DEPARTMENT OF ART + DESIGN

College of Arts and Humanities
133 E.O. Bull Center for the Arts
610-436-2755
Department of Art + Design (http://www.wcupa.edu/artDesign)
Peggy Schiff Hill (mhill@wcupa.edu), Chairperson

The Department of Art + Design has been awarded full accreditation by the National Association of Schools of Art and Design (NASAD) and offers two bachelor of fine arts degrees:

- **B.F.A. in Graphic + Interactive Design** - Students in Graphic + Interactive Design work in a rigorous and creative environment. The program teaches the skills necessary for successful careers in print-based design and interactive design through learning and developing formal concepts, methods, theory, and technical processes. The program includes a strong foundation in art and design history, typography, symbology, and design vocabulary with a broad range of upper-level courses in visual branding, advertising, publication design, information design, packaging, web and responsive design. Seniors focus on the development of their thesis project and a final portfolio.

- **B.F.A. in Studio Arts** - Students concentrating in Studio Art are provided with a comprehensive program in visual literacy, creative problem-solving, cultural awareness, critical thinking, and creative processes. Students acquire knowledge, comprehension, and competency in the visual arts using traditional and new technologies. While students may choose to specialize in a specific medium, the program also encourages cross-pollination between various media and experimentation with innovative practices. The program includes a strong foundation in drawing, 2D and 3D design, color theory, and art history, with a broad range of upper-level courses in ceramics, paintings, sculpture, photography, and printmaking.

The Department of Art + Design also offers:

- **Minor in Art History** - A Minor in Art History encourages students to expand their knowledge of global art and culture and to comprehend the importance of visual culture in today’s increasingly global society. Art History is an interdisciplinary field, and students explore how art reflects and communicates social, religious, philosophical, and political ideas. Art historical inquiry emphasizes critical and analytical thinking, written and oral communication, and the appreciation of art, all of which are skills that compliment many other fields of study.

- **Minor in Studio Art** - Students with an interest in art may pursue a Minor in Studio Art. Courses cover visual literacy, creative problem-solving, cultural awareness, critical thinking, and creative processes in the visual arts using traditional and new technologies. Students may choose to specialize in a specific area of interest, including graphic design, painting and drawing, ceramics and sculpture, or general art.

In addition to its majors and minors, the department serves the University population at large by providing service courses to fulfill general education requirements and electives in studio art and art history. In the larger community, the department serves as a professional resource for schools, art centers, and museums.

**Student Activities and Opportunities**

Graphic + Interactive Design majors are encouraged to become active in the West Chester University student chapter of AIGA, the national professional association for design. Students in our program have numerous opportunities to attend design-related lectures, participate in student competitions and exhibitions, and participate in field trips to regional design firms.

Studio Arts majors are encouraged to become active in the Department of Art + Design’s Art Club or Arts Collective, which is a student-run organization focusing on extracurricular activities and projects in the arts. West Chester is also situated near major cities such as Philadelphia, Wilmington, Washington D.C., New York, and Baltimore, which offer endless possibilities for students to attend lectures and art openings, and to participate in regional exhibitions.

**Travel Abroad**

Travel abroad opportunities through art history and studio courses in the Department of Art + Design are numerous and include volunteer trips during the WCU Winter Session as well as summer abroad trips. Our travel abroad program continues to expand, with past trips covering a broad range of international locations including China, Costa Rica, Denmark, Egypt, England, France, Greece, Italy, and Spain.

**Internships**

Learning opportunities extend beyond the studio. We are fortunate that West Chester University is located in the heart of an incredibly rich cultural region, with an abundance of art-related activities and opportunities. Students are encouraged to complete a professional internship for academic credit. This involves working in a creative capacity at a design studio, advertising agency, corporate design office, local or regional art center, museum/gallery, apprenticeship, or other appropriate venue.

