### Art (ART)

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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 art and describe their significance in writing. May be delivered hybrid.

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 home work assignments.

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.

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 home work assignments.

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.

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.

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.

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.

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.

Teaches the principles of typographic design and communication, type selection, and type terminology. Addresses typographic history and the use of typography in modern 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.

Serves as an introduction to graphic design for students interested in a Graphic Design major. Provides an understanding of basic principles needed for effective visual communication. Presents a survey of the graphic design industry. Explores the strengths and weaknesses of common graphic design applications (posters, collateral, brands, etc.).

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.

Studies materials, techniques, and compositional methods of watercolor painting at a beginning level. Teaches the application of six basic techniques for the use of transparent watercolor materials. Includes lecture/demonstration and studio time for application and evaluation. For majors and non-majors.

Introduces materials, methods, and techniques of leaded glass, copper foil, and faceted glass construction. Covers design, cut, fit, and solder of glass projects. Emphasizes glass composition, historical glass and artists, critical analysis and design principles. Community members welcome.

Presents traditional methods and techniques of working with fine metals such as silver, gold, pewter, brass, and copper. Includes fabrication, construction, casting, enameling, and lapidary techniques. Community members welcome.
ART 1790
Dark Room Techniques
3:2:4 Fall, Spring, Summer
* Prerequisite(s): ART 1050
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 $11 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. Overviews 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 Not Offered
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 selection, and furniture arrangements. Includes kitchen design, architectural details, background materials, color fabric construction and selection. Includes lecture, guest speakers, videos, in-class labs and field trips. Completers have prepared floor plans, color and selection boards, and make client presentations.

ART 1825
Modern Architecture Interiors and Furnishings
3:3:0 Not Offered
* 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 2000
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
Focuses on the use of drawing as an exploratory tool, grounding the drawing process in an understanding of the human form. Emphasizes the development of structural and conceptual understanding of anatomy, gesture and drawing vocabulary. Course fee of $11 for equipment applies.

ART 219R
Special Topics
1 to 3:1 to 3:0 On Sufficient Demand
* Prerequisite(s): Declared Art and Design major or department approval.
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 2200
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 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 1120, 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 2400
Sculpture II
3:2:2  Spring
* Prerequisite(s): ART 1340 or Department Approval

Teaches intermediate 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. Lab 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 equipment 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 1420

Introduces production techniques used in the publishing industry. Teaches digital layout and pasteup, trapping, imposition, proofing, color reproductive processes, digital file prelighting and terminology. Includes the practical application of learned 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 1410, ART 1420, ART 2400

Addresses introductory concepts relating to branding campaigns for business entities. Teaches research skills and the influence research has on the creation of brand identities, including logo design, the core of most branding campaigns. Teaches brainstorming, conceptual skills, and the use of industry-standard software for the design and production of an identity system across a broad range of media, including stationery and other marketing campaign components. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 2440
Motion Graphics I
3:2:3  Fall, Spring
* Prerequisite(s): (ART 1020 or ART 1110), ART 1120, ART 1400, ART 1420

Teaches basic principles and techniques of 2D animation with an emphasis on typography. Includes discussion of storytelling to solve client needs. 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  Fall, Spring
* Prerequisite(s): ART 1410, ART 2400

Teaches basic principles and techniques of 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. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 2490
Portfolio I
3:2:2  Spring
* Prerequisite(s): ART 1110, ART 1120, ART 1410, ART 1420
* Prerequisite(s) or Corequisite(s): ART 2400

Teaches the preparation of a portfolio for the BFA portfolio review and job interviews. Provides opportunities to evaluate and develop a format for professional presentations. Presents job-seeking skills pertinent to the visual arts industry. Software fee of $20 applies. Lab access fee of $25 for computers applies.

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
* Prerequisite(s): (ART 1110 or ART 1020) and ART 1120; ART 2620 recommended

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 1120, ART 2620, and ART 2630

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 watermedia. 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 fee of $30 for materials 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 $11 for equipment applies.

ART 2710
Documentary Photography
3:2:4  Fall, Spring
* Prerequisite(s): ART 1050

Teaches the art of telling stories through the camera. Studies how to take a story from concept to publication. Students will also learn methods of publication of their imagery in magazines, newspapers, web sites, annual reports, etc. Course Lab fee of $13 for equipment applies.
ART 2720
Color Photography  
3:2:4  Fall, Spring  
* Prerequisite(s): ART 1050
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 $25 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 $13 for equipment applies.

ART 281R
Art and Visual Communications Internship  
1 to 6:0 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 department internship advisor. 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 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  Fall  
* Prerequisite(s): ART 1350, ART 2350, 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
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 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; 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 exploration of the technical skills and conceptual development of drawing as a creative medium. Focuses on the mastery of drawing skills in color 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 3210
Narrative Illustration  
3:2:4  Fall  
* Prerequisite(s): (Matriculated into the BFA in Art and Design: Illustration emphasis program) and University Advanced Standing  
Pre- or Corequisite(s): (ART 2230 or ART 2240) and ART 2270
Provides experiences in creating mood through visual elements and controlling the pictorial space. Emphasizes composition, creativity and technical ability. Addresses narrative illustration and visual storytelling. Course fee of $20 for support applies.

