

# ARTS/HISTORY & STUDIO (ARTS)

# Course numbers with the # symbol included (e.g. #400) have not been taught in the last 3 years.

## ARTS 455 - Architectural Design Studio

**Credits:** 4

An entry level architectural design studio. Course assignments feature hand drafting, hand rendering, model building, and project presentations while developing skills in verbal, written, and graphic communication. Drafting, hand-rendering, and model making materials and tools are required for this course. Knowledge of CAD or 3-D computer modeling is not required.

## ARTS 501 - Introductory Ceramics

**Credits:** 4

Theory and practice of basic ceramics; includes all methods of basic construction, decoration, glazing, and kiln firing. Emphasis on each individual's perceptual development. Special fee. Lab.

## ARTS 510 - Principles of Design

**Credits:** 4

An introduction to the principles of design. Students will explore the foundational elements and processes of design principles found in the development of the fine and commercial arts. Lectures will explore the history of design concepts and movements, while studio/lab sessions will enable students to develop their own projects and animation designs. Students will develop basic proficiencies in design software programs.

**Equivalent(s):** ARTS 401

## ARTS 525 - Introductory Woodworking

**Credits:** 4

This course introduces students to the process of designing and building furniture with wood as the primary material. Students think creatively to brainstorm and develop their own, individual designs and use a variety of hand tools, power tools, and machines to build their objects. This course is a prerequisite to upper level woodworking and furniture design workshop courses, which subsequently investigate more sophisticated furniture concepts and woodworking techniques. Special fee. Studio.

**Attributes:** FinePerformingArts(Discovery)

## ARTS 532 - Introductory Drawing

**Credits:** 4

This course is an introduction to the basic principles of studio drawing. Students work towards mastering the technical skills to produce drawings from observation, a working knowledge of the historical time line in drawing, and insight into the complexities of the creative process. A variety of materials are explored, pencil, charcoal, ink and collage. Art historical and contemporary drawing practices are shown in lectures and books to amplify the concepts introduced in the daily studio work. Special fee.

**Attributes:** FinePerformingArts(Discovery)

**Equivalent(s):** ARTS 532H

## ARTS 532H - Honors/Introductory Drawing

**Credits:** 4

This course is an introduction to the basic principles of studio drawing. Students work towards mastering the technical skills to produce drawings from observation, a working knowledge of the historical time line in drawing, and insight into the complexities of the creative process. A variety of materials are explored, pencil, charcoal, ink and collage. Art historical and contemporary drawing practices are shown in lectures and books to amplify the concepts introduced in the daily studio work. Special fee.

**Attributes:** FinePerformingArts(Discovery); Honors course

**Equivalent(s):** ARTS 532

## ARTS 536 - Introduction Printmaking: Intaglio

**Credits:** 4

Study of intaglio printmaking techniques, including etching, dry point, and engraving. Prereq: ARTS 532 or permission. Special fee. Lab.

## ARTS 546 - Painting Design I: Perceptual Painting and Color Theory

**Credits:** 4

Color is the central formal issue in painting. This course explores in some detail all basic aspects of color, introducing color terms and examining the meaning of color contrast. Students become familiar with the color wheel and perform color-mixing assignments. Ideas about color are related to paintings done in class based on a variety of subjects. Students receive training on the essential vocabulary of color (as well as materials, techniques, etc.). Lectures on great colorist, critiques and outside assignments are also featured as part of the studio routine of this course. Prereq: ARTS 532 Introductory Drawing. Special fee.

## ARTS 551 - Introduction to Darkroom Photography

**Credits:** 4

This studio course introduces the fundamentals of photographic practice. Students learn technical aspects of exposure, developing and printing in the darkroom as they explore and respond to the visual qualities of the medium. The format includes class demonstrations, lab work, field assignments and critiques. Manual 35mm film camera will be provided. Special fee.

## ARTS 552 - Introductory Digital Photography

**Credits:** 4

Introduction to the basic principles and applications of digital photography. The philosophical and technical relationship between camera and computer is an integral part of today's digital literacy needs. Techniques learned correspond to traditional darkroom processes and include creative shooting, editing and image manipulation. The students uses new skills and techniques towards developing a unique artistic vision. Digital camera required (point and shoot or DSLR). Special fee.

**Attributes:** Environment,TechSociety(Disc)

## ARTS 567 - Introductory Sculpture

**Credits:** 4

Introduces the beginning student to the theory and practice of designing three-dimensional compositions using a series of progressive assignments. The student develops a practical understanding of sculptural elements, including line, form, space, mass, and plane. Multiple materials are explored including clay, plaster, wire and wood. This course is a prerequisite to upper level sculpture workshop courses, which subsequently focus on in-depth investigations of a particular sculptural material. Special fee.

