ART (ART)

Courses
ART 105 Introduction To Photography Credits: 3
An introduction to the general practice of photography. The course centers on the basic technical and aesthetic aspects of the medium. A fully adjustable digital camera is required.

ART 112 Foundation Drawing Credits: 3
This course focuses on developing skills and techniques of observational drawing. No previous drawing experience required.
ART 112 - MOTR PERF 105D: Studio Art-Drawing

ART 114 Foundation Digital Design Credits: 3
This is an introductory course on techniques, practical applications and aesthetic considerations for digital arts, graphic design, and computer multimedia. Students will create visual projects and learn to participate in a creative class community.

ART 121 Foundation 2D Design Credits: 3
The principles of visual thinking with emphasis on color theory and perception of form and space.

ART 131 Foundation 3D Design Credits: 3
Introductory study in three-dimensional formal principles with emphasis on the aesthetic properties.

ART 204 Digital Video and Motion Design I Credits: 3
This introductory digital video and motion design course is intended for studio majors. General techniques and practical application of animation, video, text and sound in the digital arts and graphic design fields are addressed. Lectures, demonstrations, readings, discussions and application sessions.
Prerequisites: ART 112, ART 114, and ART 121

ART 206 Photography I Credits: 3
An introduction to photography as a means of creative self-expression. The course centers on the technical and aesthetic aspects of the medium. A fully adjustable digital camera is required.
Prerequisites: ART 105 or ART 114.

ART 212 Intermediate Drawing Credits: 3
Continuation of foundation drawing. Emphasis is on gaining technical facility with various drawing mediums and expanding conceptual approaches.
Prerequisites: ART 112.

ART 214 Ceramics I Credits: 3
Introduction to hand-built and wheel forming methods, concept development, ceramic materials, and firing procedures.
Prerequisites: ART 112 or ART 114 or ART 121.

ART 218 Graphic Design I Credits: 3
A beginning level introduction to Graphic Design principles, such as layout, design, concept, basis design theory, graphic design production, and use of industry-level design software and tools.
Prerequisites: ART 112, ART 114, and ART 121.

ART 221 Painting I Credits: 3
Exploration of the visual language in paint with continued emphasis on color and design.
Prerequisites: ART 112, ART 114, and ART 121.

ART 224 Print Media I Credits: 3
Through hands-on lessons, students will learn a variety of printmaking methods like intaglio, lithography, relief, etc. and approaches to making visual work. Recommended preparation: ART 212.
Prerequisites: ART 112, ART 114, and ART 121.

ART 230 Fibers I Credits: 3
From altering the surface of fabric to three-dimensional construction, students are taught the basics of fiber arts. This is a hands-on introduction to surface design and soft sculptural hand processes. The course will cover dyeing, shibori, screen-printing, knitting, crochet, and basic sewing. Projects are individualized by expertise, availability of supplies, and students’ own objectives.
ART 235 Digital Imaging I Credits: 3
This course explores the different ways to connect digital imaging to one's creative practice. Students will learn advanced imaging techniques in order to develop a consistent artistic voice that reflects personal interests and talents. Conceptual issues of digital media will be explored as they relate to contemporary art making. 
Prerequisites: ART 114.

ART 305 Photography II Credits: 3
An advanced course in which students develop a deeper understanding of personal interests, sensibilities and goals as they relate to producing and appreciating creative photography. A fully adjustable digital camera is required.
Prerequisites: ART 206.

ART 309 Print Media II Credits: 3
A continuation of ART 224, this course deepens students’ understanding of the historical conventions of and contemporary approaches to print media. Explores concepts and techniques through material involvement.
Prerequisites: ART 224.

ART 310 Digital Video and Motion Design II Credits: 3
This intermediate to advanced level digital video and motion design course is a continuation of ART 204. This course is intended for studio majors; it addresses advanced techniques of video post-production and motion graphic design. Lectures, demonstrations, readings, discussions, and application sessions. Recommended Preparation: ART 206.
Prerequisites: ART 112 or ART 114 or ART 121.

ART 311 Painting II Credits: 3
Painting in oil or acrylic on the intermediate level with continued emphasis on color.
Prerequisites: ART 221.

