Art

ARTS 1301 (ARTS 1301) Exploration of the Arts (3 semester hours) This course introduces students to the physical and intellectual demands required of the author, the performer, and the visual artist. This introduction includes, but is not limited to, the student's production of a creative project as well as written assessments of art and performance. (3-0) Y

ARTS 1316 (ARTS 1316) Drawing Foundations (3 semester hours) This course provides a foundation for drawing and printmaking classes. Emphasis will be placed on the process of charcoal, graphite and ink in relation to design concerns such as light, space, form and composition. The class will stress the importance of drawing as a method to make visual form out of conceptualized ideas as well as provide the manual skills to describe reality. (0-3) Y

ARTS 2315 Topics in Visual Art (3 semester hours) An introduction to specialized topics in the visual arts. May include historical or cultural elements of visual arts, a genre or artist, or digital aspects of visual art. May be repeated for credit as topics vary (9 hours maximum). (3-0) R

ARTS 2316 (ARTS 2316) Painting Foundations (3 semester hours) This course provides a foundation for painting classes. Emphasis will be placed on how to skillfully manipulate color to create convincing form, light and space in a picture, as well as begin an approach to exploring personal ideas in art making. This course will cover an introduction to the materials of painting, color mixing, and the preparation of painting surfaces. Lectures and discussions will address color theory and design as they relate to the process of image making and both the history of painting and current issues in contemporary art. (0-3) Y

ARTS 2350 Digital Photography and Design (3 semester hours) Introduces students to digital photographic processes, including camera operation, image capture, lighting techniques, and digital workflow. Lectures and discussions will relate to both the history of visual art and current issues in contemporary art, photography, and design. (0-3) Y

ARTS 2380 (ARTS 1311) 2D Design Foundations (3 semester hours) This course provides a foundation for most 3000-level art courses. Digital technology and traditional studio materials will be used to explore various topics, strategies and themes as related to the history of design, current design concepts, and the making of a visual image. This course will introduce the elements and principles of design (line, shape, value, texture, color, etc.; unity, emphasis, balance, motion, etc.) and emphasize how these ideas work together to communicate attitudes, emotions, and structure in an image. (0-3) Y

ARTS 2381 (ARTS 1312) Introduction to Sculpture (3 semester hours) This course provides a foundation for courses in sculpture and installation. Emphasis will be placed on working with the materials of sculpture. Concepts that are relevant to three-dimensional design, such as space, mass, and texture, will be presented in a context that relates to the history of sculpture as well as current issues in contemporary art and design. (0-3) Y

ARTS 2v71 Independent Study in Visual Arts (1-3 semester hours) Independent study under a faculty member's direction. Signature of instructor and ADU on proposed project outline required. May be repeated for credit (9 hours maximum). Prerequisite: Instructor consent required. ([1-3]-0) R
ARTS 3311 Theory and Practice of Visual Arts (3 semester hours) This studio art course provides a context for the creation, discussion and critique of visual art. The course aims to fuse engagement in artistic production with reflection on theoretical and socio-cultural issues relevant to contemporary art practices. Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 or ARTS 2380 or ARTS 2381. (0-3) T

ARTS 3340 Topics in Studio Art (3 semester hours) This course will investigate special topics exploring the wide variety of ideas, concepts, principles and techniques inherent in different media in the visual arts. Sections may be devoted exclusively to sculpture, photography, computer imaging, or painting. May be repeated for credit as topics vary (9 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 or ARTS 2380 or ARTS 2381. (0-3) T

ARTS 3363 Design, Text, and Image (3 semester hours) This course explores the concepts and techniques of design as manifest in history and emerging in contemporary experimental design practices. The course emphasizes the use of technology and explores individual vision, creative variation strategies, and command of the visual language (allowing one to communicate visually, providing content and attitude overtly or covertly). Topics may include typography, graphic design, logos, information design, color theory, as well as composition, 2D and 3D-design. May be repeated for credit as topics vary (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 or ARTS 2380 or ARTS 2381. (0-3) T

ARTS 3365 Advanced Drawing (3 semester hours) This course explores the traditional and nontraditional concepts and techniques of drawing with the intent to encourage a personal vision in the medium. Lectures discuss contemporary artistic practices and provide research for innovative drawing as a means of communication, expression, installation and unique conceptual form. May be repeated for credit as topics vary (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2380 or instructor consent required. (0-3) Y

ARTS 3366 Drawing Concepts (3 semester hours) This course is an investigation of the various approaches to working with imagery in the field of drawing. By looking at traditional and contemporary works, students will build skills and technical facility while addressing the concepts, process, materials, techniques, and meaning behind the various subjects and approaches to the art of drawing. Course content include principles and techniques involved in the drawing process. May be repeated for credit as topics vary (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2380 or instructor consent required. (0-3) Y

ARTS 3367 Figure Drawing (3 semester hours) An introductory class for students who have had some basic drawing experience. The course will cover an introduction to the many diverse representations and applications of the human figure through art. Topics include linear dynamics, various contour line applications, rendering, shading and compositional etiquette using a variety of materials and techniques. Prerequisite: ARTS 1316 or ARTS 2380 or instructor consent required. (0-3) Y

ARTS 3368 Mixed Media (3 semester hours) An investigation of the interaction and combination of several traditional visual media using techniques derived from 2D and 3D dimensional studio arts. May be repeated for credit (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 ARTS 2380, or ARTS 2381. (0-3) Y

ARTS 3369 Intermediate Painting (3 semester hours) This course explores traditional and nontraditional concepts and techniques of painting and the development of personal vision. Lectures will discuss historical and contemporary artists, as well as encourage research into the concepts behind how art is
investigated and how to manipulate visual imagery in a work of art. Topics may include color theory, 2D design, and the nature of representation. May be repeated for credit (9 hours maximum). Prerequisite: ARTS 2316 or instructor consent required. (0-3) S