**Programs**

**Majors in Art + Design**

- **B.F.A. in Graphic and Interactive Design** (http://catalog.wcupa.edu/undergraduate/arts-humanities/art-design/graphic-interactive-design-bfa)
- **B.F.A. in Studio Arts** (http://catalog.wcupa.edu/undergraduate/arts-humanities/art-design/studio-arts-bfa)

**Minors in Art + Design**

- **Studio Art** (http://catalog.wcupa.edu/undergraduate/arts-humanities/art-design/studio-art-minor)
- **Art History** (http://catalog.wcupa.edu/undergraduate/arts-humanities/art-design/art-history-minor)

**Graduate Opportunities**

See the graduate catalog for more information on the Art + Design programs. (http://catalog.wcupa.edu/graduate/arts-humanities/art-design)

**Policies**

- See undergraduate admissions information. (http://catalog.wcupa.edu/general-information/admissions-enrollment/undergraduate-admissions)
- See academic policies. (http://catalog.wcupa.edu/undergraduate/academic-policies-procedures)

All undergraduate students are held to the academic policies and procedures outlined in the undergraduate catalog. Students are encouraged to review departmental handbooks for program tips, suggested course sequences, and explanations of procedures. When applicable, additional policies for specific department programs may be listed below.

**Portfolio Requirements**

Admission into the B.F.A. program requires a successful portfolio review as well as admission to the University. Accepted students will be notified by e-mail to submit their portfolio to Slideroom, an online portfolio review site. Refer to the Department of Art + Design website, http://www.wcupa.edu/arts-humanities/artDesign/portfolioReview.aspx, for the list of portfolio requirements and digital image formatting guide.
Minimum Grade

Students must maintain a minimum grade of C in all ART and ARH courses.

Faculty

Professors

Virginia M. Da Costa (vdacosta@wcupa.edu) (1998)
B.A., State University of New York at Albany; M.A., California State University at Long Beach; Ph.D., University of California, Santa Barbara
Margaret Schiff Hill (mhill@wcupa.edu) (1990)
Chairperson, Art + Design
B.F.A., Kutztown University; M.F.A., Syracuse University
Sally Van Orden (svanorden@wcupa.edu) (2006)
B.B.A., Texas A&M University; M.F.A., Texas Tech University

Associate Professors

Henry Loustau (hloustau@wcupa.edu) (1995)
B.A., Dartmouth College; M.F.A. University of Illinois at Urbana-Champaign
Erca Zoe Loustau (eloustau@wcupa.edu) (2012)
B.A., Dartmouth College; M.F.A., University of Illinois at Urbana-Champaign
Nancy J. Rumfield (nrumfield@wcupa.edu) (1986)
B.F.A., Moore College of Art; M.S., West Chester University; Ph.D., Nova Southeastern University
Heather Sharpe (hsharpe@wcupa.edu) (2008)
B.A., California State University; M.A., Ph.D., Indiana University
Kate Stewart (sstewart@wcupa.edu) (2011)
B.A., Dickinson College; M.F.A., University of Pennsylvania

Assistant Professors

Kristopher Benedict (kbenedict@wcupa.edu) (2014)
B.A., The Cooper Union for the Advancement of Science and Art; M.F.A., Columbia University
Jeremy Holmes (jholmes@wcupa.edu) (2016)
B.S. Philadelphia University; M.F.A. Temple University, Tyler School of Art
David P. Jones (djohnes@wcupa.edu) (2014)
B.A., M.F.A., Temple University
Andrew Snyder (asnyder@wcupa.edu) (2016)
B.S., Towson University; M.F.A., Towson University
Larry Will (lwill@wcupa.edu) (2006)
B.F.A., California State University at Long Beach

Courses

ART

ARH 104. Art History II: Renaissance through Modern Day. 3 Credits.
Continuation of ARH 103. The Renaissance through the 20th century.
Gen Ed Attribute: Arts Distributive Requirement.
Typically offered in Fall & Spring.

