

# ART (ART)

*College of Arts and Humanities*

## Courses

### **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.

Typically offered in Fall, Spring & Summer.

### **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.**

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.

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.**

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.

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 a 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. 3 Credits.**

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

Typically offered in Spring.

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.

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: 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.

Typically offered in Fall, Spring & Summer.

**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.

Typically offered in Fall & Spring.

**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.**

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.

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.**

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.

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 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.

Pre / Co requisites: ART 335 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 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.

Typically offered in Fall.

**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. Pre / Co requisites: ART 415 requires prerequisites of ART 213, ART 311, ART 312, and ART 413. 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.**

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.

Pre / Co requisites: ART 499 requires prerequisites of ART 311 and ART 413.

Typically offered in Spring.