ART (ART)

ART 1: Introduction to the Visual Arts

3 Credits

Introduction to the media, elements, function, making, and meaning of visual arts today and in diverse historical and cultural contexts. ART 1 Introduction to the Visual Arts (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 1 is an introduction to the visual arts and is designed to meet the General Education Arts requirement. The course is offered every semester at University Park, for example, with an enrollment of 330. There are no prerequisites, and students are assumed to have little or no background in studying or making art. As a result of taking the course, students are able to look more closely and find ways to say what they see in the visual arts. They become familiar with a broad range of subject matter, style and medium, with the principles of design that organize works of art, and with changing historical and cultural contexts in which the arts have been made and understood. They also experience the challenge of making art themselves, and develop a more informed critical point of view. Because of the large number of students that may enroll, ART 001 is primarily a lecture course with a text. But students actively participate in individual and collaborative activities during class, including, for example, drawing a hand, pairing to exchange observations on a work of art, and arriving at consensus in groups of five in response to the question "What is art?" and then reporting back to the whole class. With fewer students, the number of art projects and the opportunity for extended discussion and studio critiques increases. Evaluation is based on tests, assignments and inclass activities. Tests measure students' ability to identify keys works and the style and subject matter of unknown related works, to apply their knowledge of media and visual vocabulary by labeling their sketches based on images shown during the test, and to answer multiple choice questions on the principles of design, media, meanings, and historical and cultural contexts in the production and experience of the visual arts. Every class meeting includes question and answer sessions. To encourage collaborative learning, at University Park, the multiple choice portion of the test is given twice during the test period, to allow students the second time to work together with open books to answer the questions. The assignments range from sketching and writing about works during a museum visit, to surveying architecture and sculpture in the community, to making a collage. There will also be opportunities to earn extra credit, for example by making a collage judged to be among the best by a jury of their peers, by attending and writing brief responses to public lectures and exhibitions, and for identifying useful resource links for the course website. Students rely on the course website and email for all information and announcements, including resources specifically prepared to supplement the text, such as summaries of class discussion of what to ask when looking at a work of art, lists of key terms and concepts, sample quizzes, and links related to lecture topics.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 2: Interactive Learning and Web-Design

3 Credits

Introduce students to research on-line, preparing verbal, visual and other elements for presentation of outcomes and posting them to the Internet. ART 2 Interactive Learning and Web-Design (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 2 is intended as a general survey course for non-majors consisting of images, ideas, and processes used in art making. As a studio offering, emphasis is placed on hands-on activities, which promote literacy and sensitivity to both two-dimensional and three-
dimensional conventions in the visual arts. Students will experience the contextual influences of art, the visual languages and organizational systems of art, and the various studio processes of art. As well, slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which the visual arts function. As a general appreciation offering, emphasis is placed on active learning processes that involve students in basic studio materials and techniques. Students enrolled in this course will be required to participate in the following active learning components: 1. Studio Assignments: a) Contextual influences of history and contemporary culture b) Visual languages and organizational systems related to the visual arts c) Studio processes with materials and techniques 2. Creating a social and historical context for sculpture making through slide presentations, studio visits and museum critiques: a) Slide presentations: students will be asked to consider the concepts of their creative projects in relationship to works by historical and contemporary artists in order to understand the ways in which visual arts convey meaning. b) Studio visits: Students will visit the personal studios of local artists to learn how professional artists develop best practices as related to the three kinds of studio-based assignments outlined above. Additionally, they will explore and discuss with these artists the concepts and meanings expressed in their creative works. c) Museum critiques: Museum visits will enable students to learn how to engage and respond to actual works of art as compared with those that they experience as slide and printed representations. The role of museums and galleries in contemporary art practice will also be discussed. Grading and evaluation: Students’ art projects will be evaluated according to the following criteria: 1) the uniqueness of the visual concepts developed in their studio assignments; 2) the strength of their visual compositions—their ability to communicate concepts clearly; 3) the quality of their craftsmanship—the effective use of materials and procedures and commitment to the studio assignments—the effort expended on each project; 4) Their willingness to participate in critique sessions—a thoughtful and informed interpretation of visual ideas in art works produced by them in class as well as those discussed during slide presentations, studio visits, and museum critiques. Since the School of Visual Arts now requires a portfolio review for Visual Arts majors to enroll in studio courses, ART 10 provides an opportunity for non-art majors to do studio work in conjunction with an exploration of art concepts.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 11: First-Year Seminar
School of Visual Arts

1 Credits/Maximum of 1

Facilitate adjustment to high expectations, demanding workload, increased academic liberties, and other aspects of college life in the arts. The First-Year Seminar will help facilitate students’ adjustment to the high expectations, demanding workload, increased academic liberties, and other aspects of the transition to college life and introduce them to their responsibilities as members of both the School of Visual Arts (SoVA) and University community. In addition, the First-Year Seminar is designed to engage students, acquaint them with the learning tools and resources available at Penn State and orient them to the SoVA community from the outset of their undergraduate studies in a way that will bridge to later experiences in their chosen program of study. The first-year seminar will serve as a broad introduction to SoVA’s programs of study in Studio Art, Art Education, and Interdisciplinary Digital Studio (IDS) as well as Penn State’s academic policies and procedures. Topics to be covered: Introduction to SoVA’s areas of study (Studio Art, Art Education, and Interdisciplinary Digital Studio) University wide Web based academic resources, academic policies and procedures Introduction to Penn State’s Student Affairs Offices (e.g., Career Services, Center for Women Students, Multicultural Resource Center, and Student Activities)

First-Year Seminar

ART 17: Introduction to Metal Arts

3 Credits

Introduction for non-art majors to fundamental jewelry making and small-scale metalsmithing processes including fabrication, surface treatment, and finishing of metalwork. ART 17 Introduction to Metal Arts (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 17 is intended as a general survey of metal arts for non-majors. As a studio offering, emphasis is placed on hands-on studio activities, which promote visual literacy and a sensitivity to the various metal arts conventions. Students are given the opportunity to briefly explore many of the traditional materials and processes of metalsmithing including those that are used in cold joining, surface texture, and fabrication. As well, slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which the metal arts function. As a general appreciation offering, emphasis is placed on active learning processes that involve students in basic studio materials and techniques. Since the School of Visual Arts now requires a portfolio review for visual arts majors to enroll in studio courses, ART 17 provides an opportunity for non-art majors to do studio work in conjunction with an exploration of art concepts.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 20: Introduction to Drawing

3 Credits

Introductory experience in making of art through drawing media; designed for non-majors seeking general overview of studio practice. ART 20 Introduction to Drawing (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 20 is intended as a general survey of the art of drawing for non-majors. As a studio offering, emphasis is placed on hands-on studio activities, which promote visual literacy and on the various conventions used in drawing. Students will be given the opportunity to briefly explore many of the traditional materials of drawing, including pencil, charcoal, conte, ink and ink wash, pastel, as well as experimental tools. As well, slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which drawing functions. As a general appreciation offering, emphasis is placed on active learning processes that involve students in basic studio materials and techniques. Since the School of Visual Arts now requires a portfolio review for Visual Arts majors to enroll in studio courses, ART 20 provides an opportunity for non-art majors to do studio work in conjunction with an exploration of art concepts.

