

Art

ART 100A Introduction to Art

A general introduction art for students not majoring or minoring in art. This course will provide students with a broad perspective of the theories, techniques, and practices of the visual arts, design, crafts, architecture and art history. 4 Semester Hours.

ART 110 Drawing I

An introduction to the theories, techniques, and practices of representational drawing with an emphasis on the application of design principles to the means of drawing as a form of personal expression. The successful student will be able to demonstrate an ability to render objects in space with a logical and plausible light source effect. 4 Semester Hours.

ART 120 Design I

This course provides students with a study of the fundamentals of two-dimensional and three-dimensional visual organization. Through lectures, visual presentations and numerous studio projects students will become familiar with the terms and vocabulary associated with visual design and develop an appreciation for the perceptual skills related to vision. Using the design elements of line, value, texture, shape and form in conjunction with the design principles of unity, variation, emphasis, rhythm, size, scale and volume students solve aesthetic problems with spatial relationships, experiment with different two-dimensional and three-dimensional mediums, and most importantly, analyze, write about and discuss the decision making process in art and design. 4 Semester Hours.

ART 210 Drawing II

This is a Life Drawing class. The human figure is used as the primary subject for drawing. The course is founded on the study of anatomy for artists and considers the human figure as a structural entity in itself as drawing problem. Prerequisite: ART 110. (ART 120 is strongly recommended but not required). 4 Semester Hours.

ART 215 Design II

This course provides students with a comprehensive introduction to the expressive and decorative aspects of color. This course is a continuation of Design I with an emphasis on color organization and color effects in spatial systems. Through lectures, visual presentations and numerous studio projects students will become familiar with the terms and vocabulary associated with color theory, develop the techniques needed to mix colors, and experiment with the application of color to different two-dimensional and three-dimensional surfaces. 4 Semester Hours.

ART 220 Sculpture I

This course provides students with a comprehensive introduction to Sculpture. Students work with additive and subtractive processes of sculpture. Students learn and acquire knowledge and skills associated with the techniques of figure modeling, mold making, casting, carving and wood assemblage. Materials used are clay, plaster, wood and stone. 4 Semester Hours.

ART 225 Printmaking I

This course provides students with a comprehensive introduction to the artistic and technical aspects of printmaking. Students will gain knowledge of most forms of printmaking, including mono-type, intaglio, etching, and woodblock techniques. The history of printmaking will be discussed, as well as the importance of printmaking in contemporary art making. Prerequisites: ART 110 and ART 120. 4 Semester Hours.

ART 230 Painting I

This course is an introduction to the basic skills, tools, materials and techniques used in painting. Students will paint from direct observation using the still-life, human form and landscape as reference. Emphasis is on solving the problems of representing form in space by applying the elements of composition, value, perspective and color. Topics include demonstrating various painting techniques, preparing painting supports, and composing objects and environmental subjects for observational reference. Group and individual critiques are an essential component of this course. Prerequisite: ART 215. 4 Semester Hours.

ART 235 Photography I

A course of study with the general goals of enabling students to take, edit and present improved photographs, to enable students to continue to grow as photographers over a lifetime, and, to appreciate the photographers and works that are considered significant. A DSLR/SLR type camera with manual controls (available) is required. Successful students will be able to achieve better results through the study of the timeless concepts of film heritage such as shutter speed, aperture, exposure, ISO settings, filters, meters. Editing will be done in Photoshop, and the works are to be professionally presented in critiques and portfolios. Students with previous experience in the traditional "wet" darkroom and or design are welcome. Assessment is based on attendance in class and shooting trips, mastery of techniques, submitted on-time assignments, and artistic quality of the photographs. 4 Semester Hours.

ART 240 Graphic Design I

This course explores basic graphic systems, formal resources, conceptual principles and procedures underlying this practice. This course will focus on the process of problem solving by design, the visualization of problems and solutions, and the correlation of forms with their content and function. 4 Semester Hours.

ART 245 Art Education I - Materials and Methods for Art Education

This course provides pre-service art teachers with the knowledge of processes, materials, student development, and application of the state standards for K-12 art teaching. Students will begin to prepare a Portfolio showing their understanding of students, learning, teaching, and the various materials and methods needed for artistic and creative development. Studio experiences are included. 4 Semester Hours.