ARH 211. Art of Egypt. 3 Credits.
The art and architecture of Ancient Egypt, Mesopotamia, Assyria, and Babylonia from 3000-500 B.C.
Typically offered in Fall & Spring.

ARH 300. History of Graphic Design. 3 Credits.
The course presents a survey of graphic design through the 21st century. Students will examine the ever-shifting role of the graphic designer throughout history, how designers have drawn from past inspiration to create work that resonates with contemporary audiences in fresh ways, and we will consider how formal qualities play an essential role in how meaning is conveyed.
Distance education offering may be available.
Typically offered in Spring.

ARH 302. Global Art and Culture. 3 Credits.
This is a condensed format course designed primarily for the winter session. Domestic and international locations will vary with an interdisciplinary focus. The course incorporates fine art, local crafts, music, theatre, and dance with an experiential component. Investigation of the history, materials, influences, costume and traditional dress, performance, musical instruments, religion, and regional vs international acknowledgment of the artists are integral to understanding and achieving information literacy.
Typically offered in Spring.

ARH 306. Function of the Museum in Art. 3 Credits.
Role and function of the museum as an educational and cultural institution. Main focus on field trips to local museums in Chester and Delaware counties and the Wilmington, Del., area.
Typically offered in Spring & Summer.

ARH 382. Art of Greece and Rome. 3 Credits.
The art and architecture of the Greeks, Etruscans, and Romans.
Gen Ed Attribute: Classical Civilizations Culture Cluster, Foreign Language Culture Cluster.
Typically offered in Fall & Spring.

ARH 383. Art of the Middle Ages. 3 Credits.
The art and architecture of the European medieval world and their development from Early Christian and Romanesque art into the full flowering of the Gothic period.
Gen Ed Attribute: Foreign Language Culture Cluster, France & Francophone Area Culture Cluster.
Typically offered in Fall & Spring.

ARH 384. Art of Renaissance-Baroque. 3 Credits.
Study of the art forms of the 15th through 17th centuries in Europe as they affected social and religious cross currents and the rise of the role of the artist in society.
Gen Ed Attribute: Foreign Language Culture Cluster, Italy (Italian) Culture Cluster.
Typically offered in Fall & Spring.

ARH 385. 18th and 19th Century Art. 3 Credits.
From David to Rodin: the rise and development of the Romantic style and its struggle with orthodox Classicism.
Gen Ed Attribute: Foreign Language Culture Cluster, France & Francophone Area Culture Cluster.
Typically offered in Fall & Spring.

ARH 386. Modern Art Seminar. 3 Credits.
Analysis of major styles of 20th-century art to mid-century, including Picasso.
Gen Ed Attribute: Writing Emphasis.
Typically offered in Spring.
ART 389. Art of Spain. 3 Credits.
Introduction to the art and architecture of Spain and her colonies from the caves of Altamira to the contemporary period. Focus on specific artists including Velázquez, Goya, Miro, Gaudi, Picasso, and Dali.
Gen Ed Attribute: Foreign Language Culture Cluster, Spanish Culture Cluster, Writing Emphasis. Typically offered in Fall & Spring.

ART 400. Art Seminar. 3 Credits.
Special topics to be announced for studio and art history. Offered periodically as appropriate.
Consent: Permission of the Department required to add.
Typically offered in Fall. Repeatable for Credit.

ART 401. Contemporary Art. 3 Credits.
This course is intended to give an overview of contemporary art practices in the 20th and 21st centuries. As a class, we will identify themes that have inspired creative expression for generations, but that have particular relevance to the last few decades: Language, Identity, The (Human) Body, Memory, Time, Science/Technology and Sustainability. We will explore these themes across time and place, to understand the common links among artists as creative and communal beings. The second focus differentiates the context of the artworks’ conception, production, and reception by the public.
Consent: Permission of the Department required to add.
Typically offered in Fall & Spring.

ART 419. Women Artists. 3 Credits.
Traces the position of women artists in society and its effects on their work. What role have women played as the subject of painting through the ages? What are women artists creating today?
Typically offered in Fall & Spring.