Bachelor of Arts: Arts
General Education: Arts (GA)
ART 20H: Introduction to Drawing

3 Credits

Introductory experience in making of art through drawing media; designed for nonmajors seeking general overview of studio practice.

General Education: Arts (GA)
Honors

ART 30: Introduction to Sculpture

3 Credits

Introduction to sculpture for non-art majors consisting of lectures/basic studio work coordinated to cover broad range of processes. ART 30 Introduction to Sculpture (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 30 is intended as a general survey of the art of sculpture for non-majors. As a studio offering, emphasis is placed on hands-on studio activities, which promote visual literacy and sensitivity to the various sculptural conventions. Students are given the opportunity to briefly explore many of the traditional materials of sculpture including those that are used in modeling and replication, subtractive processes, and fabrication. As well, slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which the art of sculpture functions. Students enrolled in this course will be required to participate in the following active learning components: 1. Studio Assignments: a) Modeling and Replication b) Subtractive Processes c) Fabrication Assignment2. Creating a social and historical context for sculpture making through slide presentations, studio visits and museum critiques: a) Slide presentations: students will be asked to consider the concepts of their creative projects in relationship to the sculptural works of historical and contemporary artists in order to understand the ways in which the three dimensional aspects of sculpture convey meaning. b) Studio visits: Students will visit the personal studios of local artists to learn how professional artists develop best practices as related to the three basic approaches to rendering sculptural form outlined above. Additionally, they will explore and discuss with these artists the concepts expressed in their sculptural works. c) Museum critiques: Museum visits will enable students to learn how to engage and respond to actual works of art as compared with those that they experience as slide and printed representations. The role of museums and galleries in contemporary art practice will also be discussed. Grading and evaluation: Students’ sculptural projects will be evaluated according to the following criteria: 1) the uniqueness of the visual concepts developed in their studio assignments; 2) the strength of their visual compositions-their ability to communicate concepts clearly; 3) the quality of their craftsmanship-an effective use of materials and procedures and commitment to the studio assignments-the effort expended on each project; 4) Their willingness to participate in critique sessions-a thoughtful and informed interpretation of visual ideas in sculptural works produced by them in class as well as those discussed during slide presentations, studio visits, and museum critiques.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 40: Introduction to Printmaking

3 Credits

Instruction and practice in elementary printmaking and papermaking processes. ART 40 Introduction to Printmaking (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 40 is intended as a general survey of the art of printmaking for non-majors. As a studio offering, emphasis is placed on hands-on studio activities, which promote visual literacy and sensitivity to the various printmaking conventions. Students are given the opportunity to briefly explore the various approaches to printmaking, which may utilize some or all of the following: screenprinting, relief, intaglio, lithography, and others. As well, slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which the art of printmaking functions. Students enrolled in this course will be required to participate in the following active learning components: 1. Studio Printmaking Assignments: a) Screenprinting b) Relief c) Intaglio d) Lithography e) Others (collagraph, monotype, electrostatic, artists books)2. Creating a social and historical context for printmaking through slide presentations, studio visits and museum critiques: a) Slide presentations: students will be asked to consider the concepts of their creative projects in relationship to prints of historical and contemporary artists in order to understand the ways in which the two-dimensional aspects and various processes of printmaking convey meaning. b) Studio visits: Students will visit the personal studios of local printmakers to learn how professional artists develop best practices as related to the basic approaches to printmaking outlined above. Additionally, they will explore and discuss with these artists the concepts expressed in their printed images. c) Museum critiques: Museum visits will enable students to learn how to engage and respond to actual prints as compared with those that they experience as slide and book/journal reproductions. The role of museums and galleries in exhibiting prints will also be discussed. Grading and evaluation: Students’ printmaking projects will be evaluated according to the following criteria: 1) the uniqueness of the visual concepts developed in their studio assignments; 2) the strength of their visual compositions-their ability to communicate concepts clearly; 3) the quality of their craftsmanship-an effective use of materials and procedures and commitment to the studio assignments-the effort expended on each project; 4) Their willingness to participate in critique sessions-a thoughtful and informed interpretation of visual ideas in prints produced by them in class as well as those discussed during slide presentations, studio visits, and museum critiques.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 50: Introduction to Painting

3 Credits

Introductory experience in making of art through painting media; designed for non-majors seeking a general overview of studio practice. ART 50 Introduction to Painting (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 50 is intended as a general survey of the art of painting for non-majors. As a studio offering, emphasis is placed on hands-on studio activities, which promote visual literacy and sensitivity to the various conventions used in the discipline of painting. Students are given the opportunity to briefly explore the various approaches to creating visual images by applying various painting materials, techniques, and concepts. As well, slide presentations, studio visits and museum critiques will augment studio exercises to
facilitate a greater awareness of the cultural context in which the art of painting functions. Students enrolled in this course will be required to participate in the following active learning components: 1) Studio Painting Assignments: a) Visual concept development: students will be introduced to the various ways that artists create meanings through painting. b) Materials development: through a process of exploration and experimentation, students will learn how to apply various painterly media and tools in creating visual images. c) Technique development: through a process of exploration, experimentation, and skill development students will learn how to render and model painterly images that range between abstract and realistic representations. 2) Creating a social and historical context for painting through slide presentations, studio visits and museum critiques: a) Slide presentations: students will be asked to consider the concepts of their creative projects in relationship to paintings by historical and contemporary artists in order to understand the ways in which the two-dimensional aspects and various processes of painting convey meaning. b) Studio visits: Students will visit the personal studios of local painters to learn how professional artists develop best practices as related to the basic approaches to painting outlined above. Additionally, they will explore and discuss with these artists the concepts expressed in their painted images. c) Museum critiques: Museum visits will enable students to learn how to engage and respond to actual paintings as compared with those that they experience as slide and book/journal reproductions. The role of museums and galleries in exhibiting paintings will also be discussed. Grading and evaluation: Students' painting projects will be evaluated according to the following criteria: 1) the uniqueness of the visual concepts developed in their studio assignments; 2) the strength of their visual compositions- their ability to communicate concepts clearly; 3) the quality of their craftsmanship-an effective use of materials and procedures and commitment to the studio assignments-the effort expended on each project; 4) Their willingness to participate in critique sessions-a thoughtful and informed interpretation of visual ideas in paintings produced by them in class as well as those discussed during slide presentations, studio visits, and museum critiques.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 51N: Meteorology and Visual Arts: To Know is to See
3 Credits

