

DEPARTMENT OF ART + DESIGN

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Department of Art + Design (<http://www.wcupa.edu/artDesign/>)
David Jones (djones2@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 the Art degree (B.F.A.) in two areas of study: Studio Arts and Graphic + Interactive Design.

- **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.
- **Studio Arts** - Students in Studio Arts 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 paintings, sculpture, ceramics, 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

Art + Design majors participate in student clubs such as the Illustration Club, as well as professional organizations such as the American Institute of Graphic Arts and the Society of Experiential Graphic Design. Additionally, students in our program have numerous opportunities to attend design-related lectures; participate in regional, national, and international student competitions and exhibitions; and participate in trips to regional design firms. West Chester's proximity to major cities such as Philadelphia, Wilmington, Washington D.C., New

York, and Baltimore offers opportunities for students to attend lectures, exhibitions, openings, and to participate in regional exhibitions.

Travel Abroad

The Department of Art + Design offers biennial study abroad trips in summer, principally focusing on studio arts and graphic and interactive design. Recent trips have included the study of graphic design in Copenhagen, Denmark, and painting and drawing in the south of France.

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

- B.F.A. in Art - Graphic + Interactive Design Specialization (<https://catalog.wcupa.edu/undergraduate/arts-humanities/art-design/graphic-interactive-design-bfa/>)
- B.F.A. in Art - Studio Arts Specialization (<https://catalog.wcupa.edu/undergraduate/arts-humanities/art-design/studio-arts-bfa/>)

Minors

- Studio Art (<https://catalog.wcupa.edu/undergraduate/arts-humanities/art-design/studio-art-minor/>)
- Art History (<https://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. (<https://catalog.wcupa.edu/graduate/arts-humanities/art-design/>)

Policies

- See undergraduate admissions information. (<https://catalog.wcupa.edu/general-information/admissions-enrollment/undergraduate-admissions/>)
- See academic policies. (<https://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

David P. Jones (djones2@wcupa.edu) (2014)
Chairperson, Art + Design
B.A., M.F.A., Temple University

Erica Zoe Loustau (eloustau@wcupa.edu) (2012)
B.A., Hampshire College; Hantverkets Folkhogskola, Scandinavian seminar exchange program; M.F.A., University of Pennsylvania

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

Associate Professors

Kristopher Benedict (kbenedict@wcupa.edu) (2014)
B.A., The Cooper Union for the Advancement of Science and Art; M.F.A., Columbia University

Nogin C Chung (nchung@wcupa.edu) (2022)
B.A., Seoul National University; M.A., Ph.D., University of Minnesota; M.B.A., Bloomsburg University of Pennsylvania

Jeremy Holmes (jholmes@wcupa.edu) (2016)
B.S. Philadelphia University; M.F.A. Temple University, Tyler School of Art

Scotty R. Reifsnnyder (sreifsnnyder@wcupa.edu) (2019)
B.F.A., Kutztown University; M.F.A., Temple University

Andrew Snyder (asnyder@wcupa.edu) (2016)
B.S., Towson University; M.F.A., Towson University

Karen Watkins (kwatkins@wcupa.edu) (2018)
B.F.A., Michigan State University; M.F.A., Temple University

Assistant Professor

Lauren Pakradooni (lpakradooni@wcupa.edu) (2021)
B.A., Hampshire College; M.F.A., Rhode Island School of Design

Courses

ART

ARH 101. Survey of the Visual Arts. 3 Credits.

An introduction to painting, sculpture, architecture, and the decorative arts with emphasis on understanding the visual arts as universal human expression.

Gen Ed Attribute: Arts Distributive Requirement
Distance education offering may be available.

ARH 103. Art History I: Paleolithic-Middle Ages. 3 Credits.

Survey of significant art and architectural monuments from prehistory through the Middle Ages.

Gen Ed Attribute: Arts Distributive Requirement

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

ARH 199. Art History Transfer Credits. 1-10 Credits.

transfer credits

Repeatable for credit.

ARH 210. Non-Western Art. 3 Credits.

Introduction to art produced outside the European tradition. Cultures include Africa, India, Asia, the Pacific Islands, and the Americas.

Gen Ed Attribute: Global Awareness Pathway, Writing Emphasis (select both)

ARH 220. Introduction to Latin American Art. 3 Credits.

This course provides an introduction to the art, architecture, and visual culture of Latin America from the colonial to the contemporary period. The course begins with an overview of ancient indigenous (Pre-Columbian) art of Mesoamerica and the Andes, followed by an exploration of art of the colonial era when native artists adapt their styles and techniques to reflect European artistic trends. The course will conclude with an examination of 19th and 20th century art when artists responded to changing political and cultural movements and through interactions with modern and contemporary artistic trends from abroad.

Gen Ed Attribute: Spanish CC (select both), Writing Emphasis (select both)

ARH 300. History of Graphic Design. 3 Credits.

This 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.

ARH 350. Art Controversies. 3 Credits.

Explores art controversies and considers their impacts on contemporary culture. Students will examine how our political, cultural, and religious landscape becomes a background for art controversies and how our perception of art has been challenged by them. Such issues as censorship, obscenity, taxpayer funds, preservation, repatriation, and vandalism will be covered.