ART 250A Art History Survey I

This course provides a general survey of painting, sculpture, and architecture from the Pre-historic to the Gothic era in Western and Non-Western cultures. The course content will examine the context of style and era, with consideration of social, economic, political and religious issues. The intention is to provide a knowledge base that gives students a sense of connection with the past and a framework of understanding the roots of our cultures. 4 Semester Hours.

ART 251A Art History Survey II

This course provides a general survey of painting, sculpture, and architecture from the Renaissance to the Modern Era in Western and Non-Western cultures. The course content will examine the context of style and era, with consideration of social, economic, political and religious issues. The intention is to provide a knowledge base that gives students a sense of connection with the past and a framework of understanding the roots of our cultures. 4 Semester Hours.

ART 260 Visual Web Design

This studio and lecture course will deal with the visual design aesthetic of websites. Attention will be paid to core principles of art and design such as hierarchy, color, balance, proportion, texture, as well as unity and variety, focusing on the creative use of the computer as a design tool and illustrative medium. Prior knowledge of Adobe Creative Suite is highly recommended. Prerequisites: ART 240. Recommended but not required: CSW 113. 4 Semester Hours.

ART 310 Drawing III

This is an advanced-level drawing course designed to afford students opportunities to develop skills using materials and techniques they may not have worked with in previous Drawing courses. Historical and contemporary issues will be investigated with an emphasis on personal growth and the development of self-exploration and creative expression. This course is structured to enable students to further their abilities in Drawing with the specific content of the course to be developed in consultation with the professor. Prerequisite: ART 110. (ART 120 and ART 215 are strongly recommended but not required). 4 Semester Hours.

ART 320 Sculpture II

This is an advanced-level Sculpture course designed to afford students opportunities to develop skills using materials and techniques they may not have worked with in previous Sculpture courses. Historical and contemporary issues will be investigated with an emphasis on personal growth and the development of self-exploration and creative expression. This course is structured to enable students to further their abilities in Sculpture with the specific content of the course to be developed in consultation with the professor. Prerequisite: ART 220. 4 Semester Hours.

ART 323 Interactive Animation

An introduction to the problems specific to electronic design and expression. Advanced creative work will be developed, the specific content of which is to be determined by the student in conference with the instructor. Prerequisites: ART 110, ART 215 and CSW 223. 4 Semester Hours.

ART 325 Printmaking II

This is an advanced-level Printmaking course designed to afford students opportunities to develop skills using materials and techniques they may not have worked with in previous Printmaking courses. Historical and contemporary issues will be investigated with an emphasis on personal growth and the development of self-exploration and creative expression. This course is structured to enable students to further their abilities in Printmaking with the specific content of the course to be developed in consultation with the professor. Prerequisite: ART 225. 4 Semester Hours.

ART 330 Painting II

This is an advanced-level Painting course designed to afford students opportunities to develop skills using materials and techniques they may not have worked with in previous Painting courses. Historical and contemporary issues will be investigated with an emphasis on personal growth and the development of self-exploration and creative expression. This course is structured to enable students to further their abilities in Painting with the specific content of the course to be developed in consultation with the professor. Prerequisite: ART 230. 4 Semester Hours.

ART 335 Photography II

This is an advanced-level Photography course designed to afford students opportunities to develop skills using materials and techniques they may not have worked with in previous Photography courses. Historical and contemporary issues will be investigated with an emphasis on personal growth and the development of self-exploration and creative expression. This course is structured to enable students to further their abilities in Photography with the specific content of the course to be developed in consultation with the professor. Prerequisite: ART 235. 4 Semester Hours.

ART 340 Graphic Design II

This course is a continuation of skills and concepts introduced in Graphic Design I. Emphasis will be on typography, typography and image, and pre-production projects. Traditional and innovative solutions will be developed in assignments related to the industry. Students will develop a professional portfolio of their work. Prerequisite: ART 240. 4 Semester Hours.

ART 345 Art Education II - Professional Issues in Art Education

As both curricular issues and the value of Arts in the schools becomes more and more important, students in this course will study current policy, standards, advocacy, and professional issues related to teaching Art. It is a continuation of the portfolio development and curricular work begun in ART 245. Studio experiences are included. Prerequisite: ART 245. 4 Semester Hours.