This course examines the inter-relationship between what we know and what we see, through an introductory exploration of art and science. Engaging students in the study of weather formation, mainly clouds, artistic depictions within the genre of landscape, and the expressed practice of painting; fosters the development of observational skills necessary for reading the landscape and interpreting collected data. What we know and what we see is an on-going evolution of development; syncing the old with the new. Therefore, observation and interpretation are essential to critical thinking, making the intersection between art and science a fertile ground for discovery and learning. The exciting part of the course is the large amount of overlap in the general ideas and thought processes used in meteorology and art, especially when using clouds as the connective tissue. Scientists and artists are both detail oriented and worry about the quality of their work. Both involve collecting data to find the best approaches to a problem, and reasoning through challenges that arise. Students will be challenged throughout the course to seek these connections and how perspectives from each discipline inform the other. Meteorology and art have long been aligned in a common quest to understand how the world works, each seeking interpretations and explanations using a range of complementary and contrasting practices and perspectives. Clouds come in a vast array of sizes and shapes, and are depicted in art using a variety of techniques, creating a shared focus for a deeper understanding of both areas of endeavor. Students will learn about the concept of mixing, which is important to cloud formation and to painting. Students will conduct experiments to learn about cloud processes, and will learn and practice artistic techniques to convey atmospheric conditions. Ideas from both perspectives will be integrated in analysis and discussion. Data from instruments and the individual artist will be collected, shared, and analyzed. Learning how clouds form will help with painting, and questions and perspectives that arise from painting will increase the understanding of cloud processes. The common threads in this approach are a curious mind, a strong detail-oriented focus, effective communication, and respect for the creative tension between ambiguity and assurance in the search for a better sense of causes, connections, and incessant changes.

Cross-listed with: METEO 51N
General Education: Arts (GA)
General Education: Natural Sciences (GN)
General Education - Integrative: Interdomain
GenEd Learning Objective: Crit and Analytical Think
GenEd Learning Objective: Integrative Thinking
GenEd Learning Objective: Key Literacies

ART 80: Introduction to Ceramics
3 Credits

Introduction to the concepts and techniques fundamental to the making of pottery and ceramic sculpture. ART 80 Introduction to Ceramics (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 080 is intended as a general survey of the art of ceramics for non-majors. As a studio offering, emphasis is placed on hands-on activities, which promote visual literacy and sensitivity to the various conventions in ceramics. Students are given the opportunity to briefly explore many of the traditional approaches to ceramics including those that are used in hand building, wheel throwing, glazing, and kiln firing. As well, slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which the art of ceramics functions. As a general appreciation offering, emphasis is placed on active learning processes that involve students in basic studio materials and techniques. Since the School of Visual Arts now requires a portfolio review for visual arts majors to enroll in studio courses, ART 80 provides an opportunity for non-art majors to do studio work in conjunction with an exploration of art concepts.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 97: Special Topics
1-9 Credits/Maximum of 9

Formal courses given infrequently to explore, in depth, a comparatively narrow subject that may be topical or of special interest.

ART 98: Special Topics
1-9 Credits/Maximum of 9

Formal courses given infrequently to explore, in depth, a comparatively narrow subject that may be topical or of special interest.
Bachelor of Arts: Arts

ART 100: Concepts and Creation in the Visual Arts

3 Credits

A study of the personal and cultural foundations of artistic creation and practice of creative production in the art studio. ART 100 Concepts and Creation in the Visual Arts (3) (GA)(BA) This course meets the Bachelor of Arts degree requirements. ART 100 is intended as an introduction to the concepts underpinning artistic creation. Through lectures and studio work, students will explore relationships between artistic processes and in daily life. The objective of the course is to develop in the student both an appreciation and understanding of contemporary art through an examination of art and contemporary social, cultural, and political issues surrounding artistic practice. Students will respond to the ideas presented in the lectures by completing a series of artworks intended to reflect the issues and concepts that have been presented. The intended, though not exclusive, audience for the course is non-art majors. While the focus of the course is a critical examination of both the artworks studied and the artworks created by the students, the critique will be derived from the various backgrounds and academic experiences of the students and not necessarily from their knowledge of art. In this manner, the course can become a relevant complement to all of their studies. In short, the goal of the course is to understand art as a means to critically engage and begin to understand our surroundings and not simply as an end product. Evaluation of student achievement will be done in both the classroom and studio portions of the course. Since it is not expected that students have a background in art, content knowledge assessment will primarily be based on the students’ active participation in class discussions as well as objective tests in the form of written responses to the issues and concepts examined. In the studio, their work will be judged on how well students have responded to the concepts and issues explored as well as on their ability to articulate their own ideas in relation to those of other students and other aesthetic and cultural ideas to which they have been exposed. In the studio, this process will primarily be done in the form of individual conversation and group critique. Since the School of Visual Arts now requires a portfolio review for visual arts majors to enroll in studio courses, ART 50 provides an opportunity for non-art majors to do studio work in conjunction with an exploration of art concepts.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 101: Introduction to Web Design

3 Credits

A beginning level course in Web Design, with emphasis on designing with standards to assure accessibility and effective communication. ART 101 Introduction to Web Design (3) (GA) (BA) This course meets the Bachelor of Arts degree requirements. ART 101 is a beginning level web design course that is concerned with the designing and creating of websites using XHTML and recommended government standards. This emphasis is central so that the work the students do will reach the broadest audience, including people with disabilities, through the use of a broad range of software and hardware. This course will teach students how to meet the present government standards for accessibility by the disabled and the technical and accessibility standards recommended by the World Wide Web Consortium (W3C). This course will also place an emphasis on the uses of art-images to present information along with the presentation of text and typography for communication and how these elements can make projects on the web more effective. The course will introduce topics such as: clarity of art and design, ease of use (navigability), and in creating art and graphics for web delivery (optimization). There will also be discussion on the dynamics of networked communications, along with issues pertaining to the authoring and publishing of content and media on the internet.

Bachelor of Arts: Arts
General Education: Arts (GA)

ART 102: Beginning Computer Aided Design for Artists

3 Credits

ART 102 explores the computer as artistic media. Student creations are realized through 3D printing, vinyl cutting, and laser engraving. ART 102 Beginning Computer Aided Design for Artists (3) (GA) Students are introduced to the exciting realm of digital 3D design. The class explores the computer as an artistic media as students learn a CAD application. Projects will address the themes of form, function and the aesthetics of design while also gaining an introduction to contemporary sculpture and computer mediated design happening in the art world now. Students are guided through the creation of a variety of objects from chess pieces to cars. Objects created during the class, in a computer application, are then realized tangibly through various output systems including 3D printing, vinyl cutting, and laser engraving. While no prior CAD experience is required students should be aware that all of the art created in class is done on a computer. Students in all areas of study, especially those interested in any aspect of art or engineering, are encouraged to register.

General Education: Arts (GA)

ART 110: Ideas as Visual Images

3 Credits

An introduction to verbal commentary, both oral and written, about art. Students are expected to be inquisitive about the discipline and willing to immerse themselves in it. Students are expected to ask questions, explore new ideas, and engage in the course material.