Gen Ed Attribute: Speaking Emphasis

ARH 381. Art of the Ancient Near East, Egypt, and the Aegean. 3 Credits.

A survey of the art and architecture of the Near East, Egypt, and the Aegean from the end of the prehistoric period, ca. 3000 B.C., to the Iron Age, ca. 1000 B.C. Starting with the origins of civilization in Mesopotamia and Egypt, it traces the rise of cities and the development of complex art and architecture to the emergence of Minoan and Mycenaean cultures in Greece. Art and artifacts will be examined with a focus on the social, political, and religious contexts in which they were created.

Gen Ed Attribute: Writing Emphasis (select both)

ARH 382. Art of Greece and Rome. 3 Credits.

The art and architecture of the Greeks, Etruscans, and Romans.

ARH 383. Medieval Art. 3 Credits.

This course will introduce students to the visual arts of the Medieval period and will enable students to think critically about how art and architecture was used as a means of communicating religious, social, cultural, and political ideas. Works of art and architecture will be examined in their original physical, geographical, sociological, and historical contexts. At the same time, students will consider how Medieval art and architecture still has resonance and meaning in the contemporary world.

Gen Ed Attribute: FRA/Franco Area CC (SLCT both), Writing Emphasis (select both)

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: Italian CC (Select both)

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: FRA/Franco Area CC (SLCT both)

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 (select both)

ARH 400. Art Seminar. 3 Credits.

Special topics to be announced for studio and art history. Offered periodically as appropriate. Repeatable for credit.

ARH 401. Contemporary Art. 3 Credits.

This course surveys forms of visual expression in our time and examines individual art works, artists, and their connections to social trends, theoretical ideas, and contemporary events. Analyzing traditional painting and sculpture, multimedia installations, interactive digital media, film projections, participatory and community engaged projects, and environmental interventions, this course looks at how the definition of art has been challenged and expanded. As the art of today around the globe addresses urgent social, cultural, and political themes while providing critical grounds for art historical discourses, this course explores intersections between contemporary politics and current events and art now.

Gen Ed Attribute: Speaking Emphasis

ARH 419. Gender and Sexuality in Art. 3 Credits.

Surveys chronologically the role gender and sexuality have played in art and examines the role that art has played in both reinforcing and challenging dominant theories of gender identity. The course examines intersections between gender/sexuality and class, race, and politics represented in art through a lens of feminism and post-colonialism. Topics include pictorial constructions of femininity and masculinity, objectification of the body, patronage and the art market, gaze, colonialism, identity politics, and protest art.

Gen Ed Attribute: Speaking Emphasis

ART**ART 106. Drawing I. 3 Credits.**

An introduction to drawing and ideas of perception and interpretation. Students will work primarily from direct observation, using a variety of drawing media. Projects will explore the fundamentals of drawing, highlighting historical and contemporary concerns within the medium.

Gen Ed Attribute: Arts Distributive Requirement

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

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.

ART 112 Prerequisite: Successful completion of ART 111 with minimum grade of D-.

ART 113. Digital Media. 3 Credits.

This course is an introduction to the fundamentals of visual perception, representation, and design that are shaped by today's digital culture. It explores the ways contemporary artists and designers create images; design with digital tools; and communicate, exchange, and express over a broad range of digital media. Emphasis will be placed on building a visual literacy by studying and producing images using a variety of analog and digital techniques. Current creative software will be taught and used on a variety of course assignments.

Gen Ed Attribute: Arts Distributive Requirement

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.

ART 199. Art Transfer Credits. 1-10 Credits.

Transfer Credits

Repeatable for credit.

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.

ART 206 Prerequisite: Successful completion of ART 106 with minimum grade of D-.

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.

ART 210 Prerequisite: Successful completion of ART 111 and ART 113, with minimum grades of D-.

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.

ART 211 Prerequisite: Successful completion of ART 111 and ART 113, with minimum grades of D-.

ART 212. Graphic Design II. 3 Credits.

An introduction to publication design. Sequential design concept development. Interaction between type and image and design aesthetics will be emphasized as well as an in depth study of target audience and print production methods.

ART 212 Prerequisite: Successful completion of ART 210 and ART 211, with minimum grades of D-.

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.

ART 213 Prerequisite: Successful completion of ART 113, ART 210, and ART 211, with minimum grades of D-.

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.

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.

ART 217 Prerequisite: Successful completion of ART 216 with minimum grade of D-.

ART 221. Woodworking, Welding, and Casting. 3 Credits.

This course 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 wood, steel, and plaster 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.

ART 221 Prerequisite: Successful completion of ART 120 with minimum grade of D-.

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.

ART 226. Water Color. 3 Credits.

An introduction to the basic tools and techniques of the water-color painter. Emphasis upon transparent water color.

Repeatable for credit.

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

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.

ART 231. Ceramics: Handbuilding. 3 Credits.

