## Art (ART)

<table>
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<th>Course Code</th>
<th>Course Title</th>
<th>Schedule</th>
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<tr>
<td>ART 1010</td>
<td>Introduction to Visual Arts</td>
<td>Fall, Spring, Summer</td>
<td>3:3:0&lt;br&gt;Develops an appreciation of the visual arts by investigating the elements and principles of art, art criticism, art production, and the history of art. Includes written critiques and assignments. Requires students to identify works of arts and describe their significance in writing. May be delivered hybrid.</td>
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<tr>
<td>ART 1020</td>
<td>Basic Drawing for Non-Majors</td>
<td>Fall, Spring, Summer</td>
<td>2:2:3&lt;br&gt;For non-majors. Introduces basic drawing techniques and stresses fundamentals of observation-based homework. Includes practice and skill building. Investigates basic black and white media such as graphite and charcoal. Requires sketchbook, in-class and homework assignments.</td>
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<tr>
<td>ART 1050</td>
<td>Photography I</td>
<td>Fall, Spring, Summer</td>
<td>2:2:3&lt;br&gt;Emphasizes the use of camera operation, including aperture and shutter speed adjustments to control exposure, depth of field, lenses, and camera format. Teaches how to see photographically, using elements of composition and lighting to make stronger images. May be delivered online. Software fee of $20 applies. Course fee of $11 for equipment applies. Lab access fee of $25 for computers applies.</td>
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<tr>
<td>ART 1110</td>
<td>Drawing I</td>
<td>Fall, Spring, Summer</td>
<td>2:2:4&lt;br&gt;For Art and Design majors. Introduces fundamental drawing concepts and media. Emphasizes mastery of basic drawing principles and integration of these principles into a personal drawing style through exposure to a variety of structured drawing experiences. Requires sketchbook, in-class and homework assignments.</td>
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<tr>
<td>ART 1120</td>
<td>2D Design</td>
<td>Fall, Spring, Summer</td>
<td>2:2:4&lt;br&gt;Core course for all Art and Design majors. Introduces the elements and principles of design. Studies two-dimensional formats as they relate to a series of different design problems. Uses principles such as line, shape, rhythm, contour, value, and contrast in creative assignments.</td>
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<tr>
<td>ART 1130</td>
<td>3D Design</td>
<td>Fall, Spring, Summer</td>
<td>2:2:2&lt;br&gt;* Prerequisite(s): ART 1120&lt;br&gt;Provides a survey of the history and main lines of development and influential factors in three dimensional design. Examines important designers, firms, and decisive turning points in the history of three dimensional design. Emphasizes planning, purpose, and function through project oriented assignments. Teaches proper use of tools and materials. Course fee of $25 for materials applies.</td>
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<tr>
<td>ART 1210</td>
<td>Spatial Drawing</td>
<td>Fall, Spring, Summer</td>
<td>2:2:4&lt;br&gt;* Prerequisite(s): ART 1110&lt;br&gt;Provides students with essential drawing skills necessary for the correct representation of space. Introduces multiple linear perspective drawing methods, visualization, tonal drawing, and rendering skills. Studies perspective and spatial representation in a historical context.</td>
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<tr>
<td>ART 1280</td>
<td>Sculpture I</td>
<td>Fall, Spring, Summer</td>
<td>2:2:2&lt;br&gt;Introduces methods and techniques of figurative clay sculpture. Students will construct armatures and build clay head and anatomy studies from the model. Includes firing and finishing techniques. Course fee of $20 for materials applies.</td>
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<tr>
<td>ART 1310</td>
<td>Ceramics I</td>
<td>Fall, Spring, Summer</td>
<td>2:2:2&lt;br&gt;Studies clay as an expressive medium. Emphasizes techniques of working with clay, including hand building, wheel throwing, glazing, and firing. Course fee of $30 for materials applies.</td>
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<tr>
<td>ART 1400</td>
<td>Graphic Computer Applications</td>
<td>Fall, Spring, Summer</td>
<td>2:2:2&lt;br&gt;Introduces concepts and software related to visual communication and the creation and reproduction of art. Teaches how to create and modify digital images using Adobe Photoshop. Also teaches basic design skills using Adobe Illustrator. Teaches basic page layout skills using InDesign. Covers basic software used in visual communications. May be delivered online. Software fee of $20 applies. Lab access fee of $25 for computers applies.</td>
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<tr>
<td>ART 1420</td>
<td>Typography I</td>
<td>Fall, Spring, Summer</td>
<td>2:2:4&lt;br&gt;* Prerequisite(s): ART 1120, ART 1400. For DGM majors: DGM 1110, DGM 2250. &lt;br&gt;Teaches the principles of typographic design and communication, type selection, and type terminology. Addresses typographic history and the use of typography in contemporary design including its relationship to layout and grid structure. Teaches skills to allow students to professionally set type using industry standard software. Software fee of $20 applies. Lab access fee of $25 for computers applies.</td>
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<tr>
<td>ART 1430</td>
<td>Introduction to Landscape Painting</td>
<td>Fall, Spring, Summer</td>
<td>2:2:2&lt;br&gt;On Sufficient Demand&lt;br&gt;Teaches landscape painting and drawing techniques through direct exposure to area sites. Explores interior and exterior landscapes. Studies color, shape, relationships, light, and space. Emphasizes individual interpretation of subject matter using a variety of media. Community members welcome.</td>
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<tr>
<td>ART 1550</td>
<td>Watermedia I</td>
<td>Fall, Spring, Summer</td>
<td>2:2:4&lt;br&gt;Studies materials, techniques, and compositional methods of watercolor painting at a beginning level. Teaches the application of basic techniques for the use of transparent watercolor materials. Includes lecture/demonstration and studio time for application and evaluation. For majors and non-majors.</td>
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<tr>
<td>ART 1750</td>
<td>Intro to Digital Imaging</td>
<td>Fall, Spring</td>
<td>2:2:3&lt;br&gt;* Prerequisite(s): ART &amp; Design major&lt;br&gt;Emphasizes the use of camera operation, including lens, aperture, and shutter speed adjustments to control exposure and depth of field. Teaches how to see photographically, using elements of composition and lighting to make stronger images. Uses digital captures as the primary focus. Also covers how to light and photograph 2D and 3D artworks as well as create reference photos. Required DSLR or SLR cameras.</td>
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ART 1790
Dark Room Techniques
3:2:4 Fall, Spring
* Prerequisite(s): ART 1750
Introduces photography majors to traditional dark room processes, including development and printing methods. Teaches imagery through negative manipulation, diffusion, toning, and multiple exposure. Course fee of $19 for equipment applies.