**ARTS 596 - Special Topics in Studio Art****Credits:** 4

Introductory level topics to be announced before registration. Topics can be either a lecture or studio course. May be repeated with different topics.

**Repeat Rule:** May be repeated for a maximum of 12 credits.

**ARTS 598 - An Artist's Life****Credits:** 4

This course looks at the visual arts from the standpoint of artists.

Biographies of artists and their environments are emphasized.

Studio methods, professional activities, and ideas of historical and contemporary artists are also studied. The semester includes readings, discussions, and field trips. The course encourages students to develop ideas about the relationship of the visual arts to other disciplines in fine arts, literature and the sciences.

**Attributes:** Inquiry (Discovery)

**ARTS 600 - Internship in Studio Art****Credits:** 1-4

Internship can be taken for university elective credits or can be applied to a major concentration requirement with approval. Permission required.

**Repeat Rule:** May be repeated for a maximum of 8 credits.

**ARTS 601 - Ceramics Workshop****Credits:** 4

Application of new ceramic materials and techniques, with emphasis on ideas and their expression through form and content. Experimentation encouraged. Specific focus to be announced each semester. Prereq: ARTS 501. Special fee. Lab.

**Repeat Rule:** May be repeated for a maximum of 16 credits.

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**Equivalent(s):** ARTS 502

**ARTS 610 - Principles of Typography****Credits:** 4

Introduction to the principles of typography. Students will explore the foundational elements and processes of typographic principles used in graphic design and publishing. Lectures will explore the history of typographic concepts and movements, while studio/lab sessions will enable students to develop their own projects and typographic designs. Students will develop basic proficiencies in design software programs.

**ARTS 611 - Animation and Motion Design****Credits:** 4

This course is an introduction to animation and motion design, and will cover the history and aesthetics of animation and motion design, ways to think in time and space, techniques and methods for planning motion sequences, how to create and use storyboards and scripts, how to use live action video footage in your designs, and the use of motion-specific industry-standard software tools (AfterEffects, Flash, Premier and others).

**ARTS 612 - Interaction & Game Design****Credits:** 4

This course is an exploration of the principles of interaction design as they relate to physical and digital space, with a focus on designing user-centered artifacts, games, and experiences. Theoretical concepts like ethnography, user-testing, and the use of mapping in design will be explored. We will also examine the landscape of technology as it relates to interaction, and the use of appropriate tools and software to create prototypes and functioning digital designs.

**ARTS 613 - Design and Place****Credits:** 4

This course is an exploration of designing objects and experiences for spaces and places, both physical and digital. This branch of design is known as experiential and/or environmental graphic design. Lectures will focus on wayfinding, sense making, accessibility and universal design, and others. Studio work will engage students in creating projects like signage systems, exhibition design, packaging and design for retail spaces, and 3-dimensional digital spaces.

**ARTS 614 - Design and People****Credits:** 4

An exploration of designing with and for people and communities.

How do designers create work for specific audiences, and how do they collaborate with people to make useful designs? Lectures will explore communication theory, user observation and ethnography, participatory design, modes of persuasion, system design, sustainability, how to design for niche audiences, and others. Studio work will focus on connecting students to specific audiences to create design projects that solve problems or address social issues.

**ARTS 625 - Wood/Furniture Design Workshop****Credits:** 4

In this studio course students learn how to design and build furniture and non-functional objects using a variety of techniques, hand tools, and machines. Emphasis is on challenging and exploring creativity to examine preconceived ideas about what furniture forms should look like while developing a solid understanding of various techniques. Prereq: ARTS 525 Introductory Woodworking. Special fee.

**Repeat Rule:** May be repeated for a maximum of 16 credits.

**ARTS 632 - Intermediate Drawing****Credits:** 4

Intermediate Drawing reinforces and builds upon skills developed in Introductory Drawing. Strong emphasis is given to resolving spatial relationships and composition (examination of 2D and 3D space). Line as abstraction, gesture, tonal development, perspective, and drawing from the human figure are important topics of this course. Materials such as graphite, charcoal, ink, and mixed media are covered, as well as the use of different papers. Outside assignments and class critiques play an expanded role. Prereq: ARTS 532 Introductory Drawing. Special fee.

**ARTS 633 - Life Drawing****Credits:** 4

A continuation of the more formal aesthetic issues introduced in introductory and intermediate drawing with an emphasis on drawing the human figure from life. Prereq: ARTS 532 Introductory Drawing. Lab. Special fee.

