

Art

[ARTS 1301](#) ([ARTS 1301](#)) Exploration of the Arts (3 semester credit 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 visual and performing arts. (3-0) S

[ARTS 1315](#) Sustainable Arts (3 semester credit hours) This introductory course will explore discourses on art, ecology, and environmentalism. Examples of contemporary and historical artworks, responding to climate change and ecological practice will inform course dialogue as students develop creative projects. (3-0) S

[ARTS 1316](#) ([ARTS 1316](#)) Drawing Foundations (3 semester credit hours) This course provides a foundation for advancement to Drawing II and III, figure 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) S

[ARTS 2315](#) Topics in Visual Art (3 semester credit 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 semester credit hours maximum). (0-3) R

[ARTS 2316](#) ([ARTS 2316](#)) Painting Foundations (3 semester credit hours) This course provides a foundation for Intermediate Painting to Advanced Visual Arts, preparing students for advancement in both analog and digital strategies in painting. 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) S

[ARTS 2348](#) ([ARTS 2348](#)) Digital Art (3 semester credit hours) This class is an introduction to digital approaches, technology, and programs evident in contemporary art making practices. Emphasis will be on the development of creative and critical skills as applied to the making of fine art and on preparing students to use a wide range of digital methods, concepts, and strategies commonly relevant in fine art. (0-3) S

[ARTS 2350](#) Photography: Design (3 semester credit hours) Introduces students to digital photographic processes, including camera operation, image capture, lighting techniques, and digital workflow. The course will emphasize design elements such as color and light, and design principles, as in compositional structure and spatial relationships. Lectures and discussions will address contemporary art practice and the histories of visual art, photography, and design. (0-3) S

[ARTS 2380](#) ([ARTS 1311](#)) Visual Design Foundations (3 semester credit hours) This course provides a foundation for most 3000-level art courses including [ARTS 3363](#) and [ARTS 3313](#). 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 credit 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) S

[ARTS 2V71](#) Independent Study in Visual Arts (1-3 semester credit hours) Independent study under a faculty member's direction. Signature of instructor and Associate Dean on proposed project outline required. May be repeated for credit (9 semester credit hours maximum). Instructor consent required. ([1-3]-0) R

[ARTS 3311](#) Contemporary Art Practices (3 semester credit 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 2348](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#) or instructor consent required. (0-3) R

[ARTS 3313](#) Intermediate Visual Design (3 semester credit hours) This intermediate level design course emphasizes visual perception, the generation of meaning, and visual decision-making in the context of two-dimensional or three-dimensional art forms. Emphasis may be placed on a specific aspect of design, as in color theory, or design concerns within a given art practice, as in painting, drawing, sculpture, printmaking, or photography. May be repeated for credit as topics vary (6 semester credit hours maximum) Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#). (0-3) T

[ARTS 3315](#) The Art of Tinkering: Creating at the intersection of Art, Science and Technology (3 semester credit hours) This course explores the many creative 'High-Low' outlets of 'Makers' and 'Producers' who defy traditional categories of the arts, science, and technology for those overlapping intersections where 'anything' can happen. From hacking the system to aesthetic revelations through deconstructing and repurposing materials, processes and systems in innovative, 'disruptive' ways, this hands-on studio course will explore the physical and mental challenges of learning how to change the world in small but significant, creative ways. We will incorporate material modeling and fabrication, arduinos, and hand think experimental enterprising ways. May be repeated for credit (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#) or instructor consent required. (0-3) S

[ARTS 3340](#) Topics in Studio Art (3 semester credit 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 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2348](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#) or instructor consent. (0-3) R

[ARTS 3341](#) Chinese Calligraphy (3 semester credit hours) Chinese calligraphy is an art of self-cultivation and self-expression. It is one of China's greatest high art forms and is a cornerstone of Chinese culture. This course will explore the five major styles of Chinese calligraphy and how to paint Chinese calligraphy. Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#). (0-3) R