ART

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. 2D Design. 3 Credits.
This course provides a foundation for investigating the elements and principles of design and visual organization. Through the hands-on analysis of visual problems, students learn concept development, visual language, and technical proficiency. Students acquire the knowledge to develop perceptual, critical thinking and communication skills as they relate to creative visual arts.
Gen Ed Attribute: Arts Distributive Requirement.
Typically offered in Fall & Spring.

ART 112. Color Theory. 3 Credits.
The study of the nature of color, its physical properties and visual qualities. Basic theories, models, phenomena, and their applications will be explored using pigment, colored paper and digital color systems.
Pre / Co requisites: ART 112 requires a prerequisite of ART 111.
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. 3D 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.
This second-level drawing course will apply practical and technical drawing skills to more ambitious and personal projects. Students will continue to advance their perceptual drawing knowledge through careful demonstrations and individual instruction. An exploration of scale, principles and techniques of pictorial composition including perspective, line, proportion and sources of imagery. Coursework will build upon students’ previous knowledge of various drawing media, color, surfaces and ground treatments. Several projects will incorporate sustainability-related content to develop students’ visual responses to critical research, with relation to the social, environmental and political aspects of sustainability.
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.
This course is an introductory course to the theories, methods, materials, and vocabulary used in the communication design profession. By applying problem solving strategies and design methods to graphic design problems, methods are explored and developed through formal studies of traditional and non-traditional visual techniques and materials.
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.
The advanced study of typographic expression and communication and the development of complex information systems. Students explore the form and structure of visual communications including sequential design systems and organizational structuring.
Pre / Co requisites: ART 213 requires prerequisites of ART 113, ART 210, and 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 prerequisite of ART 120.
Typically offered in Spring.

ART 222. Sculpture I. 3 Credits.
This course is an introduction to the basic fundamentals of sculpture. The course will explore the driving forces of sculpture creation through additive and subtractive form building methods. Tools and techniques, materials and processes will be studied.
Typically offered in Fall.
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 228. Digital Photography. 3 Credits.
An introduction to the photographic process, using a digital platform. Photographic techniques, camera handling, exposure control, image manipulation, composition, and solving visual problems will be incorporated into exercises and projects. This course will also address the topic of sustainability through photography. Students are required to provide storage media and prints of their projects. A Digital Single Lens Reflex (DSLR) format camera is used for this class. A personal DSLR is highly recommended, but not required.
Gen Ed Attribute: Arts Distributive Requirement.
Typically offered in Fall & Spring.

ART 230. Digital Object Design-3D Printing. 3 Credits.
This course is intended to familiarize 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. 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 examine 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: Graphic Forms. 3 Credits.
This course is an introduction to mediums of printmaking whose strengths lay in their graphic drama. Through layering these techniques students will discover new ways to harness the interaction of color and form. The versatility of these approaches allows the printed medium to expand--onto 3-Dimensional structures, clothing, banners, or other creative substrates. Primarily this course will be focused on reductive and serigraphic processes. Our aim is to find enough technical grounding in these forms for the purpose of later exploiting their conceptual possibilities.
Typically offered in Fall.

ART 242. Printmaking as Narrative Form. 3 Credits.
This course is an introduction to mediums of Printmaking whose strengths lie in the illustrative and narrative form. We will explore the power of line, texture, and tone, as well as the reworking of and editioning of plates to explore story-telling possibilities. These techniques can include drypoint, etching, collagraph, and monotypes.
Typically offered in 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 Fall.

ART 306. Drawing III. 3 Credits.
This class will introduce the student to a variety of considerations involved in drawing from the human figure. Beginning with an objective analysis of the figure's structure and an emphasis on observational drawing technique, we'll proceed to a more subjective, empathetic view of the figure, where your personal vision, experience, and expression will come into play. Throughout the course we will stress perceptual (observational), formal (line, value, etc.), and interpretive skills, as well as the abstract elements of composition, shape, rhythm, etc. involved in a successful drawing of any kind.
Pre / Co requisites: ART 306 requires prerequisites of ART 106 and ART 206.
Typically offered in Fall & Spring.