General Education: Arts (GA)

ART 111: Ideas as Objects

3 Credits

Maximum of 3

An introduction to the relationship between ideas and the creation of three-dimensional objects. In this course, students will learn concepts, methods, and vocabulary relative to the production of three-dimensional objects. Through slide lectures, discussions, critiques, and assigned projects, participants will investigate how to make, analyze, and critique sculptural objects within the context of contemporary art and visual culture. Students are expected to be inquisitive about the discipline and willing to immerse themselves in it. Students are expected to ask questions, explore new ideas, and engage in the course material.

Bachelor of Arts: Arts

ART 122: Commentary on Art

3 Credits

An introduction to verbal commentary, both oral and written, about art. The development of critical and expressive skills given emphasis.

Bachelor of Arts: Arts
United States Cultures (US)
ART 144Z: Climate Change: Arts, Agency and Activism

3 Credits

This course introduces students to contemporary art activism and environmental and humanitarian issues through research presentations, discussions and the production of artwork. It encourages students to imagine the effects of climate change and investigate how art can bring new ways of thinking about and bring a greater awareness to global issues. Media will vary depending on student ideas, it may include drawing, painting, video, sculpture, photography or installation art. Coursework integrates written, oral and visual communication. As an introductory course, assessment will be based equally on class discussion, research presentations, the content of art works produced and student's ability to articulate the synthesis of their work within the theme of climate change. ART 144Z fulfills 3 credits of the GA Domain General Education requirements. ART 144Z may also be used in combination with either BIOL 144Z or PSYCH 144Z as linked courses to fulfill 6-credits of Integrative Studies.

General Education: Arts (GA)
GenEd Learning Objective: Effective Communication
GenEd Learning Objective: Integrative Thinking

ART 165: Artistic Concepts of Space

3 Credits

A studio course that utilizes lecture and varied media experiences to investigate space as artistic expression. ART 165 Artistic Concepts of Space is a hands-on studio course supplemented by lecture. It utilizes various media experiences to investigate notions of space in artistic expression. Explorations will include traditional ways of depicting and constructing space as well as contemporary approaches. Both 2-D and 3-D studio investigations will be employed. A lecture component will provide a historical and cultural backdrop upon which students may better understand the role of special depiction in artistic expression.

General Education: Arts (GA)

ART 166: Artistic Concepts of Form

3 Credits

A studio course that utilizes lecture and varied media experiences to investigate form in artistic expression. ART 166 Artistic Concepts of Form is a hands-on studio course supplemented by lecture. It utilizes various media experiences to investigate notions of form in artistic expression. Explorations will include traditional ways of depicting and constructing form as well as contemporary approaches. Both 2-D and 3-D studio investigations will be employed. A lecture component will provide a historical and cultural backdrop upon which students may better understand the role of special depiction in artistic expression.

General Education: Arts (GA)

ART 168: The Digital Medium

3 Credits

A studio course where the computer is introduced as an artistic media. ART 168 The Digital Medium (3) This course will provide a much needed introductory technological/digital component wherein computing will be discussed as a media, rather than a tool. Students will be engaged in the creation of artistic manifestations of individual interpretations surrounding themes and concepts introduced in class. Each unit of the course will build upon the next resulting in a knowledge base of the possibilities of what the digital medium includes. Students will be asked to demonstrate their knowledge of the medium with a culminating final project that uses at least four of the techniques demonstrated in class. The final project will be determined by the student, manifestations may include a web site, short film, installation, projects, or performance.

General Education: Arts (GA)

ART 197: Special Topics

1-9 Credits/Maximum of 9

Formal courses given infrequently to explore, in depth, a comparatively narrow subject that may be topical or of special interest.

ART 197B: Special Topics - InterDomain

3 Credits/Maximum of 9

Formal course given on a topical or special interest subject offered infrequently; several different topics may be taught in one year or semester. This Special Topics is an Inter-Domain GA/GH GenEd course.

General Education: Arts (GA)
General Education: Humanities (GH)
General Education - Integrative: Interdomain

ART 198: Special Topics

1-9 Credits/Maximum of 9

Formal courses given infrequently to explore, in depth, a comparatively narrow subject that may be topical or of special interest.

Bachelor of Arts: Arts

ART 199: Foreign Studies--Art

1-12 Credits/Maximum of 12

Courses offered in foreign countries by individual or group instruction.

Bachelor of Arts: Arts
International Cultures (IL)

ART 200: Scripting Fundamentals for Visual Artists and Designers

3 Credits/Maximum of 3

This course introduces object-oriented programming fundamentals for the production of expressive interactive experiences such as animations, interfaces and games. ART 200 SCRIPTING FUNDAMENTALS FOR VISUAL ARTISTS AND DESIGNERS introduces object-oriented programming fundamentals for the production of expressive interactive experiences such as animations, interfaces and games. This course
focuses on creative work that is exploratory and experimental and engages students in research methods to advance their skills and critical competence in new media. Students apply computation concepts based on readings and discussions of key texts about interactive design, media art, and game design to the creation of original interactive projects. The course offers a series of scripting exercises in which students learn to develop applications using both a top-down and bottom-up design process. Students also develop a series of more ambitious computational projects using an iterative design process. They produce detailed design treatments and working prototypes before turning in final applications developed using an object-oriented programming language.

ART 201: Intro to Digital Arts: Computer Graphics

3 Credits

Art 201 is a course introducing digital art, design, and new media concepts using graphic applications on the computer. ART 201 Intro to Digital Arts: Computer Graphics (3) This is a course in which the students work with raster graphic, vector graphics and text layout programs. The purpose of the course is to give an introduction to how computer hardware and software can be used to produce works of art and design, which can be exhibited electronically, and also in print. It provides the first step for students interested in realizing their artwork using computers to develop and realize it.

Bachelor of Arts: Arts

ART 202: Computer 3-Dimensional Modeling and Rendering

3 Credits

ART 202 is a studio course introducing the student to 3-D computer modeling and rendering applications on the Macintosh computer.

Bachelor of Arts: Arts

ART 203: The Art of Web Design

3 Credits

This course will focus on utilizing graphic formats ideal for web-based work and designing with web standards. ART 203 The Art of Web Design (3)(BA) This course meets the Bachelor of Arts degree requirements. ART 203 is a 200-level course for the New Media area of concentration in the School of Visual Arts, and will focus on working with different graphic formats, both bitmap and vector based, which work on the web and on designing with web standards to assure accessibility and effective communication of information in a variety of forms. This course will teach how to meet the present government standards for accessibility by the disabled and the technical and accessibility standards recommended by the World Wide Web Consortium (W3C). The web as a global communication medium will be discussed, with special consideration given to the presentation of sites using languages other than English. The course will also emphasize the various uses of images to present information in different ways, in a variety of formats - gif, jpg, png, swf and svg - to learn which is the most effective for the particular information being presented. The use of text and typography for communication and how these can make artwork on the web more effective will also be examined. Clarity and flexibility of art and design, ease of use and creating web-optimized files that download quickly will be other subjects of concern. There will also be examples and discussion of artists and designers currently using the web, how communication on the web can work well, how it can work badly and how it can be abused.