ART 1810
Introduction to Interior Design
3:3:0 Fall, Spring
For individuals wishing to develop interior design skills, be employed in the interior design industry, or develop their own interior design business. Overview the interior design profession, client profiles and the design process. Covers principles and elements of design, evaluating design, color and lighting, fabric and pattern coordination. Studies American architecture and furniture styles, history and identification, and current design trends.

ART 1815
Historical Architecture and Interior Design
3:3:0 On Sufficient Demand
Studies interior design and its development and change through historical styles from prehistoric civilizations through the Victorian Era. Identifies major historical period styles, major architects, and designers. Covers furniture, lighting, and surface materials.

ART 1820
Interior Space Design
3:3:0 Fall
For individuals wishing to develop interior design skills, be employed in the interior design industry, or develop their own interior design business. Covers aesthetic and functional home design and space planning, "presentation" drafting and presentation techniques, "universal design," quality furniture styles, major architects, and designers. Covers furniture, lighting, and surface materials.

ART 1825
Modern Architecture Interiors and Furnishings
3:3:0 On Sufficient Demand
* Prerequisite(s): ART 1810
Studies interior design and its development through historical styles from the Arts and Crafts movement to Deconstructivism. Covers architects, designers, textiles, lighting and surface materials.

ART 1830
Residential Interior Design
3:3:0 Spring
For individuals wishing to develop interior design skills, be employed in the interior design industry, or develop their own interior design business. Covers conceptualizing, designing, specifying and presenting residential interior client presentations. Includes business practices, building codes, portfolio preparation and advanced interior design concepts. Completers will have knowledge to be competent at mid-level interior design positions.

ART 200R
Art and Design Lecture Series
1:1:0 Fall, Spring
* Prerequisite(s): Declared Art and Design major
Offers weekly lectures exploring art and design. Addresses art education, art history, ceramics, drawing, graphic design, illustration, painting, photography, and sculpture. May be repeated for a maximum of 4 credits toward graduation. Course fee of $50 for support applies.

ART 2110
Drawing II
3:2:4 Fall, Spring
* Prerequisite(s): (ART 1110 or ART 1020) and ART 1120
Emphasizes continued mastery of drawing principles and further integration of these principles into a personal drawing style. Provides exposure to a variety of structured drawing experiences. Introduces color drawing media into vocabulary and application in works created.

ART 219R
Special Topics
1 to 3:1 to 3:0 to 6 On Sufficient Demand
Elective course for Art and Design students. Presents seminars and workshops from experts in industry. May range from a single weekend to a full semester. Repeatable for offerings of different content. A maximum of 3 credits may apply toward graduation. Lab access fee of $15 for computers applies.

ART 2210
Imagination and Visual Literacy
3:2:4 Fall
* Prerequisite(s) or Corequisite(s): ART 1210
Teaches visual problem solving skills that enable students to effectively find, interpret, evaluate, use, and create images that are original in concept. $25 course fee for support applies.