ART 307. Drawing IV. 3 Credits.
This class will continue the advanced student's investigation into a variety of considerations involved in drawing from the human figure. Beginning with an objective analysis of the figure's structure and an emphasis on observational drawing technique, we'll proceed to a more subjective, empathetic view of the figure, where your personal vision, experience, and expression will come into play. Throughout the course we will stress perceptual (observational), formal (line, value, etc.), and interpretive skills, as well as the abstract elements of composition, shape, rhythm, etc. involved in a successful drawing of any kind.
Pre / Co requisites: ART 307 requires a prerequisite of ART 306.
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. Focus on production of three dimensional design solutions to complex packaging challenges.
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.
This course is the examination of brand development, assessment and management. Students will author original pictographs, logos, trademarks, and symbols while studying a wide range of communication tools for organizations. Problem solving through visual identity projects examine the various components of brand systems. Analysis and design of a mark, as well as its applications across multiple touch points will be required to develop solutions for a trio of multi-faceted projects.
Pre / Co requisites: ART 312 requires prerequisites of ART 212 and ART 213.
Typically offered in Fall.

ART 313. Interaction Design I. 3 Credits.
This course teaches the fundamental concepts, practices, and tools associated with motion design. The class will focus on the introduction, exploration and implementation of time, movement and sound into the student’s existing design process. Current motion software will be taught and used on a variety of course assignments.
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. Letterpress. 3 Credits.
This course provides an introduction into the traditional art of letterpress printing on a Vandercook Proofing Press. Students will learn the basics of typography, setting and printing with both wood and metal type. Options for printing imagery will also be explored, as well as printing from decorative ornaments, magnesium cuts, and polymer plates. Students will be guided in type form lock-up and registration, including multiple-color registration, as well as proper procedures for inking, impression, preparing paper, and the safe operation of the press. Typically offered in Fall & Summer.

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.

This course 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 Projects. 3 Credits.

This course offers individualized instruction towards the development of a personal voice in the medium. Students expand their interests in painting both conceptually and technically through critiques, field trips, and readings.
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 a prerequisite of ART 222.
Typically offered in 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 222 and ART 321.
Typically offered in Spring.

ART 324. Life Modeling. 3 Credits.

This course focuses on modeling the human form in clay. Students work from a life-model to develop their hand-eye coordination. Emphasis is placed on employing the figure as a vehicle of expression. The study of anatomy is not stressed; instead, weight, balance, construction and spatial relationships will be highlighted.
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 a prerequisite of ART 321 or instructor permission.
Typically offered in Fall & Spring.
Repeatable for Credit.

ART 331. Ceramics: Unconventional Methods. 3 Credits.

This course is designed to expand the student’s skill in ceramics and develop their eye through critique. Students will learn a variety of alternative building methods with open ended assignments to encourage technical skill building and creative problem solving. Over the course of the semester students will produce a variety of work that is functional, sculptural or both. Craftsmanship will be stressed and we will scrutinize nuances of the student’s work.
Pre / Co requisites: ART 331 requires prerequisites of ART 231 and ART 232.
Typically offered in Fall & Spring.

ART 332. Ceramics: Raw Materials. 3 Credits.

This course is designed to expand the student’s skills in clay and develop their eye through critique. In this course students will experiment with numerous raw materials both bought and from natural sources to develop interesting surfaces into their work. Craftsmanship will be stressed and we will scrutinize nuances of the student’s work.
Pre / Co requisites: ART 332 requires prerequisites of ART 231 and ART 232.
Typically offered in Fall & Spring.

ART 333. Ceramics: Independent Projects. 3 Credits.

