ART (ART)

College of Arts and Humanities

Courses

ART 106. Drawing I. 3 Credits.
Drawing from direct observation and an introduction to ideas of perception and interpretation. Use of a variety of media.
Gen Ed Attribute: Arts Distributive Requirement.
Typically offered in Fall & Spring.

ART 111. Basic Design (2-D). 3 Credits.
Developing a visual vocabulary by experimenting with shape, space, light, color, and texture in a variety of media.
Gen Ed Attribute: Arts Distributive Requirement.
Typically offered in Fall & Spring.

ART 112. Color Theory and Practice. 3 Credits.
Extensive study of color theory and its application to a variety of fine and industrial arts projects.
Pre / Co requisites: ART 112 requires prerequisite of ART 111.
Gen Ed Attribute: Writing Emphasis.
Typically offered in Fall & Spring.

ART 113. Digital Media. 3 Credits.
Introduction into the field of visual communications, utilizing the computer and hand skills such as drawing tools. Emphasis is placed on implementing the elements and principles of design in creative print based projects using vector and image manipulation.
Gen Ed Attribute: Arts Distributive Requirement.
Typically offered in Fall & Spring.

ART 120. Three Dimensional Design. 3 Credits.
Three Dimensional Design is an introduction to composition and form building in three-dimensional space. Students focus on creative problem solving challenges using a range of basic design materials and techniques.
Typically offered in Fall & Spring.

ART 206. Drawing II. 3 Credits.
Work in a variety of media and methods designed to develop 'aggressive seeing.' Emphasis on the exploration of line as boundary to describe form and space, as gesture, as calligraphy, and for expressive qualities as a tool for working in other media.
Pre / Co requisites: ART 206 requires prerequisite of ART 106.
Typically offered in Fall & Spring.

ART 210. Typography I. 3 Credits.
An introduction to the use of type as a basic element of graphic communication; the use of different type faces to communicate visually desired effects, typeform, type indication, type spacing, comp lettering, and basic design with type for layouts and comprehensives.
Pre / Co requisites: ART 210 requires prerequisites of ART 111 and ART 113.
Typically offered in Fall.

ART 211. Graphic Design I. 3 Credits.
The exploration of various aspects of graphic communication through the use of typography, layout, and general graphic techniques. The development of creative, original, and conceptual ideas for solving communications problems utilizing professional studio practices and procedures. Mechanical, paste-up preparation, and other methods of reproduction will be covered. Use of the computer is integrated into a variety of course assignments.
Pre / Co requisites: ART 211 requires prerequisites of ART 111 and ART 113.
Typically offered in Fall.

ART 212. Graphic Design II. 3 Credits.
The continuation of ART 211 with an emphasis on typographic problem solving. The further study of graphic design concepts and design principles used in solving different types of design problems within a given format. Use of the computer as an essential design tool is integrated into a variety of course assignments.
Pre / Co requisites: ART 212 requires prerequisites of ART 210 and ART 211.
Typically offered in Spring.

ART 213. Typography II. 3 Credits.
An advanced study of the computer as a design tool. The computer will be used to incorporate typography and graphic design solutions utilizing page-layout software.
Pre / Co requisites: ART 213 requires prerequisite of ART 210 or ART 211.
Typically offered in Spring.

ART 216. Painting I. 3 Credits.
Provides an introduction to the techniques, practices and history of painting through an emphasis on color, form, surface and self-expression. Students work primarily from observation exploring the still life, landscape, architecture, and the figure as they develop a personal aesthetic and are provided with a knowledgeable understanding and strong technical foundation in painting.
Typically offered in Fall & Spring.

ART 217. Painting II. 3 Credits.
An exploration of both traditional and alternative techniques and materials of painting through an active focus on contemporary and historical painting practices. Students will immerse themselves in the creative process as they develop individual conceptual goals and a personal aesthetic in a course designed to provide the groundwork for a depth of understanding and meaningful connection to the practice of painting.
Pre / Co requisites: ART 217 requires prerequisite of ART 216.
Typically offered in Spring.