ART 2230
Illustrative Media and Techniques I
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110, ART 1120
* Prerequisite(s) or Corequisite(s): ART 1210
Introduces the practice, study, and application of a variety of oil painting techniques used in the production of illustration art. Explores the development of mixed media processes and techniques using oil paint in combination with other materials and media will be explored.

ART 2240
Illustrative Media and Techniques II
3:2:4 Spring
* Prerequisite(s): ART 1210
Introduces the study, practice and application of aqueous painting media used in the production of illustration art. Focuses on acrylic, gouache, casein or watercolor painting techniques. In addition, develops mixed media processes and techniques in combination with aqueous painting media.

ART 2250
Gestural Drawing
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110, ART 1210
Introduces the drawing of basic shapes and forms used to create solidly-constructed, animated characters. Emphasizes understanding and communicating movement of the human form as shapes and drawing imaginatively. Course fee of $100 applies for support.

ART 2260
Digital Painting for Illustration I
3:2:4 Fall
* Prerequisite(s): ART 1110, ART 1400
Introduces the digital illustrator/painter to the application of various animation software programs such as basic raster, vector, and 3D. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 2270
Figure Drawing I
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110, ART 1210, ART 1210, Art and Design major or department approval.
Studies the anatomy of the human figure; dynamics, posing and motion. Emphasizes figure-drawing skills such as extreme foreshortening, perspective and drawing the gestural motion of the human form. Uses live models (draped and/or undraped). Course Lab fee of $120 for support applies.
ART 2280
3D Computer Modeling
3:2:4 Fall, Spring
* Prerequisite(s): ART 1400 or DGM 1110
Teaches basic techniques of computer software-based 3D modeling, focusing primarily on Polygon and Subdivision Surface workflows applicable to virtually all modern 3D software packages. Includes basic lighting, surfacing, and rendering techniques. Includes computer animation techniques. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 2340
Sculpture II
3:2:2 Spring
* Prerequisite(s): ART 1340 or Department Approval
Teaches intermediate and advanced techniques of clay sculpture, including armature construction, base relief, figurative sculpture based on human and animal forms. Develops the skills to create a sculpture from clay model to finished piece. Course fee of $25 for materials applies.

ART 2350
Ceramics II
3:2:2 Fall, Spring
* Prerequisite(s): ART 1350 or Department Approval
Teaches intermediate and advanced techniques of wheel throwing, hand-building, and glazing. Emphasizes clay as an artistic medium. Includes decoration of clay shapes with engobes, slip, glaze, overglazes, etc. Develops the skills to create a quality finished ceramic piece. Requires students to provide all materials and equipments except wheels. Course fee of $40 for materials applies.

ART 2400
Production Design
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110, ART 1120, ART 1400, ART 1410, ART 1420, formal acceptance to Associate of Applied Science in Graphic Design (AAS) Program by portfolio review, or department approval.
Introduces production techniques used in the graphic design industry. Includes the practical application of learned technical skills through design projects. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 2430
Branding I
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110, ART 1120, ART 1400, ART 1410, ART 1420, formal acceptance to Associate of Applied Science in Graphic Design (AAS) Program by portfolio review, or department approval.
Addresses concepts relating to branding campaigns. Teaches research skills and the influence they have on the creation of brand identities. Teaches brainstorming, conceptual skills, and the use of industry-standard software for the design and production of an identity system. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 2440
Motion Graphics I
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110, ART 1120, ART 1400, ART 1410, ART 1420, formal acceptance to Associate of Applied Science in Graphic Design (AAS) Program by portfolio review, or department approval
Teaches basic principles and techniques of 2D animation with an emphasis on typography. Includes discussion of creative problem solving in time-based media. Includes learning 2D industry software to render video and audio. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 2480
UI/UX Design I
3:2:4 On Sufficient Demand
* Prerequisite(s): ART 1410, ART 2400
Teaches basic principles and techniques of user interface design for the Web. Includes discussion of usability and information architecture to solve client needs. Includes learning HTML tags and CSS styling, image preparation for the Web, and using Adobe Dreamweaver to create and upload web-ready files.

ART 2620
Color Theory
3:2:4 Fall, Spring
* Prerequisite(s): ART 1120
Explores the principles of color theory as related to the visual arts. Introduces theories of color, color systems, and the psychology of color through a sequence of exercises and projects.

ART 2630
Painting I
3:2:4 Fall, Spring
Investigates the character and techniques of oil painting at a beginning level. Emphasizes several approaches (both traditional and modern) on a variety of surfaces.

ART 2640
Painting II
3:2:4 Fall, Spring
* Prerequisite(s): ART 2630, (ART 1120 and ART 2620 recommended)
Presents advanced traditional and non-traditional oil painting techniques. Emphasizes the techniques for personal exploration. Encourages development of individual style and approach to the media.

ART 2650
Watermedia II
3:2:4 Fall, Spring
* Prerequisite(s): ART 1650, ART 2620 recommended
Emphasizes development of technical skills, composition at an intermediate level in a variety of watermedias. Includes lecture, demonstration, and studio time for application and evaluation. Encourages development of personal style in relation to the media.