[ARTS 3363](#) Typography, Technology, Image (3 semester credit hours) This Intermediate/Design II 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 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2348](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#) or [ATCM 2301](#) or [ATCM 2302](#) or instructor consent required. (0-3) Y

[ARTS 3364](#) Silkscreen Printmaking (3 semester credit hours) This course will focus on the creation of silkscreen prints, addressing issues of process, technique, and image development. Students will begin with color field printing and will then move to color process printing and computer-generated image transfers. The use of silkscreen as an art medium incorporated into other traditional mediums will be encouraged as a way to expand the potential application of artistic imagery and effects. Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2380](#) or instructor consent required. (0-3) Y

[ARTS 3366](#) Intermediate Drawing (3 semester credit hours) This intermediate or Drawing II 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. Personal vision is encouraged and prepares students for Advanced Drawing where advanced independent vision in drawing is explored. May be repeated for credit as topics vary (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2380](#) or instructor consent required. (0-3) Y

[ARTS 3367](#) Figure Drawing (3 semester credit 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 credit 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 as topics vary (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#). (0-3) S

[ARTS 3369](#) Intermediate Painting (3 semester credit hours) This course prepares students for Advanced Visual Arts and explores traditional and nontraditional concepts and techniques of painting. Emphasis is on 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. Prerequisite: [ARTS 2316](#) or instructor consent required. (0-3) S

[ARTS 3371](#) Photography: Black/White (3 semester credit 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 and digital processes involving film scanning and printing. Darkroom processes may include traditional or experimental photographic printing methods. May be repeated for credit as topics vary (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2348](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ATCM 2301](#) or [ATCM 2302](#) or instructor consent required. (0-3) S

[ARTS 3372](#) Photography: Color Concepts (3 semester credit hours) Investigation of the process of employing photography to record color and light, from conceptual, aesthetic, and technical perspectives. Lectures and discussions will address both contemporary photographic practice as well as historical precedents. Course includes instruction in digital camera operation, lighting, image processing software, and output to print. May be repeated for credit (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2348](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ATCM 2301](#) or [ATCM 2302](#) or instructor consent required. (0-3) S

[ARTS 3373](#) Printmaking (3 semester credit 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 as topics vary (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2380](#) or instructor consent required. (0-3) Y

[ARTS 3374](#) Documentary Photography (3 semester credit hours) In this studio-based course, students will explore and respond photographically to concepts in Documentary Photography, including street photography, social documentary, intimate life, reportage, and photojournalism, among other approaches throughout the history of documentary and documentary-style photography. Students will gain experience working with digital technologies for image capture and post-processing while learning about the documentary approach. Assigned reading and class discussion will address contemporary issues and inform the students' research. May be repeated for credit (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2348](#)

or [ARTS 2350](#) or [ARTS 2380](#) or [ATCM 2301](#) or [ATCM 2302](#) or instructor consent required. (0-3) Y

[ARTS 3375](#) Sculpture (3 semester credit 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 semester credit 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 credit 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 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#) or instructor consent required. (0-3) Y

[ARTS 3377](#) Photography: Altered Image (3 semester credit 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 print and web. Emphasis will be placed on the generation and alteration of digital photographs, as in image compositing. May be repeated for credit (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2348](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ATCM 2301](#) or [ATCM 2302](#) or instructor consent required. (0-3) Y

[ARTS 3378](#) Figure Sculpture (3 semester credit 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) Y

[ARTS 3379](#) Photography: New Media (3 semester credit hours) Emphasizes the relationship between still image capture and applications in new media contexts, such as networked environments and moving or animated images. May be repeated for credit (6 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2348](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ATCM 2301](#) or [ATCM 2302](#) or instructor consent required. (0-3) S

[ARTS 3381](#) Video Painting (3 semester credit 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 as topics vary (6 semester credit hours maximum). Prerequisite: [ARTS 2380](#) or instructor consent required. (0-3) Y