This course is designed to expand the student’s skills with clay and develop their eye through critique. In this ceramics course students will be expected to create a cohesive body of work and research historical and contemporary ceramics of personal interest. Craftsmanship will be stressed and we will scrutinize nuances of the student’s work.
Pre / Co requisites: ART 333 requires prerequisites of ART 231 and ART 232.
Typically offered in Fall & Spring.
Repeatable for Credit.

ART 345. Printmaking: Independent Projects. 3 Credits.

This course allows more self-directed work with the goal of increasingly advanced knowledge of printmaking forms. Students propose their area of focus and move past introductory execution of these particular print processes. Self-directed work and strong conceptualization of projects are expected.
Pre / Co requisites: ART 345 requires prerequisites of ART 241 or ART 242.
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. Papermaking. 3 Credits.

This course is the exploration of traditional and contemporary techniques in the art of papermaking. Various three dimensional and two dimensional forming methods will be investigated. Emphasis will be placed on creative and original designs in conjunction with an understanding of materials.
Typically offered in Summer.

ART 359. Resources in Art Education. 3-9 Credits.

The use of cultural and community resources in the schools with an emphasis on the teaching of art appreciation.
Consent: Permission of the Department required to add.
Typically offered in Summer.
Repeatable for Credit.

ART 400. Special Topics: Design for the Social Good. 3 Credits.

Advanced graphic design problem-solving methodologies are leveraged in order to comment on, inform or challenge a social issue via a comprehensive project of the student’s own design. While final projects may take the form of any delivery method the student deems suitable for their topic, digital solutions such as product development, animation and motion graphics are preferable.
Pre / Co requisites: ART 400 requires prerequisites of ART 310, ART 312 and ART 313.
Typically offered in Fall.

ART 413. Interaction Design III. 3 Credits.

This course teaches the fundamental concepts, practices, and tools associated with digital self-authorship. Using the knowledge and expertise gained from Interaction Design I and II, the student will research, concept, schedule, design and execute a full-semester, self-authored motion design or UX/UI product. Current motion design and UX/UI software will be taught and used.
Pre / Co requisites: ART 413 requires prerequisite of ART 212 and ART 213, ART 313 and ART 314.
Consent: Permission of the Department required to add.
Typically offered in Fall.

ART 415. Senior Thesis Project. 3 Credits.

This course will focus on the development of a senior thesis project. This project will involve extensive, student directed research in graphic communications. Students will be required to define a problem, develop the conceptual solution, establish a strategy and carry out their solution to a professional standard. Students will be expected to present their work in a final presentation.
Pre / Co requisites: ART 415 requires prerequisites of ART 213, ART 311, ART 312 and ART 413, or department permission.
Typically offered in Spring.
ART 450. Internship. 3 Credits.
Integrate classroom study and lab work with specific planned periods of learning through job experience, based on an individualized, student-oriented, learning contract. The internship provides the student with professional work experience in an area related to their major. The course is based on an individualized, student-oriented, learning contract for BFA majors who have demonstrated advanced skill levels and for those who have potential to perform professionally in a work environment.
Consent: Permission of the Department required to add.
Typically offered in Fall, Spring & Summer.
Repeatable for Credit.

ART 492. Senior Seminar. 3 Credits.
This course provides for the resolution of the technical and philosophical skills essential to success as a professional, or as a basis for continued post baccalaureate study. Each student is required to demonstrate appropriate competence within an individually described program of study / statement of intent. This program will evidence artistic, cultural and scholastic competence culminating in the required Capstone Project and BFA exhibition.
Consent: Permission of the Department required to add.
Typically offered in Spring.

ART 499. Portfolio. 3 Credits.
Development of a design portfolio featuring both digital and print work in preparation for entering the design field as a professional. Students will be required to complete a personal resume, personal identity system, and design a self promotional piece in addition to their body of work.
Pre / Co requisites: ART 499 requires prerequisites of ART 311 and ART 413.
Typically offered in Spring.