ART 2680
Printmaking I
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110 or ART 1020
Introduces fine art printmaking and focuses on beginning techniques, processes, and materials. Explores the role of traditional and contemporary printmaking as a fine art medium. Focuses on the development of personal and individual imagery, craftsmanship, the use of tools and materials, and printmaking terminology. Includes intaglio printing and relief printing. Course Lab fee of $32 applies.

ART 2700
Photography II
3:2:4 Fall, Spring
* Prerequisite(s): ART 1790
Extends skills and principles learned in Introduction to Photography. Continues the exploration of light and composition through personal expression to make stronger images. Emphasizes technical control of exposure, development, and aesthetic presentation in the context of the Zone System. Teaches processes of archival printing and presentation. Emphasizes use of large format cameras. Course fee of $19 for equipment applies.

ART 2710
Documentary Photography
3:2:4 Fall, Spring
* Prerequisite(s): ART 1750
Investigates the art of telling stories through lens based media. Studies how to take a story from concept to publication. Explores methods of publication of imagery in magazines, newspapers, web sites, social media, annual reports, etc. Uses historical documentary references to inform contemporary ways of telling a story. Includes the use of still and moving imagery. Course Lab fee of $19 for equipment applies.
ART 2720
Color Photography
3:2:4 Fall, Spring
* Prerequisite(s): ART 1750
Introduces color photography and color theory using digital photography and Adobe Photoshop as well as inkjet printing and scanning. Explores cross processing and other development manipulations. Discusses development of color photography and color perception as applied to specific themes. Encourages creativity and personal expression. Software fee of $20 applies. Lab access fee of $19 for computers applies.

ART 2730
Photographic Lighting I
3:2:4 Fall, Spring
* Prerequisite(s) or Corequisite(s): ART 2720
Teaches the basic skills needed to control and manipulate light as a tool for the photographer in communication of artistic vision. Explores different lighting sources and investigates the effects of direction, quality and quantity. Emphasizes flash photography, tungsten, and natural lighting. Studies photographic studio, location, and mixed lighting techniques. Covers processes and concepts through slide presentations, readings, critiques and class discussions. Course Lab fee of $19 for equipment applies.

ART 281R
Art and Visual Communications Internship
1 to 6:0:0 to 30 Fall, Spring, Summer
* Prerequisite(s): Departmental Approval
Combines classroom theory with related, practical job experience. Students work as employees of a business, agency, or institution while enrolled in classes related to their career/ major. Course content is individualized with students setting objectives in concert with their internship advisor and their workplace supervisor. Internship enrollment must be pre-approved by the area coordinator and their workplace supervisor. Number of hours worked per week will determine credit hours granted. A maximum of 6 credits may apply towards graduation. May be graded credit/no credit.

ART 291R
Independent Study
1 to 3:0 to 3:0 to 9 On Sufficient Demand
* Prerequisite(s): Sophomore and above students only
Provides an opportunity for second year and above students to do individual research and experimentation within the areas of the Art and Design Program. Limited to advanced work beyond that which can be completed in existing available classes. Requires that a proposal be submitted and approved by the department prior to enrollment. May be repeated for a maximum of three credits toward graduation.

ART 3005
Ceramic History Trends and Practices
3:2:2 On Sufficient Demand
* Prerequisite(s): ART 1350, ART 2350, and University Advanced Standing; or department approval
Investigates important movements, approaches, cultures, and techniques in the history of ceramic production. Studies artists, trends, and issues in contemporary ceramics.

ART 300R
Special Topics in Art
1 to 3:0 to 3:0 to 9 On Sufficient Demand
* Prerequisite(s): University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, and department approval
Addresses emerging topics, issues, and developments related to the visual arts. Includes lectures, demonstrations, and studio time for application and evaluation. Encourages development of personal style in relation to the topic. May be repeated for a maximum of 9 credits toward graduation.

ART 311R
Drawing III
3:2:4 Fall, Spring
* Prerequisite(s): ART 2110 and University Advanced Standing; or department approval
Continues the exploration of the technical skills and conceptual development of drawing as a creative medium. Focuses on the mastery of drawing skills and includes demonstrations, lectures and active participation in the critical process. Emphasizes cultivating personal expression and independent serial work. May be repeated for a maximum of 6 credits toward graduation.

ART 315R
Digital Painting for Illustration I
3:2:4 Fall, Spring
* Prerequisite(s): ART 2230 or ART 2240
Combines classroom theory with related, practical job experience. Students work as employees of a business, agency, or institution while enrolled in classes related to their career/ major. Course content is individualized with students setting objectives in concert with their internship advisor and their workplace supervisor. Internship enrollment must be pre-approved by the area coordinator and their workplace supervisor. Number of hours worked per week will determine credit hours granted. A maximum of 6 credits may apply towards graduation. May be graded credit/no credit.