[ARTS 3382](#) Color as Subject (3 semester credit 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 semester credit hours maximum). Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2348](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#) or [ATCM 2301](#) or [ATCM 2302](#) or instructor consent required. (0-3) T

[ARTS 3383](#) Digital Drawing (3 semester credit hours) Digital Drawing is an upper level studio art course which investigates various intertwined digital drawing, painting and printmaking techniques and their place in both contemporary art and contemporary studio practice. Digital experience is not required. May be repeated for credit as topics vary (6 semester credit hours maximum). Prerequisite: [ARTS 2348](#) or [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#). (0-3) S

[ARTS 4305](#) The Art of Graphic Design (3 semester credit hours) This course explores various artistic interpretations of graphic design as an art form. Projects investigate timelines from the idea stage to digital realization to "ready to print" collateral. Topics may include industry guidelines, event materials, outreach strategies, digital marketing, ad campaigns, and brand visual identity. May be repeated for credit as topics vary (6 semester credit hours maximum). Prerequisite: [ARTS 2315](#) or [ARTS 2348](#) or [ARTS 2380](#) or [ATCM 2301](#) or [ATCM 2302](#) or instructor consent required. (0-3) T

[ARTS 4308](#) Image/Text (3 semester credit 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 semester credit hours maximum). Prerequisite: [ARTS 3311](#) or [ARTS 3313](#) or [ARTS 3363](#) or [ARTS 3366](#) or [ARTS 3368](#) or [ARTS 3369](#) or [ARTS 3373](#) or [ARTS 3371](#) or [ARTS 3372](#) or [ARTS 3376](#) or [ARTS 3377](#) or [ARTS 3379](#) or [ARTS 3381](#) or [ARTS 3382](#) or instructor consent required (0-3) Y

[ARTS 4310](#) Studies in Contemporary Exhibitions (3 semester credit hours) This course introduces the operational responsibilities and creative directives of exhibition spaces ranging from nontraditional alternative spaces to gallery and museum formats. From distinguishing the variations of gallery venues to the specifics of developing and proposing exhibitions, public relations, artistic curating, director/dealer/curatorial relationships and financing, this course explores behind the scenes activities of presenting art. Lab fee of \$30 required. Prerequisite: [ARTS 1316](#) or [ARTS 2316](#) or [ARTS 2350](#) or [ARTS 2380](#) or [ARTS 2381](#) or instructor consent required. (3-0.5) T

[ARTS 4366](#) Advanced Drawing (3 semester credit 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 semester credit hours maximum). Prerequisite: [ARTS 3366](#) or [ARTS 3367](#) or [ARTS 3369](#) or [ARTS 3373](#) or instructor consent required. (0-3) Y

[ARTS 4368](#) Advanced Visual Arts (3 semester credit hours) This course may focus on advanced explorations in a specific medium, such as advanced painting (both analog and digital), 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 (6 semester credit hours maximum).

Prerequisite: 6 SCH of upper-division ARTS courses or instructor consent required. (0-3) Y

[ARTS 4369](#) Advanced Painting (3 semester credit 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 as topics vary (9 semester credit hours maximum). Instructor consent required. (0-3) Y

[ARTS 4372](#) Advanced Photography (3 semester credit hours) Explores advanced concepts relating to contemporary artistic and photographic practice, with special emphasis placed on portfolio development. Instruction may involve practice in studio lighting and work in digital or film-based photography (35mm or medium format film). May be repeated for credit as topics vary (6 semester credit hours maximum). Prerequisite: [ARTS 3371](#) or [ARTS 3372](#) or [ARTS 3376](#) or [ARTS 3377](#) or [ARTS 3379](#) or instructor consent required. (0-3) Y

[ARTS 4V71](#) Independent Study in Visual Arts (1-3 semester credit hours) Independent study under a faculty member's direction. Signature of instructor and Associate Dean on proposed project outline required. May be repeated for credit (9 semester credit hours maximum). Prerequisites: Upper-division standing and instructor consent required. ([1-3]-0) R