Bachelor of Arts: Arts

ART 204: Animation Fundamentals

3 Credits

This course provides foundational knowledge for creating animated works that communicate ideas, enhance user interaction, and inspire critical reflection. ART 204: Animation Fundamentals focuses on creative work that is grounded in fundamentals and engages students in research methods to advance their skills and critical competence in time-based media. Students are introduced to core skills and knowledge necessary for producing animated works that communicate ideas, enhance user interface and interaction, and inspire critical reflection. Through a series of animation exercises students apply visual digital concepts in the creation of original animated projects that are further enhanced by critical responses to screenings and discussions of key texts about animation. Initial exercises cover animation principles and tools, creating assets, production planning, layout and composition, keyframes, transformation and deformation, and interpolation. Character animation design and development, rigging, asset preparation, camera are covered, along with various forms of interface prototypes such as interaction design, wireframes, interface elements. Students are also introduced to typography, sound design and Foley, motion design, color, masking, post effects, and color grading. Later in the course, students also develop a series of more ambitious animation projects using an iterative design process that further develops their digital competencies and creative and critical capabilities in time-based media.

ART 211: Introduction to Digital Art and Design Criticism

3 Credits/Maximum of 3

An introduction to the language, aesthetics and cultural impacts of digital art and design in contemporary society. ART 211 Introduction to Digital Art and Design Criticism (3) (US)(BA) This course meets the Bachelor of Arts degree requirements. ART 211 examines 1) the conventions, language, practices, and aesthetics used by digital artists and designers and 2) the social and cultural implications that they and their works have for society with regard for the contexts of politics, philosophy, economics, race, gender, and technological development. Critical and creative thinking and expression are given primary emphasis in class activities and assignments. The course meets twice weekly and topics are explored through lectures, discussions, readings, presentations by visiting speakers, and out-of-class trips. Course assignments are writing and project based and require students to respond to ideas and concepts presented in class and to develop critiques of digital works through a variety of formats. Assignments include informal in-class projects, media reviews, a course journal, and a final project. Students build writing skills through analyzing assigned readings and developing research- and reflection-based projects about digital art and design. Speaking and listening skills are developed through discussions and collaborative activities. Course topics explore the: - social contexts of digital art/design; - significance of the computer interface to digital art and design; - practices used by digital artists and designers and their impact on audiences; and - professional issues, concerns, and controversies affecting digital art/design, artists/designers, and their audiences. Students are required to have access to the Internet and to their University e-mail account. ART 211 will enroll 25 students and will be offered spring semester.

Bachelor of Arts: Arts

United States Cultures (US)
ART 211Y: Introduction to Digital Art and Design Criticism
3 Credits
An introduction to the language, aesthetics, and cultural impacts of digital art and design in contemporary society.
Bachelor of Arts: Arts
United States Cultures (US)
Writing Across the Curriculum

ART 220: Figure Drawing
3 Credits
Drawing from life. Emphasis on developing the ability to comprehend and record the human figure. ART 220 Figure Drawing (3) This course is intended to further investigate the art of figure drawing for art majors. As a studio offering, emphasis is placed on hands-on studio activities, which promote visual literacy and sensitivity to the various conventions used in figure drawing. Students will be given the opportunity to explore many of the traditional materials of drawing, including pencil, charcoal, conté, ink and ink wash, pastel, as well as experimental tools. As well, slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which figure drawing functions. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

Prerequisite: ART 110S, ART 111, and enrollment in the School of Visual Arts or successful completion of an admissions portfolio review Bachelor of Arts: Arts

ART 223: Drawing: Techniques, Materials, and Tools
3 Credits
Drawing with an emphasis on organization and the development of drawing skills through a variety of techniques, materials, and tools. ART 223 Drawing: Techniques, Materials, and Tools (3) This course is intended to further investigate the art of drawing for art majors. As a studio offering, emphasis is placed on hands-on studio activities, which promote visual literacy and sensitivity to the various conventions used in drawing. Students will be given the opportunity to explore many of the traditional materials of drawing, including pencil, charcoal, conté, ink and ink wash, pastel, as well as experimental tools. As well, slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which drawing functions. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

Prerequisite: ART 110S, ART 111, and enrollment in the School of Visual Arts or successful completion of an admissions portfolio review Bachelor of Arts: Arts

ART 230 Beginning Sculpture (3) This course is intended to investigate the art of sculpture for art majors. As a studio offering, emphasis is placed on hands-on studio activities, which promote visual literacy and sensitivity to the various conventions used in sculpture. Students will be given the opportunity to explore many of the traditional materials and processes of sculpture, including additive and subtractive processes, plaster-working, wood fabrication, metal fabrication, and mixed-media usage, as well as experimental tools and processes. Slide presentations, studio visits and museum critiques will augment studio exercises to facilitate a greater awareness of the cultural context in which sculpture functions. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

ART 240 Beginning Printmaking
3 Credits
An introduction to printmaking consisting of lectures, demonstrations, and studio work to cover a broad range of processes. ART 240 Beginning Printmaking (3) This course will consist of lectures, demonstrations, and studio practice in a broad range of printmaking processes. Critiques will be directed toward technical, aesthetic, and historical issues in black and white and color print. Various print collections within the University will be employed to acquaint the students with the work of the professional in the field. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

Prerequisite: ART 110S, ART 111, and enrollment in the School of Visual Arts or successful completion of an admissions portfolio review Bachelor of Arts: Arts

ART 250 Beginning Oil Painting
3 Credits
The materials and techniques of painting in oil and their uses in creative painting on panels and canvas. ART 250 Beginning Oil Painting (3) This course is designed to teach beginning students the basic fundamentals of painting and introduce them to the visual arts as a vehicle for personal expression. It is divided into technical categories for organizational purposes. The unique process of each discipline structures the course and allows for individual expression from a diversity of students with different skills and interests. The basic skills are introduced and studied through the creative process, from conception of an idea, preliminary sketches, variations, and final painting. Emphasis is placed on understanding the goals for each student and focusing on his or her shortcomings and strengths. While a basic mastery of mimetic painting is aimed at, a diverse range of aesthetic styles is presented. Thus the purpose of this course is to increase the appreciation of the visual arts through studio processes and the development of meaningful critical facility. We hope to educate students who will understand the fundamentals of painting and who will become part of an educated audience for the arts. Hopefully, they will be more imaginative and creative people. The studio emphasis on individual growth allows for
ART 265: Artistic Concepts of Color (3) ART 265 Artistic Concepts of Color is a hands-on studio course that utilizes lecture and various media experiences to investigate light as artistic expression. ART 266 Artistic Concepts of Light (3) ART 266 Artistic Concepts of Light provides students with necessary concepts about light. Both 2-D and 3-D studio investigations will be employed. A lecture component will provide a historical and cultural backdrop upon which students may better understand the role of special depiction in artistic expression.