ART 3205
Conceptual Illustration
3:2:4 Spring
* Prerequisite(s): (Matriculated into the BFA in Art and Design: Illustration emphasis) and University Advanced Standing
Introduces conceptual illustration and problem solving through the use of visual symbols, metaphors and icons. Course fee of $20 for support applies.

ART 320R
Children's Book Illustration
3:2:4 Fall
* Prerequisite(s): (Matriculated into the BFA in Art and Design: Illustration emphasis) and University Advanced Standing
Introduces the art of narrative storytelling and continues the study of media and techniques related to book illustration. May be repeated for a maximum of 6 credits toward graduation.

ART 325R
Flash Animation for Illustration
3:2:4 Fall
* Prerequisite(s): (ART 1110 and ART 1400 or DGM 1620) and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval
Provides the student of illustration a firm foundation to create simple to moderately complex animations using Adobe Flash. Develops understanding of Flash working environment, Motion Tween and Classic Tween, and squash and stretch timing. May be repeated for a maximum of 6 credits toward graduation. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 3260
Digital Painting for Illustration II
3:2:4 Spring
* Prerequisite(s): ART 2260 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval
Focuses on creating quality digital paintings/ illustrations in a studio setting. Studies the more subtle features of the software applications. Practices advanced conceptual and problem solving skills. Software fee of $20 applies. Lab access fee of $25 for computers applies.
ART 3270
Digital Illustration
3:2:4 Spring
* Prerequisite(s): ART 1110, ART 1400, ART 2260 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Develops advanced skills in producing pixel-based, computer-generated artwork for use as illustrations and other graphic communications. Emphasizes digitally painted images created from scratch rather than the creation of images produced through the digital manipulation of existing, found, or photographic resources. Develops conceptually based and communicative images that will be a vital aspect of each course project. Employs industry-standard software, and techniques including layers, compositing, channels, selection masks and color adjustments. Software fee of $20 applies. Lab access fee of $25 applies. Lab access fee of $25 for computers applies.

ART 327R
Rendering the Human Head
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110, ART 1120, and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Develops proficiency in rendering the human head in a variety of approaches and techniques. Addresses geometric and planar construction, proportion, lighting, features, and expression. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $93 for support applies.

ART 3280
3D Computer Rendering
3:2:4 Spring
* Prerequisite(s): (ART 1400 or DGM 1110) and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval; ART 2280 recommended

Teaches techniques in lighting, texturing, and rendering of 3D models and scenes with a special emphasis upon aesthetics and composition. Includes HDRI lighting, UV mapping, and texture painting, in addition to the standard techniques. Designed as a companion class to the modeling class, ART 2280, but can be explored as a stand-alone experience. Provides models, as needed, or students may use their own models as approved. Software fee of $20 applies. Lab access fee of $25 applies for computers.

ART 328R
Painting the Human Head
3:2:4 Spring
* Prerequisite(s): ART 327R and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Continues the development of rendering skills acquired in ART 327R (Head Drawing). Emphasizes mixing flesh tones, managing values, and investigates a variety of approaches to painting the human head. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $93 for computers applies.

ART 334R
Sculpture III
3:2:2 to 4 Spring
* Prerequisite(s): ART 2340 and University Advanced Standing; or department approval

Investigates studio problems based on concepts applied to various three-dimensional materials. Places special emphasis on the development of individual expression in the student's chosen medium. Encourages the development of individual style and exploration of alternative media. May be repeated for a maximum 6 credits toward graduation. Course fee of $25 for materials applies.

ART 335R
Ceramics III
3:2:2 to 4 Fall, Spring
* Prerequisite(s): ART 2350 and University Advanced Standing; or department approval

Continuation of concepts developed in Ceramics I and II. Addresses advanced skills in hand building, wheel throwing, glaze formulation and kiln firing. May be repeated for a maximum of 6 credits toward graduation. Course fee of $40 for materials applies.

ART 3400
Elementary Art Education Methods
3:2:2 Fall, Spring
* Prerequisite(s): University Advanced Standing

For elementary and early childhood education majors and other interested students or community members. Introduces concepts and techniques necessary to teach art education to children in the primary grades through middle school. Applies the four disciplines of aesthetics, art criticism, art history, and art production in drawing, painting, sculpture, printmaking, and crafts. Includes classroom and materials management, and age appropriate curriculum development within contemporary practices. Course Lab fee of $26 for materials applies.

ART 3420
Typography II
3:2:4 Fall, Spring
* Prerequisite(s): ART 2400, ART 2430, University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.

Develops advanced skills in the use of typography and layout. Examines editorial practices and executes designs that are appropriate for the intended audience. Teaches industry-standard page layout software. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 3440
Motion Graphics II
3:2:4 Fall, Spring
* Prerequisite(s): ART 2280, ART 2440, University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.