ART 3220
Conceptual Illustration  
3:2:4  Spring  
* Prerequisite(s): (Matriculated into the BFA in Arts and Visual Communication: Illustration emphasis) and University Advanced Standing  
Pre- or Corequisite(s): ART 2270
Introduces conceptual illustration and problem solving through the use of visual symbols, metaphors and icons. Course fee of $20 for support applies.

ART 3230
3 D Computer Modeling  
3:2:4  Fall  
* 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
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 324R
Childrens Book Illustration  
3:2:4  Fall  
* Prerequisite(s): (Matriculated into the BFA in Art and Design: Illustration emphasis) and University Advanced Standing  
* Prerequisite(s) or Corequisite(s): ART 2230 or ART 2240
Teaches the processes and techniques used in the execution of children's book illustrations. Emphasizes stylizing, simplifying, exaggerating forms, and organizing pictorial space. Focuses on the art of narrative storytelling and continues the study of media and techniques relative to storybook illustration. May be repeated for a maximum of 6 credits toward graduation.

ART 325R
Flash Animation for Illustration  
3:2:4  Fall, Spring  
* 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 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 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
Sculputure III
3:2:2 to 4  Spring
* Prerequisite(s): ART 2340 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
Designd to investigate studio problems based on concepts applied to various three-dimensional materials. Places special emphasis on the development of individual expression in the students 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; 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
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 341R
Typography 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
Develops advanced skills in the use of typography and layout to communicate the printed word in the editorial design arena, including editorial columns, unique page layouts for feature articles, mastheads, and cover designs for magazines. Examines editorial terminology and executes designs that are appropriate for the scope of the publication and its audience. Teaches technical competence including pagination, style sheets, and industry-standard page layout software. Repeatable for up to 6 credits toward graduation. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 343R
Branding 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
Teaches concept and theory behind brand identity and package design. Covers how to conduct research to ensure designs are appropriate and powerful. Includes creation of designs that use three-dimensional space. Repeatable for up to 6 credits toward graduation. Software fee of $20 applies. Lab access fee of $25 for computers applies.

ART 344R
Motion Graphics II
3:2:4  Fall, Spring
* Prerequisite(s): ART 2440 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
Teaches intermediate principles and techniques of 2D and 3D animation with an emphasis on typography. Includes discussion of storytelling to solve client needs. Includes learning 2D and 3D industry software to render video with audio. Repeatable for up to 6 credits toward graduation. Software fee of $20 applies. Lab access fee of $25 for computers applies.
ART 348R  
UI/UX Design II  
3:2:4 Fall, Spring  
*Prerequisite(s): ART 1410, ART 2480, 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

Teaches advanced principles and techniques to develop interactive experiences. Includes discussion of usability and user-centered design to solve client needs. Includes learning Adobe Flash and ActionScript to program innovative experiences for the Web and beyond. Repeatable for up to 6 credits toward graduation. 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  
Painting III  
3:2:4 Fall  
*Prerequisite(s): ART 2640 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 problem solving and independent growth within a conceptual setting. Introduces theoretical issues in contemporary painting and their application to personal approaches to painting. May be repeated for a maximum of 6 credits toward graduation.

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  
*Prerequisite(s): ART 2650 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 experimental approach to watermedia, acrylic, and mixed media. Provides opportunity for independent exploration and development of personal style coupled with refinement of technical skills. May be repeated for a maximum of 6 credits toward graduation.

ART 367R  
Printmaking II  
3:2:4 Spring  
*Prerequisite(s): (ART 1110 or ART 1020), ART 2680, 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 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.
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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. Lab access fee of $25 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; 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 3810
Ceramic Technologies 3:2:2 On Sufficient Demand
* Prerequisite(s): ART 1350, ART 2350, 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
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 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): (Matriculated into the BFA in Art and Design: Illustration emphasis program) 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 4230
3-D 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 3230 recommended
Teaches techniques in lighting, texturing, and rendering of 3D models and scenes with a special emphasis upon aesthetics and composition. Includes HDR lighting, UV mapping, and texture painting, in addition to the standard techniques. Designed as a companion class to the modeling class, ART 3230, 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 $29 applies. Lab access fee of $25 applies for computers.

ART 426R
Concept Design I 3:2:4 Fall
* Prerequisite(s): ART 1210, ART 327R, ART 361R, and University Advanced Standing
Teaches how to create original and compelling concept designs and environments for use in film, video games, graphic novels, and children's books. May be repeated for a maximum of 6 credits toward graduation.

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
Offers advanced training in the creation of original and compelling character designs for artistic use and as icons for private and corporate use. May be repeated for a maximum of 6 credits toward graduation.

ART 429R
3D Illustration 3:2:4 Spring
* Prerequisite(s): ART 2350, 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 4360
Mold Making and Casting 3:2:2 Spring
* Prerequisite(s): ART 1120, ART 1130, ART 2340, 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
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 2350 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
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
Special Topics in Graphic Design 3:2:4 Spring
* Prerequisite(s): ART 341R, ART 343R, 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 lecture and hands-on 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 4490  
Portfolio II  
3:2:2 Spring  
* Prerequisite(s): ART 341R, ART 343R, and University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval  
Provides students the skills to develop a brand identity for themselves to further enhance their employability. Software fee of $20 applies. Lab access fee of $25 applies for computers.

ART 463R  
Painting IV  
3:2:4 Spring  
* Prerequisite(s): ART 363R 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 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; 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 continued experimental approach to various types of water media including watercolor, acrylic, ink, and mixed media. 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, and University Advanced Standing  
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 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 $13 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 $13 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.