Prerequisite: ART 165, ART 166

ART 269: Methods and Materials I (3) This course develops artistic expression in water-based painting media while developing skills with watercolor, ink, acrylic, and natural pigments. ART 260 Water Media introduces techniques and concepts relevant to the creation of artworks using water based painting media, materials and techniques, including watercolor, ink, acrylic, and natural pigments, as well as different grounds and surfaces. Basic techniques are introduced and skills are developed while experimentation and innovation are encouraged. Water-based painting media such as watercolor, ink, acrylic, and natural pigments, are covered. Examples from historical and contemporary water media painting practice will be presented and discussed. Particular emphasis will be placed upon the development of individual expression and a critical awareness concerning processes, composition, and content. Students apply their emerging skills and expressive preferences in developing a concentrated body of work. A goal is that the work demonstrates technical competence and conceptual awareness through the pursuit and refinement of an evolving personal vision. Students are introduced to the process of critique, which is central to the critical learning skills that are core experiences to the studio experience. This course gives students the requisite technical and conceptual skills to take more advanced painting and drawing courses such as ART 320 ADVANCED DRAWING and ART 350 INTERMEDIATE PAINTING among others. ART 260 will be offered once a year in the Spring semester.

ART 265: Artistic Concepts of Color (3) ART 265 Artistic Concepts of Color is a hands-on studio course supplemented by lecture. It utilizes various media experiences to investigate notions of color in artistic expression. Explorations will include traditional ways of investigating and creating color as well as contemporary approaches. Both 2-D and 3-D studio investigations will be employed. A lecture component will provide a historical and cultural backdrop upon which students may better understand the role of special depiction in artistic expression.

Prerequisite: ART 165, ART 166

ART 266: Artistic Concepts of Light (3) A studio course that utilizes lecture and varied media experiences to investigate light as artistic expression. ART 266 Artistic Concepts of Light provides students with necessary concepts about light. Both 2-D and 3-D studio investigations will be employed. A lecture component will provide a historical and cultural backdrop upon which students may better understand the role of special depiction in artistic expression.

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Prerequisite: ART 165, ART 166
on important aspects of photography. They may include: portraits, self-portraits, nature photographs, travel photographs, documentary series, experimental images, action assignments, etc. The final assignment will be a self-defined topic that allows the student to explore and work in an area of personal interest. Each topic will be selected to acquaint the student with important aesthetic principals in photography and at the same time advance their technical skill in the process of making photographic images. As part of the five assignments in ART 290, students will also gain background on the history of photography and the critical evaluation of photographs. For each assignment there will be an accompanying gallery of work by other photographers (professionals, amateurs, and students) on the assigned topic area. Each photograph in the gallery will be accompanied by an "artist’s statement" - a written critical statement where the photographer describes his or her work and methods. Students will be required to complete each of the five assigned topics by submitting a final "gallery" of four photographs with a written "artist’s statement" that speaks to the intent, process, and result of their work. Final submissions will help students develop skills in not only making photographs but critically evaluating their own work and articulating their personal means, methods, and objectives as photographers. Grading will be based on (1) the completion of weekly submissions, (2) the quality of photographs in final submissions for each assignment, (3) attendance, and (4) participation in critiques. A digital camera is required. ART 290 will be offered fall and spring semesters.

Bachelor of Arts: Arts

ART 296: Independent Studies

1-18 Credits/Maximum of 18

Creative projects, including research and design, which are supervised on an individual basis and which fall outside the scope of formal courses.

Bachelor of Arts: Arts

ART 297: Special Topics

1-9 Credits/Maximum of 9

Formal courses given infrequently to explore, in depth, a comparatively narrow subject which may be topical or of special interest.

Bachelor of Arts: Arts

ART 297C: Special Topics - InterDomain

3 Credits/Maximum of 9

Formal course given on a topical or special interest subject offered infrequently; several different topics may be taught in one year or semester. This Special Topics is an Inter-Domain GA/GS GenEd course.

General Education: Arts (GA)

General Education: Social and Behavioral Scien (GS)

General Education - Integrative: Interdomain

ART 299: Foreign Study--Art

1-12 Credits/Maximum of 12

Courses offered in foreign countries by individual or group instruction.

Bachelor of Arts: Arts

International Cultures (IL)

ART 302: Digital Portfolio Elements

3 Credits

The creation of more involved digital projects that may ultimately be included in the students’ digital portfolio. ART 302 Digital Portfolio Elements (3) ART 302 DIGITAL PORTFOLIO ELEMENTS (3) This course utilizes relevant digital tools for the completion of more involved projects that may ultimately be included in the students’ digital portfolio. Through completion of the course, students will gain increased ability and independence in the application of relevant digital tools. The structure of the assignments and overall course will prepare and guide the students towards increased professionalism.

Prerequisite: ART 201 or ART 203

ART 314: Computer 3-D: Modeling, Rendering, and Animation

4 Credits/Maximum of 12

A studio course introducing 3-d computer generated artwork and content creation using modeling, rendering, and animation applications on the computer. ART 314 Computer 3-D: Modeling, Rendering, and Animation (4 per semester/maximum of 12) This is a studio course introducing 3-D computer generated artwork and content creation using modeling, rendering, and animation applications on the computer. This course will provide students with an in-depth understanding of 3-D techniques and production strategies for the visual and new media artist through technical exercises and creative exploration of the medium. The course will seek to introduce students to a wide range of digitally generated 3-D based creative work and concentrate on producing and integrating 3-D modeled, rendered, and/or animated work into new media and studio art practice. This course will explore the nature and potential of digitally generated 3-D artworks through lectures, readings, demonstrations, studio practice, and critiques. Assignments will cover a range of applications used in 3-D studio production. This course will culminate in the creation of a series of original 3-D generated artworks.