ART 312 Figure Drawing I Credits: 3
A study of the structure of the human figure with emphasis on the dynamics of figure movement.
Prerequisites: ART 212.

ART 330 Fibers II Credits: 3
Intermediate study of surface design and soft sculptural hand processes. Projects are individualized by expertise, availability of supplies, and students’ own objectives.
Prerequisites: ART 230.

ART 335A Digital Imaging II Credits: 3
This class will strengthen the competence and knowledge of digital imaging techniques. Research, conceptual and verbal abilities within digital image making will be explored. Students will apply new techniques to their personal interests in the studio arts.

ART 338 Graphic Design II Credits: 3
Intermediate study of graphic design theory, methodology and techniques, stressing a visual approach to problem solving in design, image making techniques, materials, and production processes standard to the industry.
Prerequisites: ART 218.

ART 340 3D Modeling and Animation Credits: 3
This course addresses the usage of virtual three-dimensional modeling and animation in the contemporary art and design fields.

ART 348 Introduction To Typography Credits: 3
This course explores the formal and applied aspects of typography as tools for design and artistic expression. Focus is on how type relates to art, layout, and design. Both hand produced typography and computer assisted design software will be incorporated.
Prerequisites: ART 112, ART 114, and ART 121.

ART 405 Practices in the Visual Arts Classroom Credits: 3
Candidates preparing to student teach will master the use of current research in art education, and apply theoretical and practical educational knowledge.
Prerequisites: Departmental consent.

ART 406 Advanced Problems In Photography Credits: 3
This course provides students a forum in which the issues and techniques of contemporary photography can be investigated on a rather esoteric level. The format of the course allows for a mutual decision by the instructor and students, dictating which investigations will be pursued during that particular semester. Possible areas of investigation would include, but are not limited to, color photographic theory and practice, non-silver photographic techniques (e.g. Kwikprint, gum bichromate, cyanotype, Van Dyke Brown, etc.), hand coloring techniques, photo-collage, etc.

ART 411 Painting III Credits: 3
Painting on the intermediate level with a focus on experimentation and developing a personal visual language and expression.
ART 412 Figure Drawing II Credits: 3
A continuation of ART 312. Drawing on the advanced level with study of the figure in environmental context.
Prerequisites: ART 312.

ART 421 Painting IV Credits: 3
Painting on the advanced level with supervised individual selection of technique and subject matter.
Prerequisites: ART 411.

ART 430 Graphic Design III Credits: 3
Advanced application of graphic design techniques to complex design problems. The course will stress individualized assignments and portfolio preparation.
Prerequisites: ART 338.

ART 439 Student Design Agency Credits: 3-6
This course operates as a faculty-supervised design agency that works with clients to produce visual marketing materials.

ART 488 Creative Project Development Credits: 3
In this class students evaluate their creative goals and styles, as well as artistic abilities, in relation to their professional aspirations. Specific artistic and appropriate technological skills are developed through projects.

ART 492 Advertising Campaigns Credits: 3
This course focuses on branding, re-branding or development of an identity program, and combines advertising planning with creative execution. Students will learn how to develop advertising/marketing/creative campaign plans for a specific client(s), conceptualize, design and develop all creative aspects including but not limited to logo/identity, copy, advertising, website development, app design, etc., and complete a presentation of the plans/briefs and final creative developments of the plans/briefs and creative to the client(s).

ART 493 Directed Projects in Studio Art Credits: 1-6
With permission of instructor, advanced students pursue independent research and production of a significant semester-long project. Acceptable for graduate credit with approval.

ART 495 Special Topics in Studio Art Credits: 1-6
In depth exploration of a special topic in Studio Art. Course may be repeated if topic is unique for each repeated effort. Acceptable for graduate credit with approval.

ART 498Q Special Studies in Art: Internship Credits: 1-6
Advanced students gain invaluable practical experience in a professional setting in the field of art.

ART 499WI Senior Seminar Credits: 3
Capstone course for studio majors in all media. Course addresses contemporary theoretical and practical issues in studio art practice, and prepares students for graduation. Multiple papers, class presentations, and a portfolio preparation are required.
Prerequisites: RooWriter.