**ARTS 636 - Printmaking Workshop****Credits:** 4

Emphasis on development of the individual's imagery in lithography and/or intaglio, including an introduction to multicolor printmaking. May be repeated for a maximum of 12 credits. Prereq: ARTS 536 and/or ARTS 537.

**Repeat Rule:** May be repeated for a maximum of 12 credits.

**ARTS 646 - Painting Design II: Perceptual Painting and the Individual Artist's Vision****Credits:** 4

Students paint in class and begin to consider the character of their own work as artists. Themes related to color development are explored further. Teachers of this course help students understand the stylistic attributes of great artists/mentors. Lectures, demonstrations, outside assignments, and class critiques continue to augment the daily regime of class painting. Other painting media besides oil paint (acrylic, water media) may be featured in the class. Prereq: ARTS 546 Painting and Color Theory. Special fee.

**Repeat Rule:** May be repeated for a maximum of 8 credits.**ARTS 651 - Photography Workshop****Credits:** 4

Individualized projects involving creative methods, including color, manipulative, and documentary techniques. Students provide their own cameras. Prereq: ARTS 551 Photography: Darkroom AND ARTS 552 Digital Photography. Lab. Special fee.

**Repeat Rule:** May be repeated for a maximum of 16 credits.**ARTS 667 - Sculpture Workshop****Credits:** 4

Design and production of sculpture focusing on various materials and techniques and how they relate to composition and content. Emphasis on understanding visual language while developing an individual style. Prereq: ARTS 567. Special fee. Lab.

**Repeat Rule:** May be repeated for a maximum of 12 credits.**ARTS 700H - Honors Seminar****Credits:** 4 or 8

The studio art honors thesis course involves a significant independent body of work. A 1-2 page written proposal that identifies the specific goals, methodology, anticipated outcome, and general timeline needs to be endorsed by a faculty member and the Department Honors Committee and must be submitted the semester prior to the start of the project.

Upon completion, the thesis project and a written artist statement will be presented to the Honors-in-Major Committee. Senior BFA majors can designate ARTS 798 Thesis Seminar as honors in place for ARTS 700H.

**Attributes:** Honors course**Repeat Rule:** May be repeated for a maximum of 8 credits.**ARTS 732 - Advanced Drawing****Credits:** 4

Treatment of more complex compositional problems; application of a broader range of solutions to pictorial problems to reinforce and expand individual concepts of image and technique. Prereq: ARTS 632 Intermediate Drawing and ARTS 633 Life Drawing. Lab. Special fee.

**Repeat Rule:** May be repeated for a maximum of 12 credits.**ARTS 746 - Painting Design III: Perceptual Painting and Narrative Themes****Credits:** 4

Daily class routine remains grounded in practical aspects of color development, technique, and formal mastery. Outside assignments begin to stress narrative motives in a variety of assignments that present the student with opportunities to explore ideas. A higher level of ambition is encouraged in the student/artist. Prereq: ARTS 646 Painting and the Artist's Vision (8 credits). Special fee.

**Repeat Rule:** May be repeated for a maximum of 12 credits.**ARTS 791 - Art Education (Elementary)****Credits:** 4

Children's creative growth as revealed through their visual expression. Development of elementary art education programs with emphasis on objectives, methods, materials and techniques to foster creativity. Suggested prereq: EDUC 500.

**ARTS 792 - Art Education (Secondary)****Credits:** 4

The creative process in the visual arts in relation to the development and skills of middle and high school students in the public schools; mechanics of beginning and maintaining a secondary art program; exploring resources for art education programs on the secondary level. Suggested prereq: EDUC 500.

**ARTS 796 - Independent Study: Studio Art****Credits:** 1-8

Open to highly qualified juniors or seniors who have completed the advanced level courses. May be repeated for a maximum of 12 credits with no more than 8 credits in a single medium. Same term multi-enrollment in different media only. A) Photography, B) Sculpture, C) Drawing, D) Painting, E) Printmaking, F) Watermedia, G) Design, H) Architectural Design, J) Ceramics, K) Wood Design. Special fee in some mediums. Written proposal and permission required.

**Repeat Rule:** May be repeated for a maximum of 12 credits.**ARTS 798 - Seminar/Senior Thesis****Credits:** 4-8

Readings and discussions oriented toward the intellectual premises of art. Culminates in mounting an exhibition of the student's work. Required of all students in the B.F.A program. Other advanced students may elect with instructor's permission. A year-long course; an IA grade (continuous course) will be given at the end of the first semester. Lab. B.F.A. majors must take 8 credits total. Special fee for Photography students.

**Repeat Rule:** May be repeated for a maximum of 8 credits.