ART 346 Art Education III – Ceramics

This course provides students with a comprehensive introduction to a variety of techniques and concepts related to ceramic hand-building processes. Both functional and non-functional objects are used to demonstrate coil, slab, pinch and throwing techniques. Emphasis is placed on the three-dimensional concepts of texture, form, color, balance, and design. Prerequisites: ART 250 and ART 251. 4 Semester Hours.

ART 351 Modern Art History

This course provides students with a closer look at significant art created from 1850 to the present era, including Modern, Post-Modern, and contemporary art. Works and artists will be considered in the contexts of political, social, economic, and religious importance and the successful student will demonstrate an understanding of the artists and works considered significant. 4 Semester Hours.

ART 355 Illustration

Illustration is a studio and lecture course that provides students with an overview of illustration across a variety of media, from traditional to digital. The emphasis will be on creativity and imagination, combined with learned draftsmanship skills to explore the visual communication of ideas. Assignments will focus on narrative editorial, advertising and institutional illustration assignments that use effective reproduction of subject matter from still life and nature, perspective and human forms, as well as some digital and photographic work. Prior knowledge of Adobe Creative Suite may prove helpful but is not required. Prerequisites: ART 110, ART 120, ART 215. Recommended but not required ART 230. 4 Semester Hours.

ART 360 3D Modeling and Animation

This course is an introduction to 3D modeling, rendering and animation. Basic concepts learned in 2D animation such as narrative and movement are revisited within the 3D environment. This course covers 3D modeling techniques to create forms and environments within the realms of sculpture, architecture, and character animation. Prerequisite: ART 323 or ART 220. 4 Semester Hours.

ART 425 Art SCE - Senior Exhibition

This course is meant as a continuation of one upper level Art course: ART 310, 320, 325, 330, 335, 340, 345, 346, and/or 360. This capstone provides an exhibit experience for the studio art major. The SCE in enables students to synthesize the theories, concepts, and technical skills encountered in the whole major-based experience with a focus on one medium or process. The SCE exhibit is a body of creative work consistent with a thesis and is formulated during the senior exhibition sequence and deemed suitable for exhibition in the Sally Otto Art Gallery. The exhibition will demonstrate the students' ability to conceptualize, evaluate, revise, and professionally present a sizeable number of works that communicate a unique expressive vision. 4 Semester Hours.

ART 450 Art History Study Travel SCE

Students will experience a guided study tour of significant culturally historic sites abroad. The cities of London, Paris, Venice, Florence, Siena, Rome, Cairo and Athens have been visited in the past. Emphasis is on direct engagement with the art and architecture of each site in its actual context. Visits to museums, cathedrals, palaces, archaeological sites, and other points of interest will be a part of the trip. The course is flexible, so it may serve a variety of situations involving foreign on-site study. In addition to the tour itself, pre-trip seminar attendance, background study, written assignments, presentations and research are considered for grading purposes. Prerequisites: ART 250 and ART 251, or permission of instructor. 4 Semester Hours.

ART 494 Honors Thesis/Project SCE

A research/project course designed to meet the needs of the individual student seeking honors in the major at graduation. Prerequisites: junior or senior standing, and approval of the instructor, the department chair and the Honors Review Board. See All-University -494 course descriptions. 4 Semester Hours.

ART 498 Art Internship (Internal) SCE

Students are provided with a significant learning experience outside the classroom setting. Although the program is designed to be fundamentally an educational experience, professionally productive work will constitute an integral part of the internship. Specific arrangements and requirements will vary with the program. A contract will specify the activities with which the student will be involved. Taken under Satisfactory/Unsatisfactory grade option only. See All-University -498 course descriptions. 1-16 Semester Hours.

ART 499 Art Internship (External) SCE

Through the cooperation of agencies and businesses in the vicinity of the University, students are provided with a significant learning experience outside of the classroom setting. Although the program is designed to be fundamentally an educational experience, professionally productive work will constitute an integral part of the internship. Specific arrangements and requirements will vary with the program. A contract will specify the activities with which the student will be involved. The basis of determining the grade for the program will be given in the contract and will include an evaluation by the supervisor at the organization where the internship work is done, an assessment by the internship faculty/advisor, and a written report of the internship experience submitted by the student. Prerequisites will vary with the internship. Participation is by petition to the chair art of the department. Taken under Satisfactory/Unsatisfactory grade option only. See All-University -499 course descriptions. 1-16 Semester Hours.