**ARTS 3371** Black and White Photography (3 semester hours) Investigation of the photographic process and an examination of the various levels on which meaning is constructed, including selection of subject matter, concern for aesthetics, and socio-cultural context. Instruction in camera techniques will emphasize 35mm photography. Darkroom processes may include traditional or experimental photographic printing methods. May be repeated for credit (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 or ARTS 2380 or ATEC 2382 or instructor consent required. (0-3) Y

**ARTS 3372** Color Photography (3 semester hours) Investigation of the color photographic process from conceptual, aesthetic, and technical perspectives. Instruction in camera techniques will emphasize digital processes. May be repeated for credit (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 or ARTS 2380 or ATEC 2382 or instructor consent required. (0-3) Y

**ARTS 3373** Printmaking (3 semester hours) Explores traditional and nontraditional techniques of printmaking through the various topics of screen printing, etching, woodcut, collagraph, or monoprint. May be repeated for credit (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2380 or instructor consent required. (0-3) T

**ARTS 3375** Sculpture (3 semester hours) Explores the traditional and nontraditional techniques of three-dimensional work in wood, clay, metal, plastics, fiber, stone. May be repeated for credit as topics vary (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2380 or ARTS 2381 or instructor consent required. (0-3) Y

**ARTS 3376** Time-Based Art (3 semester hours) Exploration of the conceptual demands inherent in the creation of time based visual art. Topics may include computer animation, video processes, interactive visual arts, and the potential of narrative models. May be repeated for credit as topics vary (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 or ARTS 2380 or ARTS 2381 or instructor consent required. (0-3) T

**ARTS 3377** Digital Photography (3 semester hours) Explores digital photographic processes, with an emphasis on contemporary issues in art and technology. Course includes instruction in camera operation, lighting, image editing software, and output to web and print. May be repeated for credit (6 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 or ARTS 2380 or ATEC 2382 or instructor consent required. (0-3) T

**ARTS 3378** Figure Sculpture (3 semester hours) This course offers an introduction to understanding the complexity and beauty of the human form through traditional three-dimensional sculpting techniques. Exposure to the historic variations of the figure in sculpture will serve as a background from which to launch investigations in interpreting form through perception, expression, concept and technique. Students will develop a visual aptitude that includes understanding structure, mass, movement, spatial dynamics, texture, and the aesthetic implications surrounding the human image. Prerequisite: ARTS 2381 or ARTS 2380 or instructor consent required. (0-3) T

**ARTS 3379** Photography and New Media (3 semester hours) Emphasizes the relationship between still image capture and applications in new media contexts, such as networked environments and moving or
ARTS 3381 Video Painting (3 semester hours) This course will focus on the visual dialogue of painting as it applies to motion graphics and moving images. Images, color grids, and found video will be transformed by applying effects, filters, and modes. A variety of image material will be utilized such as still photography, text, color grids, and appropriated open source video. May be repeated for credit (6 hours maximum). Prerequisite: ARTS 2380 or instructor consent required. (0-3) Y

ARTS 3382 Color as Subject (3 semester hours) This studio course explores the history of color in art and culture. It provides students in various majors a workshop forum for an intense personal investigation of color as subject, meaning and influence in their selected discipline. May be repeated for credit as topics vary (9 hours maximum). Prerequisite: ARTS 1316 or ARTS 2316 or ARTS 2350 or ARTS 2380 or ARTS 2381 or instructor consent required. (0-3) T

ARTS 4308 Image/Text (3 semester hours) An exploration of the visual possibilities inherent in the art of the text. Topics may include an investigation of techniques derived from bookmaking, printmaking, photography, computer imaging, painting, graphic design, or related media that foster the transformation and combination of words and images. The problem of creating text for presentation in a visual environment will be examined. May be repeated for credit as topics vary (6 hours maximum). Prerequisite: A 3000-level studio art course in an appropriate medium or instructor consent required. (0-3) T

ARTS 4368 Advanced Visual Arts (3 semester hours) May focus on advanced explorations in a specific medium, such as printing, photography, drawing, sculpture, or video. An emphasis may be placed on particular themes, such as narrative or collaboration, or genres, such as landscape or portraiture, or advanced technical processes. May be repeated for credit as topics vary (9 hours maximum). Prerequisite: Instructor consent required. (0-3) T

ARTS 4369 Advanced Painting (3 semester hours) This course will explore the creative possibilities that are open to artists today, ranging from painting, computer imagery, ink jet prints, and video painting. Students will learn about the intentions, motivations, and strategies artists use in creating their work and will learn to formulate their own creative process. Topics may include internal and external sources of inspiration, crafting an artistic self, and expressing an artistic attitude. May be repeated for credit (9 hours maximum). Prerequisite: Instructor consent required. (0-3) Y

ARTS 4372 Advanced Photography (3 semester hours) Explores advanced concepts relating to contemporary artistic and photographic practice, with special emphasis placed on portfolio development. Instruction may include digital or film-based photography (35mm, medium photography) and studio lighting. May be repeated for credit as topics vary (6 hours maximum). Prerequisite: ARTS 3371 or ARTS 3372 or ARTS 3377 or ARTS 3379 or instructor consent required. (0-3) T

ARTS 4v71 Independent Study in Visual Arts (1-3 semester hours) Independent study under a faculty member's direction. Signature of instructor and ADU on proposed project outline required. May be repeated for credit (9 hours maximum). Prerequisite: Upper-division standing and instructor consent required. ([1-3]-0) R