, along with one-point and two-point perspective utilizing media as applied to the needs of interior design visual communication.

ARID 2411. Computers for Interior Design. 3 Hours.

Introduction of computer-aided design and drafting, software applications for 3D visualization, and design communication. Emphasis on the use of industry standard computer software to create and communicate design solutions.

ARID 3111. Interior Design Studio III. 3 Hours.

Prerequisite: ARID 2112. The research and planning of built environments in connection with more complex, large-scale design projects. These projects emphasize design processes, creative problem solving, and effective communication through construction documents and presentation renderings. Field trips and site visits may be required.

ARID 3112. Interior Design Studio IV. 3 Hours.

Prerequisite: ARID 3111. Focus on large-scale spaces and more diverse and complex interior design issues, including relevant building codes and regulations. Site visits and field trips may be required.

ARID 3211. History of Interiors I. 3 Hours.

A historical examination of the formal and structural characteristics found in architecture, interior design, and furniture from the prehistoric to 18th century. The relationship between human behavior and the built environment is emphasized.

ARID 3212. History of Interiors II. 3 Hours.

An exploration and examination of architecture, interior design, and furniture of the 19th, 20th, and 21st centuries. Characteristics of various design styles and movements are emphasized.

ARID 3320. Materials for Interior Design. 3 Hours.

Research and application of a variety of materials and methods used in the fabrication of interior finishes, furnishing, and environments. Field trips and site visits may be required.

ARID 3340. Advanced Residential Design. 3 Hours.

Prerequisites: ARID 2411. An advanced study of residential design with application of human-centered design solutions. Emphasis is placed on residential design trends to which students apply human factors, codes and regulations, integrated building technologies, etc. Students will utilize industry standard software to create and communicate design solutions. Fields trips and site visits may be required.

ARID 3350. Lighting and Building Systems. 3 Hours.

Introduction to technical and aesthetic considerations of lighting, structural, mechanical, and interior building systems within built environments. Sustainability, domestic and international standards, and integrated technologies are emphasized. Case studies, field trips, and site visits may be required.

ARID 3370. Construction Methods and Building Regulations. 3 Hours.

Introduction to construction methods and building regulations that affect design, development, and implementation of built environments. Content includes interdisciplinary factors that are part of construction processes along with international, national, regional, local, and industry standards that govern construction of built environments. Case studies, computations, site visits, and research are required.

ARID 4000. Special Topics in Interior Design. 3 Hours.

Prerequisites: ARID 2112 and 2411. Course content includes a variety of topics relevant to interior design. Format may vary. Course may be repeated with different topics for up to 6 hours of credit.

ARID 4010. Interior Design Internship. 3 Hours.

Prerequisite: Permission of Internship Coordinator. Participation in activities and processes of a professional interior design experience. Weekly self-assessment and documentation of professional activities by the student, and assessment by internship supervisor, reviewed by internship coordinator, are required for satisfactory completion of course. Interviews for internship may be required. May be repeated as an elective option.

ARID 4111. Interior Design Studio V. 3 Hours.

Prerequisite: ARID 3112. Design processes and solutions with issues relating to large-scale spaces. Emphasis is placed on creative and critical thinking, research, graphic and oral presentation skills. Site visits and field trips may be required.

ARID 4112. Interior Design Studio VI. 3 Hours.

Prerequisite: ARID 4111. The application of evidence-based design research to built environments in an international context. Construction drawings and renderings of designed spaces are developed that illustrate the application of concept development and ideation processes to communicate design solutions. Fields trips and site visits may be required.

ARID 4340. Contemporary Design Issues. 3 Hours.

Prerequisites: ARID 3112 and 3350. A study of the research and planning of built environments in connection with contemporary design issues such as sustainability, resource allocation, life-cycle assessment. Projects emphasize design processes, creative problem solving, and effective communication through standards of construction documents and various visual media. Field trips, case studies, and site visits may be required.

ARID 4610. Professional Practice in Interior Design. 3 Hours.

Prerequisite: ARID 3112. Relationships among the business of interior design, professional practice, project management practices, planning a career path, achieving professional certification, and developing a professional portfolio. Field trips and site visits may be required.