Prerequisite: ART 201 and enrollment in the ART BA, ART BFA, Art Education, Interdisciplinary Digital Studio (IDS) or Integrative Arts degree program

Bachelor of Arts: Arts

ART 315: New Media Art: New Media Studio

4 Credits

A studio course concentrating on digital art and new media authoring practices. ART 315 New Media Art: New Media Studio (4)(BA) This course meets the Bachelor of Arts degree requirements. This is a studio art class that focuses on creating, authoring, exhibiting, and critically evaluating interactive multimedia artworks. The course explores experimental uses of new media in the visual arts with emphasis on integrating digital media with current studio practices in two-, three-, and four-dimensional art. In addition to the actual creation of new media artworks, the course will engage students in research methods to advance their skills in new media and help them to develop an understanding of the critical evaluation and assessment of new media artworks. This course will explore the nature and potential of digital art through lectures, readings, demonstrations, studio practice, and critiques. Assignments will cover a range of digital multimedia applications in sound, image, motion, interactivity, interface design, and media authoring. The course will culminate in a final multimedia authored project for presentation on the Web, CD-ROM, DVD, or tape.
Prerequisite: ART 201 and enrollment in the ART BA, ART BFA, Art Education, Interdisciplinary Digital Studio (IDS) or Integrative Arts degree program
Bachelor of Arts: Arts
ART 316: Video Art and Time-Based Media
4 Credits/Maximum of 8
A studio course concentrating on video art, new media, and experimental time based work. ART 316 Video Art and Time-Based Media (4 per semester/maximum of 8) This course meets the Bachelor of Arts degree requirements. ART 316 is a studio art class that focuses on creating, authoring, exhibiting, and critically evaluating video and time-based arts. This new media course explores experimental uses of video by visual artists with an emphasis on integrating digital video into current studio practice (i.e., new media digital arts, mixed media, installation, and performance). The course will engage students in research methods to advance their skills in time-based media and to help them develop an understanding of the critical evaluation and assessment of video and time-based artworks. This course will explore the nature and potential of digital video art making through lectures, readings, demonstrations, studio practice, and critiques. Assignments will cover a range of digital video authoring applications central to video and time-based arts production. The course will culminate in a video art screening/exhibition of student work.
Prerequisite: ART 315
Bachelor of Arts: Arts
ART 318: New Media Art: Game Art
4 Credits/Maximum of 8
A studio course concentrating on game art and new media authoring practices. ART 318 New Media Art: Game Art (4 per semester/maximum of 8) This course will concentrate on creating, authoring, exhibiting, and critically evaluating interactive games as creative vehicle for self-expression. This course will focus on creative work that is exploratory and experimental and engage students in research methods to advance their skills and critical competence in new media. This course will explore the nature and potential of digital art through lectures, readings, demonstrations, studio practice, and critiques. Assignments will cover a range of digital multimedia applications in sound, image, motion, interactivity, interface design, and media authoring. The course will culminate in a final interactive game authored project for presentation on the Web, CD-ROM, or DVD.
Prerequisite: ART 314, ART 315
ART 319: Physical Computing
4 Credits/Maximum of 8
A studio course concentrating on interactive physical systems using software/sensors that can sense and respond to the analog world. ART 319 Physical Computing (4 per semester/maximum of 8) This is a course that looks at alternative techniques for engaging an audience with computer-based art, aside from the familiar monitor-mouse dialog. The course introduces students to haptic systems, interactive environments, dynamic control systems, procedural video/audio and the creation of work that is exploratory and experimental. Through readings, discussions, design of individual and collaborative projects, students are expected to develop an articulate, theoretical basis for conceptualizing and discussing works presented in class as well as their own creative projects. Assignments will cover both a technical introduction to basic electronics, analog circuit design, and microcontrollers as well as design concepts and philosophies for building interactive art objects.
Prerequisite: ART 201, and enrollment in the ART BA, ART BFA, Art Education, Interdisciplinary Digital Studio or Integrative Arts degree programs
ART 320: Advanced Drawing
4 Credits/Maximum of 8
Drawing for art majors; emphasis on sustained individual approaches based on figurative and nonfigurative sources. ART 320 Advanced Drawing (4 per semester/maximum of 8) This course is for students who have a firm commitment in the arts, who have adequate background in the use of techniques and materials, and who have experimented with a variety of approaches to subject matter. This course is designed to focus and develop personal approaches to subject matter and to encourage a sustained interest in work. Portfolios will be graded and midterm and at the end of the semester. In addition to the portfolio requirements, each student will give a presentation on a contemporary artist whose work has in some way influenced your own current body of work. Critiques will be regularly scheduled. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.
Prerequisite: ART 220, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program
Bachelor of Arts: Arts
ART 330: Intermediate Sculpture: Metal Fabrication and Mixed-media
4 Credits/Maximum of 8
Development of technical and conceptual skills through metal fabrication, welding, and mixed-media processes. ART 330 Intermediate Sculpture: Metal Fabrication and Mixed-media (4 per semester/maximum of 8) This course is for students who have a firm commitment in the arts, who have adequate background in the use of techniques and materials, and who have experimented with a variety of approaches to subject matter. This course is designed to focus and develop personal approaches to subject matter and to encourage a sustained interest in work. Readings, lectures, movies, and demonstrations will introduce students to the materials and techniques used in the various sculpture processes. Projects will be assigned throughout the semester and group critiques will be scheduled at regular intervals. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.
Prerequisite: ART 230, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program
Bachelor of Arts: Arts
ART 331: Intermediate Sculpture: Metal Casting and Mold-Making
4 Credits/Maximum of 8
Development of technical and conceptual skills through metal casting and mold-making processes. ART 331 Intermediate Sculpture: Metal Casting and Mold-Making (4 per semester/maximum of 12) This course is...
for students who have a firm commitment in the arts, who have adequate background in the use of techniques and materials, and who have experimented with a variety of approaches to subject matter. This course is designed to focus and develop personal approaches to subject matter and to encourage a sustained interest in work through the development of technical and conceptual skills through metal casting and mold-making. Students will learn both traditional and non-traditional ways of making sculptural objects that use these skills as primary means of artistic communication. Readings, lectures, movies, and demonstrations will introduce students to the materials and techniques used in the various sculpture processes. Projects will be assigned throughout the semester and group critiques will be scheduled at regular intervals.

This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

**Prerequisite:** ART 230, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program.

Bachelor of Arts: Arts

**ART 338: The Body: Issues and Objects**

4 Credits/Maximum of 8

Creating representations of the human body and related objects as a means of sculptural expression. ART 338 The Body: Issues and Objects (4 per semester/maximum of 8) This course is for students who have a firm commitment in the arts, who have adequate background in the use of techniques and materials, and who have experimented with a variety of approaches to subject matter. This course is designed to focus and develop personal approaches to subject matter and to encourage a sustained interest in work through the exploration of both historical and contemporary artmaking practice concerning the representation of the human body and objects related to the body. Students will learn both traditional and non-traditional ways of making sculptural objects that use the body as a primary means of artistic communication. Readings, lectures, movies, and demonstrations will introduce students to the materials and techniques used in the various sculpture processes. Projects will be assigned throughout the semester and group critiques will be scheduled at regular intervals.

This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

**Prerequisite:** ART 230, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program.

Bachelor of Arts: Arts

**ART 342: Intermediate Printmaking: Lithography/Serigraphy**

4 Credits

Instruction and practice in the fundamentals of intaglio and relief printmaking processes in their relation to the fine arts. ART 342 Intermediate Printmaking: Intaglio/Relief (4) This course is designed for the student who is interested in expanding her/his image making vocabulary through intaglio and relief printmaking processes. It will expose students to the history and practice of these processes, and will prepare students to competently produce original works.