ART 221. Structural Materials and Fabrication. 3 Credits.
Structural Materials and Fabrication is a survey of three dimensional materials and their applications in various fine art and functional design situations. Students will learn basic fabrication techniques in a range of projects using both hand tools and power tools. Emphasis will be placed on creative problem solving and providing a strong technical foundation in form building.
Pre / Co requisites: ART 221 requires a prerequisite of ART 120.
Typically offered in Spring.

ART 222. Beginning Sculpture. 3 Credits.
An introduction to the basic fundamentals of sculpture, including concepts of design, knowledge of tools and techniques, and materials and processes. Project assignments to be rendered in clay, plaster, wood, and stone.
Typically offered in Fall & Spring.

ART 223. Basic Photography. 3 Credits.
A course dealing with the photographic process. The course will cover camera handling, film and print processing, photographic composition and presentation. Students must supply adjustable 35mm camera plus developing and printing materials.
Typically offered in Fall & Spring.

ART 224. Intermediate Photography. 3 Credits.
A course for those who have had a basic photography class or previous photography experience. The course will stress technical and creative approaches to photography using small-format cameras. Advanced techniques of exposure, lighting, composition, and macro photography will be included. Students must supply their own 35mm adjustable camera and developing and printing materials.
Pre / Co requisites: ART 224 requires prerequisite of ART 223.

ART 226. Water Color I. 3 Credits.
An introduction to the basic tools and techniques of the water-color painter. Emphasis upon transparent water color.
ART 227. Water Color II. 3 Credits.
Advanced problems in water color, gouache, tempera, and mixed media.
Pre / Co requisites: ART 227 requires prerequisite of ART 226.

ART 228. Digital Photography. 3 Credits.
A course dealing with the photographic process using a digital platform. The course will cover camera handling, computer software for image manipulation, photographic composition and presentation. Students are required to provide memory cards, storage media, printing, and presentation materials. A digital SLR is recommended but not required.
Gen Ed Attribute: Arts Distributive Requirement.
Typically offered in Fall & Spring.

ART 230. Digital Objective Design. 3 Credits.
Introduction to digital object design intended to introduce students to the process of digital modeling and 3D printing. Students will design a variety of functional and inventive objects from drinking vessels to tools using Rhinoceros 5.0. Designed objects will be printed in PLA on the Makerbot Replicator 2 here at WCU. In addition to the Makerbot/s PLA, students will be required to print in an alternative material using Shapeways 3D printing service. Creativity, design and craftsmanship will be stressed and we will scrutinize nuances of the student/s work.
Typically offered in Fall.
ART 231. Ceramics I: Basic Techniques. 3 Credits.
Introduction to the basic techniques of ceramics. Hand and wheel methods of construction; knowledge of clay bodies, firing, and glazing.
Gen Ed Attribute: Arts Distributive Requirement.
Typically offered in Fall, Spring & Summer.

ART 232. Ceramics II: Intermediate Techniques. 3 Credits.
Fundamental methods of creating clay forms on the wheel. Experimentation with clay bodies, glazes, and kiln operation. Design is stressed.
Typically offered in Fall, Spring & Summer.

ART 241. Printmaking: Introduction to Relief Printing. 3 Credits.
An introduction to the medium of printmaking: linoleum cuts, woodcuts, and collographs.
Typically offered in Fall & Spring.

ART 243. Printmaking: Intermediate Relief Printing. 3 Credits.
Continuation of ART 241, emphasizing expressive possible techniques and their combination with other print media.
Pre / Co requisites: ART 243 requires prerequisite of ART 241.
Typically offered in Fall & Spring.

ART 301. Mixed Media. 3 Credits.
This course introduces students to various materials and techniques used in visual art. Materials explored will include, but not be limited to, dyes, gels, inks, paint, paper, photographs, prints, pumice, and wax. Techniques may include, but not be limited to, assemblage, book-making, collage, encaustic, relief printing, transfer, mono-printing, and welding.
Typically offered in Spring.

ART 306. Drawing III: Life Drawing. 3 Credits.
An exploration of the abstract dynamics of figure drawing with particular application of anatomical structure to expressive design.
Pre / Co requisites: ART 306 requires prerequisites of ART 106 and ART 206.
Typically offered in Fall & Spring.