Teaches principles and techniques of 3D animation with an emphasis on typography. Includes discussion of creative problem solving in time-based media. Includes learning 2D and 3D industry software to render video with audio. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 3450
Branding II
3:2:4 Fall, Spring
* Prerequisite(s): ART 2400, ART 2430, University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.

Teaches concept and theory behind brand identity and package design. Covers how to conduct research to ensure designs are conceptually appropriate and targeted. Includes creation of collateral that supports campaign criteria. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 3480
UI/UX Design II
3:2:4 Fall, Spring
* Prerequisite(s): DGM 2120, University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.

Teaches advanced principles and techniques to develop interactive experiences. Includes discussion of usability and user-centered design to solve client needs. Includes learning user interface (UI) and user experience (UX) design principles. Software fee of $20 applies. Lab access fee of $25 for computers applies.
ART 3500
Secondary Art Education Methods I
3:2:2 Fall
* Prerequisite(s): ART 1110, ART 1120, University Advanced Standing and Matriculation into Art Education.
* Corequisite(s): EDSC 4550
Introduces students to the materials, methods, and resources related to teaching middle school and high school visual arts. Emphasizes the characteristics and components of a quality art program. Designed for the art major pursuing teacher licensure for grades 7-12. Course Lab fee of $16 for materials applies.

ART 3510
Secondary Art Education Methods II
3:2:2 Spring
* Prerequisite(s): ART 3500 with a grade of B - or higher and University Advanced Standing. Art Education Majors only.
Investigates theories and models of curriculum development in the visual arts for middle school and high school students. Includes implementation of curriculum development, unit/lesson planning, and evaluation strategies in the visual arts. Prepares prospective art teachers to plan, organize, and promote quality art programs and curricula. Course Lab fee of $22 for materials applies.

ART 361R
Figure Drawing II
3:2:4 Fall, Spring, Summer
* Prerequisite(s): ART 2270 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval
Presents skills and techniques related to drawing the human figure. Uses live models (draped and undraped). May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $150 for support applies.

ART 363R
Photographic Lighting II
3:2:4 Fall, Spring
* Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval
Focuses on product lighting and camera techniques. Develops artistic skill through the creation of images that can be used in commercial settings, specifically in advertising. Course Lab fee of $19 for equipment applies.

ART 364R
Figure Painting
3:2:4 Spring
* Prerequisite(s): (ART 361R, matriculated into the BFA in Art and Design: Illustration emphasis program or area coordinator approval) and University Advanced Standing
Explores fundamental methods and techniques of oil painting from the figure using live models (draped and undraped). Emphasizes mastery of representational depictions of the figure. Includes themes of abstraction, interpretation, and narrative uses of the figure. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $150 for support applies.

ART 365R
Watermedia III
3:2:4 Fall, Spring
* Prerequisite(s): ART 2650 and University Advanced Standing; or department approval
Studies fundamental human anatomy, structure, value representation, proportion, shape, and gesture from a fine arts vantage point in a range of drawing media. Draws from observation of live models (clothed and unclothed). Serves as a foundation for advanced courses in drawing and painting the human form as found in traditional, modern, and contemporary fine arts movements. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $150 for support applies.

ART 366R
Life Drawing
3:2:4 Fall, Spring
* Prerequisite(s): ART 1110, ART 1120, or department approval and University Advanced Standing
Studies fundamental human anatomy, structure, value representation, proportion, shape, and gesture from a fine arts vantage point in a range of drawing media. Draws from observation of live models (clothed and unclothed). Serves as a foundation for advanced courses in drawing and painting the human form as found in traditional, modern, and contemporary fine arts movements. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $150 for support applies.

ART 367R
Printmaking II
3:2:4 Spring
* Prerequisite(s): (ART 1110 or ART 1020), ART 2680, University Advanced Standing, or department approval
Continues to develop, enhance, and create proficiency in printmaking skills through intermediate techniques, processes, and materials. Establishes the role of traditional and contemporary printmaking as a fine art medium. Includes challenging and complex projects with more advanced technical skills than Printmaking I. Strengthens the development of personal and individual imagery, including the importance of craftsmanship, the usage of additional tools/materials, and an expanding printmaking vocabulary. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $34 for materials applies.
ART 3740
Fine Art Photography
3:2:3    Fall, Spring
* Prerequisite(s): ART 1750 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Integrates previously taught image-making skills, and encourages students to further develop their personal vision through a more developed project. Examines contemporary trends, styles, and critical issues through slide presentations, readings, critiques, and class discussions. Course Lab fee of $19 for equipment applies.