This is an introductory course designed to give students a hands-on educational and artistic experience using the medium of clay. Students will learn to shape clay in a variety of ways including: pinch, coil, leather hard slab, soft slab. Students will also gain experience with various decorating, glazing, and firing techniques. Craftsmanship will be stressed and we will scrutinize nuances of the student's work.

Gen Ed Attribute: Arts Distributive Requirement

ART 232. Ceramics: Potter's Wheel. 3 Credits.

This course is designed to introduce students to the potter's wheel and develop their eye through critique. Over the course of the semester students will learn to shape clay on the potter's wheel, making a variety of functional pottery, and gain experience with various decorating, glazing, and firing techniques. Craftsmanship will be stressed and we will scrutinize nuances of the student's work.

Gen Ed Attribute: Arts Distributive Requirement

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.

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.

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.

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.

ART 306 Prerequisite: Successful completion of ART 106 and ART 206, with minimum grades of D-.

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.

ART 307 Prerequisite: Successful completion of ART 306 with minimum grade of D-.

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.

ART 310 Prerequisite: Successful completion of ART 212 and ART 213, with minimum grades of D-.

ART 311. Graphic Design IV. 3 Credits.

This course is designed to teach visual communications students how to apply skills they have learned in previous design classes to more complex and information-rich page constructions. Students will increase their proficiency in Adobe InDesign by using typographic systems that organize content to create dynamic page layouts. Students will further investigate methodologies for developing engaging publications of originality, variety, and structural soundness.

ART 311 Prerequisite: Successful completion of ART 213 and ART 310, with minimum grades of D-.

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.

ART 312 Prerequisite: Successful completion of ART 212 and ART 213, with minimum grades of D-.

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.

ART 313 Prerequisite: Successful completion of ART 113, ART 212, and ART 213, with minimum grades of D-.

ART 314. Interaction Design II. 3 Credits.

This course teaches the fundamental concepts, practices, and tools associated with user experience design for digital products. The class will focus on the development of conceptual designs for digital media based on the needs of identified users. It will introduce the standard practices of research and development, wire framing and user interface design for digital products. Current UX/UI software will be taught and used on a variety of course assignments.

ART 314 Prerequisite: Successful completion of ART 212, ART 213, and ART 313, with minimum grades of D-.

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.

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.

ART 317 Prerequisite: Successful completion of ART 217 with minimum grade of D-.

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.

ART 318 Prerequisite: Successful completion of ART 217 with minimum grade of D-.

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.

ART 319 Prerequisite: Successful completion of ART 217 with minimum grade of D-.

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.

ART 320 Prerequisite: Successful completion of ART 217 with minimum grade of D-. 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.

ART 321 Prerequisite: Successful completion of ART 222 with minimum grade of D-.

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.

ART 322 Prerequisite: Successful completion of ART 222 and ART 321, with minimum grades of D-.

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.

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.

ART 325 Prerequisite: Successful completion of ART 321 or permission of instructor, with minimum grade of D-. 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.

ART 331 Prerequisite: Successful completion of ART 231 and ART 232, with minimum grades of D-.

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.

ART 332 Prerequisite: Successful completion of ART 231 and ART 232, with minimum grades of D-.

ART 335. 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.

ART 335 Prerequisite: Successful completion of ART 231 and ART 232, with minimum grades of D-. 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.

ART 345 Prerequisite: Successful completion of ART 241 or ART 242, with minimum grades of D-. Repeatable for credit.

ART 350. Global Art + Design. 3 Credits.

This 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.

ART 350 Prerequisite: Successful completion of ART 113, ART 210, and ART 211, with minimum grades of D-. Repeatable for credit.

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.

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.

ART 400 Prerequisite: Successful completion of ART 310, ART 312, and ART 313, with minimum grades of D-.

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.

ART 413 Prerequisite: Successful completion of ART 212, ART 213, ART 313, and ART 314, with minimum grades of D-.

ART 415. Senior Thesis Project. 3 Credits.

This course is an advanced course in the development, design and construction of one capstone project that showcases the student's graphic design skills. Students will demonstrate an understanding of project creation from conception through production through the effective use of the appropriate visual communications platform. Critical thinking, design research methods and collaborative aspects of the design problem solving process are crucial.

ART 415 Prerequisite: Successful completion of ART 213, ART 311, ART 312, and ART 413, with minimum grades of D-.

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.

Repeatable for credit.

ART 492. Senior Seminar. 3 Credits.

This course provides for the resolution of the technical and conceptual 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 while participating in discussions, individual and group critiques, and verbal presentations. This program will evidence artistic, cultural, and scholastic competence (the achievement of program and student learning outcomes) culminating in the required Capstone Project, BFA exhibition, and Gallery Talks.

Gen Ed Attribute: Speaking Emphasis

ART 499. Portfolio. 3 Credits.

Students will develop a comprehensive body of work which will form their first professional portfolio as well as the core of their senior BFA show. It should be noted that a student's portfolio is distinct from the body of work shown in the BFA show. The latter will require a senior statement, and the former will include a cover letter, resume and personal identity design.

ART 499 Prerequisite: Successful completion of ART 311 and ART 413, with minimum grades of D-.