ART 307. Drawing IV. 3 Credits.
Individualized instruction in increasingly complex formal and expressive problems in drawing.
Typically offered in Fall & Spring.
Repeatable for Credit.

ART 310. Graphic Design III. 3 Credits.
Advanced graphic design problem-solving methodologies tailoring communication to specific target audiences. Integration of type and image through creative solutions of complex concepts.
Pre / Co requisites: ART 310 requires prerequisites of ART 212 and ART 213.
Typically offered in Fall.

ART 311. Graphic Design IV. 3 Credits.
Implement and present advanced complex visual systems consistent with those of graphic designers in the field. Emphasis on projects of substantive scope, integration of skills and presentation.
Pre / Co requisites: ART 311 requires prerequisites of ART 213 and ART 310.
Typically offered in Spring.

ART 312. Visual Branding. 3 Credits.
The examination of pictographs, logos, trademarks, and symbols as a range of communication tools for organizations. Problem solving through visual identity projects examine the various components of company systems. Analysis and design of a mark, as well as its applications and design standards manual, will be part of a final project.
Pre / Co requisites: ART 312 requires prerequisites of ART 212 and ART 213.
Typically offered in Fall.

ART 313. Interaction Design I. 3 Credits.
Designed to develop the foundational skills, concepts, and technologies necessary for interactive web design and web publishing. Provides a critical overview of and practical experience in the principles of interactive design on the web, including information and navigation design. Web authoring software will be used.
Pre / Co requisites: ART 313 requires prerequisites of ART 113, ART 212, and ART 213.
Typically offered in Fall.

ART 314. Interaction Design II. 3 Credits.
Building upon the web based skills from ART 313, this course is designed to extend skills for multimedia design production. Provides a critical overview of and practical experience in the principles of time based design, including animation and video design for multi media environments and applications on the web. Video, sound, animation and web authoring software will be used to explore designer-controlled user interaction.
Pre / Co requisites: ART 314 requires prerequisites of ART 212, ART 213, and ART 313.
Typically offered in Spring.

ART 315. Introduction to Letterpress. 3 Credits.
The exploration of printing on the letterpress and the history of movable type. Students will learn techniques, and methods for printing in both wood type and metal type. Printing imagery will also be explored. Creating hands-on projects, students will compose type, lock up jobs, and print on a flat bed cylinder press.
Typically offered in Spring & Summer.

ART 316. Representational Painting. 3 Credits.
This course focuses on the skills and observations that are required for representational painting.
Pre / Co requisites: ART 316 requires prerequisite of ART 217.
Typically offered in Fall & Spring.

ART 317. Painting III. 3 Credits.
An advanced level painting course focused on the development of an individualized painting practice through student-directed creative exploration. Students expand their interests in painting, both conceptually and technically, as they maintain a rigorous creative practice and participate in critical discussions with peers.
Pre / Co requisites: ART 317 requires a prerequisite of ART 217.
Typically offered in Fall & Spring.

ART 318. Painting IV. 3 Credits.
An advanced level painting course asking students to actively explore theories of painting through the ages. An emphasis on reading and writing assignments augments a self-directed creative practice, where students forge meaningful connections with historical and contemporary painting practices.
Pre / Co requisites: ART 318 requires a prerequisite of ART 217.
Typically offered in Fall & Spring.

ART 319. Painting V. 3 Credits.
Provides the structure and discipline required for students to develop as professionals in the field after graduation. This advanced level course requires students to maintain a rigorous self-directed creative practice and participate in critical discussions with peers. Students will integrate and strengthen their conceptual and technical goals as a foundation is provided for the development of later thesis work in the medium.
Pre / Co requisites: ART 319 requires a prerequisite of ART 217.
Typically offered in Fall & Spring.

ART 320. Painting: Independent Project. 3 Credits.
The development of a personal style is explored through a theme and its variation. Discipline and self-criticism are realized through a series of critiques and evaluations.
Pre / Co requisites: ART 320 requires a prerequisite of ART 217.
Typically offered in Fall & Spring.
Repeatable for Credit.