ART 3750
Advanced Digital Imaging
3:2:3    Fall
* Prerequisite(s): ART 2720 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Integrates Photoshop as a development and manipulation tool for image making. Investigates technical concerns of digital workflow, capture, and output for commercial and fine art applications. Strong emphasis on using Photoshop as a creative tool in personal artistic expression. Discusses more advanced uses of selection tools, color correction, layer and channel manipulations. Teaches processes and concepts through slide presentations, readings, critiques and class discussions. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 3800
Low-Fire Ceramics
3:2:2    Spring
* Prerequisite(s): ART 1350, ART 2350, and University Advanced Standing; or department approval

Explores low-temperature clay and glazing techniques, as well as the practical and aesthetic considerations of their use. Addresses the operation and maintenance of electric kilns.

ART 3810
Ceramic Technologies
3:2:2    On Sufficient Demand
* Prerequisite(s): ART 1350, ART 2350, and University Advanced Standing; or department approval

Teaches proper practices in the ceramic studio. Includes kiln operation, maintenance and design, basic clay and glaze formulation, understanding ceramic materials, ceramic tool making, and studio practices and safety.

ART 411R
Drawing IV
3:2:4    Fall, Spring
* Prerequisite(s): ART 311R and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Emphasizes individual exploration in a variety of media with a focus on "process" in a series of finished drawings. Continues with conceptual development of drawing as a creative medium. Encourages active participation in the critical process and refinement of a personal approach to the medium. May be repeated for a maximum of 6 credits toward graduation.

ART 421R
Advanced Illustration
3:2:4    Fall, Spring
* Prerequisite(s): Art 311R and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Explores low-temperature clay and glazing techniques, as well as the practical and aesthetic considerations of their use. Addresses the operation and maintenance of electric kilns.

ART 427R
Concept Design II
3:2:4    Spring
* Prerequisite(s): ART 426R, matriculated into the BFA in Art and Design: Illustration emphasis program or area coordinator approval) and University Advanced Standing

Provides advanced studies in producing a senior level portfolio. Encourages students to find a personal style and voice in communicating images. Requires advanced problem solving skills and advanced abilities in the creation of images. May be repeated for a maximum of 6 credits toward graduation. Course fee of $50 for support applies.

ART 429R
3D Illustration
3:2:4    Spring
* Prerequisite(s): ART 3280, matriculated into the BFA in Art and Design: Illustration emphasis program or area coordinator approval) and University Advanced Standing

Teaches 3D digital sculpting techniques needed to create finished 3D illustrations and/or 3D assets to be used as reference for 2D illustration. Studies model detailing, texture mapping, lighting, and rendering of 3D computer reference or as standalone 3D illustration. May be repeated for a maximum of 6 credits toward graduation. Software fee of $20 applies. Lab access fee of $25 applies for computers.

ART 4300
Mold Making and Casting
3:2:2    Spring
* Prerequisite(s): ART 1120, ART 1130, ART 2340, and University Advanced Standing; or department approval

Covers the basic process of casting and the construction of molds. Emphasizes the use of molds in the development of sculptural ideas. Course fee of $30 for materials applies.

ART 4370
Hand Building Ceramics
3:2:2    Fall
* Prerequisite(s): ART 1350 and University Advanced Standing; or department approval

Designed for students interested in three-dimensional art forms. Emphasizes hand building design and techniques in creating both sculptural and vessel projects in water-based clay. Teaches advanced methods of coil, slab, and pinch construction. Utilizes slump molding, rolled slab, cylinders, and molds in creation of finished clay products. Course fee of $30 for materials applies.

ART 443R
Design Studio
3:2:4    Fall, Spring
* Prerequisite(s): ART 3420, ART 3450, and University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval

Addresses emerging topics, issues, and technology relevant to graphic design. Addresses these issues through research and collaborative project development. May be repeated for a maximum of 6 credits toward graduation. Software fee of $20 applies. Lab access fee of $25 applies for computers.
ART 4440
Motion Graphics Studio
3:2:4 Fall, Spring
* Prerequisite(s): ART 3440, and University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.
Addresses emerging topics, issues, and technology relevant to motion design. Addresses these issues through research and collaborative project development. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 4480
UI/UX Studio
3:2:4 Fall, Spring
* Prerequisite(s): ART 3480, and University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.
Addresses emerging topics, issues and technology relevant to UI/UX design. Addresses these issues through research and collaborative project development. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 463R
Painting IV
3:2:4 Fall, Spring
* Prerequisite(s): ART 363R and University Advanced Standing; or department approval
Emphasizes independent and creative development as a painter. Provides an opportunity for students to solidify and expand their ideas while working within a class context. May be repeated for a maximum of 6 credits toward graduation.

ART 465R
Watermedia IV
3:2:4 Fall, Spring
* Prerequisite(s): ART 365R and University Advanced Standing; or department approval
Emphasizes continued experimental approach to various types of watermedia. Provides opportunity for independent exploration and further development of personal style/voice coupled with refinement of technical skills. May be repeated for a maximum of 6 credits.