ART 321. Sculpture II. 3 Credits.
This course focuses on installation. Students explore intermediate level sculpture problems with an emphasis on how forms can engage with specific spaces and transform our understanding and expectations. Considerations of context and viewer experience will be developed. Installations will be created in clay, plaster, wood, and steel as well as non-traditional materials. Development of fabrication techniques using power tools and MIG welder will be covered.
Pre / Co requisites: ART 321 requires prerequisites of ART 120 and ART 221.
Typically offered in Fall & Spring.

ART 322. Sculpture III. 3 Credits.
This course focuses on advanced challenges in form and structure building within the public sphere. Students will develop both virtual and tangible sculptures for specific public sites. A creative process will be developed to consider the practical, logistical and aesthetic concerns involved in the design, fabrication and installation of sculpture in public spaces.
Pre / Co requisites: ART 322 requires prerequisites of ART 120, ART 221, and ART 321.
Typically offered in Spring.
ART 324. Life Modeling. 3 Credits.
Figure modeling in clay from the life model. Emphasis on hand-eye coordination using figure studies as vehicles of expression. Anatomy will not be stressed, however, weight, balance, construction and spatial relationships will be emphasized.
Typically offered in Spring.

ART 325. Sculpture: Independent Projects. 3 Credits.
Students focus on development of a personal visual voice through exploration of sculptural form, content and individualized processes.
Pre / Co requisites: ART 325 requires prerequisites of ART 120, ART 221, ART 321, and ART 322.
Typically offered in Spring.
Repeatable for Credit.

ART 331. Ceramics III: Advanced Techniques. 3 Credits.
An advanced course to develop craftsmanship and to explore clay as a means of individual expression.
Pre / Co requisites: ART 331 requires prerequisite of ART 232.
Typically offered in Fall & Spring.

ART 332. Ceramics Studio Problems. 3 Credits.
Work at an advanced level in specialized ceramic techniques.
Typically offered in Fall & Spring.

ART 335. Ceramics: Independent Projects. 3 Credits.
Individualized instruction as well as research and study in ceramic design.
Typically offered in Fall & Spring.
Repeatable for Credit.

ART 341. Printmaking: Introduction to Intaglio Printing. 3 Credits.
Intaglio techniques, etching, dry point, aquatint, and engraving.
Typically offered in Fall & Spring.

ART 345. Printmaking: Independent Projects. 3 Credits.
In-depth, individualized instruction in a selected printmaking medium.
Typically offered in Fall & Spring.
Repeatable for Credit.

ART 350. Global Art + Design. 3 Credits.
This course is a 4-week integrated study abroad program created for Graphic + Interactive Design students to further academic achievements, develop intercultural understandings and acquire life skills in a global setting.
Pre / Co requisites: ART 350 requires prerequisites of ART 113, ART 210, and ART 211.
Typically offered in Summer.
Repeatable for Credit.

ART 351. Art of Papermaking. 3 Credits.
The exploration of traditional and contemporary techniques in the art of papermaking. An emphasis on creative and original designs in conjunction with an understanding of materials.
Typically offered in Fall & Spring.

ART 359. Resources in Art Education. 3 Credits.
The use of cultural and community resources in the schools with an emphasis on the teaching of art appreciation.
Typically offered in Fall & Spring.

ART 400. Advertising Design. 3 Credits.
The further study of solving advanced visual communication problems through the development of skills in research, design, and the preparation of comprehensives for client presentations. The use of the computer as an essential design tool is integrated into course assignments.
Pre / Co requisites: ART 400 requires prerequisites of ART 212 and ART 213.
Typically offered in Fall.

ART 413. Interaction Design III. 3 Credits.
Designed to develop the skills, concepts, and technologies necessary for multimedia design production including team based mobile presentations of design problems. Provides a critical overview of and practical experience in the principles of multimedia environments including mobile, Video, sound, animation and web authoring software will be used.
Pre / Co requisites: ART 491 requires prerequisite of ART 212 and ART 213 and ART 313.
Typically offered in Fall.