ART 468R
Printmaking IV
3:2:4 Fall, Spring
* Prerequisite(s): (ART 1110 or ART 1020), ART 2680, University Advanced Standing, or departmental approval
Expands the exploration of fine art printmaking through advanced techniques, processes, and materials. Continues to view the role of traditional and contemporary printmaking as a fine art medium. Includes more challenging and complex projects with more advanced technical skills than in Printmaking I, II, & III. Encourages the ability to detect and diagnose printing errors and to collaborate with peers in the making and critiquing of artworks. Strengthens the development of personal and individual imagery, including the importance of craftsmanship, the usage of new tools/materials, and an expanding printmaking vocabulary. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $34 for materials applies.

ART 470R
Figure Drawing III
3:2:4 Spring
* Prerequisite(s): (ART 361R, Art and Visual Communication BFA Students, or Instructor approval) and University Advanced Standing
Offers a senior-level drawing experience, emphasizing drawing from imagination. Continues skill development in proper character structure and scene layout. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $125 for support applies.

ART 471R
Photographic Illustration
3:2:3 Spring
* Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval
Develops skills in illustrating concepts through photographic processes. Encourages students to work through assignments from their own personal emphasis of commercial or fine art image making styles. Explores contemporary trends, styles, and critical issues through slide presentations, readings, critiques and class discussions. Focuses on the development of interpretation and conceptual image making. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $19 for equipment applies.

ART 474R
Advanced Photo Studies
3:2:4 Fall
* Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval
Integrates all previous image making skills acquired into the students’ visual vocabulary. Encourages students to further develop their own personal vision through more developed projects. Examines contemporary trends, styles, and critical issues through slide presentations, readings, critiques and class discussions. Investigates needed skills in running a business as a commercial and Fine Art photographer. Emphasizes conceptual image making. May be repeated for a maximum of 6 credits toward graduation. Course Lab fee of $19 for equipment applies.

ART 4750
Exploratory Photographic Processes
3:2:4 Spring
* Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval
Explores deconstruction of the image in both a formal and conceptual process. Analyzes liquid emulsions, mixed media, encaustic, and alternative surfaces and materials. Examines the possibilities of the image beyond two-dimensional traditional photography. Course Lab fee of $19 for equipment applies.

ART 481R
Art and Design Internship
1 to 6:0:5 to 30 Summer
* Prerequisite(s): University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree and departmental approval
Combines classroom theory with related, practical job experience. Students works as employees of a business, agency, or institution while enrolled in classes related to their career/ major. Course content is individualized with students setting objectives in concert with their internship advisor and their workplace supervisor. Internship enrollment must be pre-approved by the area coordinator and department internship advisor. Number of hours worked per week will determine number of credits granted. May apply a maximum of 6 credits toward graduation. May be graded credit/no credit.
ART 4890
Senior Seminar
3:3:0  Fall, Spring
* Prerequisite(s): University Advanced
Standing; Senior status and formal acceptance
to the Art and Design Bachelor of Arts (BA),
Bachelor of Science (BS), or Bachelor of Fine
Arts (BFA) degree, or department approval
For Art and Design majors. Covers standard
policies and procedures used in the creation
and marketing of visual arts. Includes
estimating, pricing, trade customs, ethical
standards, contracts, and other legal rights and
issues. Explores job opportunities and self-
employment options for visual artists.

ART 491R
Independent Study
1 to 3:0 to 3:0 to 9  On Sufficient Demand
* Prerequisite(s): University Advanced
Standing, formal acceptance to the Art and
Design Bachelor of Arts (BA), Bachelor of
Science (BS), or Bachelor of Fine Arts (BFA)
degree, and department approval
Provides an opportunity for upper division
students to do individual research and
experimentation within the areas of the Art and
Design Program. Study is limited to advanced
work beyond that which can be completed in
existing available classes. A proposal must be
submitted and approved by the department
prior to enrollment. May be repeated for a
maximum of 3 credits toward graduation.

ART 4990
Senior Studio
3:2:2  On Sufficient Demand
* Prerequisite(s): University Advanced
Standing, Senior status, formal acceptance
to the Art and Design Bachelor of Arts (BA)
or Bachelor of Science (BS), and department
approval
For Art and Design majors with senior
status. Combines and integrates concepts,
methodologies and skills developed in previous
Art and Design course work, through the
completion of a comprehensive project.
Requires students to develop their own project/
portfolio in consultation with a faculty advisor.
Finished projects will demonstrate individual
student skills and interests.

ART 499R
BFA Project
3:2:4  Fall, Spring
* Prerequisite(s): University Advanced
Standing; Senior status and formal acceptance
to Bachelor of Fine Arts (BFA) program by
portfolio review or department approval
Focuses on the development and execution
of a gallery exhibition or professional portfolio.
Includes collaborative work with a gallery/
museum professional in preparation of the
exhibition's public viewing. May be repeated for
a maximum of 6 credits toward graduation.