Readings, lectures, and demonstrations will introduce students to the materials and techniques used in the various intaglio and relief processes. Projects will be assigned throughout the semester and group critiques will be scheduled at regular intervals.

This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of complete artworks.

**Prerequisite:** ART 240, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program.

Bachelor of Arts: Arts

**ART 342: Intermediate Printmaking: Lithography/Serigraphy**

4 Credits

Instruction and practice in the fundamentals of lithographic and serigraphic processes and their relationship to the meaning of the print. ART 342 Intermediate Printmaking: Lithography/Serigraphy (4) This course is designed for the student who is interested in expanding her/his image making vocabulary through lithographic and serigraphic printmaking processes. It will expose students to the history and practice of these processes, and will prepare students to competently produce original works.

Readings, lectures, and demonstrations will introduce students to the materials and techniques used in the various lithographic and serigraphic processes. Projects will be assigned throughout the semester and group critiques will be scheduled at regular intervals.

This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

**Prerequisite:** ART 240, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program.

Bachelor of Arts: Arts
ART 343: New Media Printmaking

4 Credits/Maximum of 8

A studio course concentrating on the integration of new media and traditional printmaking processes. ART 343 New Media Printmaking (4 per semester/maximum of 8) ART 343 is a studio art class that focuses on creating and critically evaluating printed media. Problem solving with new and traditional print technologies will allow the student to use both the computer and the printing press as a means to a creative end. Students will acquire the skills to critically participate in our technology driven culture, while at the same time they will develop an appreciation for the aesthetics of the handmade. This course will explore the nature and potential of printed media through lectures, readings, demonstrations, studio practice, and critiques. Various conceptually driven assignments will cover a range of graphic computer programs (Adobe Photoshop and Adobe Illustrator) and specific print outputs (digital, photo litho, photo etching and serigraphy) These assignments will engage students in research methods to advance their skills in printed media and help them to develop an understanding of the critical evaluation and assessment of Art.

Prerequisite: ART 201 or ART 240, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program Bachelor of Arts: Arts

ART 350: Intermediate Painting

4 Credits/Maximum of 8

A variable offering in painting; course conditions defined on a rotating basis according to needs of individuals and groups. ART 350 Intermediate Painting (4 per semester/maximum of 8) This course is will further develop painting techniques, using the genres of landscape, still life, and painting from the model, collage, abstraction, and some digital applications. Examples from past and contemporary painting practice will be presented and discussed. Particular emphasis will be placed upon the development of a critical awareness concerning processes and content. Readings and discussions will focus on contemporary cultural and political issues. Projects will be assigned throughout the semester and group critiques will be scheduled at regular intervals. This labor-intensive studio relies upon cumulative learning experience through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their creative use and application is essential to the success of completed artworks.

Prerequisite: ART 250, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program Bachelor of Arts: Arts

ART 350H: Intermediate Painting

4 Credits/Maximum of 8

A variable offering in painting; course conditions defined on a rotating basis according to needs of individuals and groups.

Bachelor of Arts: Arts

Honors

ART 365: Themes and Issues I

3 Credits

An advanced studio course that emphasizes individual approach to theme oriented problem solving through traditional and non-traditional multi-media explorations. ART 365 Themes and Issues I (3) ART 365 contains a common course theme wherein students will be asked to build a series of three completed works in diverse materials and techniques. Students will work to build clear concepts that are communicated through objects and images. Beginning with a thorough investigation of how artists of all fields (music, architecture, design, writing, theatre etc.) have interpreted the theme students will be guided through research, brainstorming, and concept development activities. During this they will be asked to keep a journal which documents their process through written descriptions and comments but also image based resources, sketches, diagrams, and in progress photographs. Students will be urged to complete pieces that are conceptually linked so as to begin working in series. At the completion of each piece, students and faculty will conduct group critiques.

Prerequisite: ART 165, ART 166, ART 265, ART 266

ART 366: Themes and Issues II

3 Credits

An advanced studio course that emphasizes individual approach to theme oriented problem solving through traditional and non-traditional multi-media explorations. ART 366 Themes and Issues II (3) ART 366 contains a common course theme wherein students will be asked to build a series of three completed works in diverse materials and techniques. Students will work to build clear concepts that are communicated through objects and images. Beginning with a thorough investigation of how artists of all fields (music, architecture, design, writing, theatre etc.) have interpreted the theme students will be guided through research, brainstorming, and concept development activities. During this they will be asked to keep a journal which documents their process through written descriptions and comments but also image based resources, sketches, diagrams, and in progress photographs. Students will be urged to complete pieces that are conceptually linked so as to begin working in series. At the completion of each piece students and faculty will conduct group critiques and each student will mount a smale-scale individual exhibition at one of the many available areas for exhibition on campus.

Prerequisite: ART 165, ART 166, ART 265, ART 266, ART 365

ART 380: Intermediate Throwing

4 Credits/Maximum of 12

Intermediate ceramics course with focus on using wheel and throwing skills leading to personal expression in form, glazing, and firing. ART 380 Intermediate Throwing (4 per semester/maximum of 12) The purpose of this course is to explore the use of the wheel. Various types of forms will be addressed such as bowls, covered jars, and vases. Technical skills will be learned with the goal to use them to create a personal means of expression via the wheel. Both traditional and nontraditional vessels will be created. Forming, trimming and glazing techniques will be covered. There will be both group and individual critiques along with slide presentations and demonstrations. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

Prerequisite: ART 280, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program Bachelor of Arts: Arts
ART 381: Intermediate Handbuilding

4 Credits/Maximum of 12

An intermediate ceramics course with a focus on handbuilding techniques, leading to personal expression in forming, glazing, and firing. ART 381 Intermediate Handbuilding (4 per semester/maximum of 12) The purpose of this course is to explore different means of expression with the techniques of handbuilding. Clay is unlike any other material in that it can be transformed into virtually anything. Some of the forming methods which be addressed are coil, slab, carving, modeling and slump/press molds. The course will have assignments that are technically challenging, but will call on creative and artistic abilities. Slide presentations and group and individual critiques will be part of the curriculum. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

Prerequisite: ART 280, ART H111, ART H112, and enrollment in the ART BA, ART BFA, ART Education, or Integrative Arts degree program.

Bachelor of Arts: Arts

ART 390: Introduction to Photochemical Photography

4 Credits

Introduction to the fundamentals of black and white photochemical photography. ART 390 Introduction to Photochemical Photography (4)(BA) This course meets the Bachelor of Arts degree requirements. ART 390 will explore the art and science of 35mm black and white photography. It will introduce students to chemically based photography as a process and continue to advance their skill and background as photographers. In the course, students will learn about film cameras and their operation, basic film types, film developing and processing, and basic photochemical printing practices. Students will also develop skills through experience in making, developing, printing, and presenting photographs created through photochemical processes. Each student will be required to turn in 20 contact sheets (36 exposures each) during the semester on required weekly assignments and develop a final project containing 25 mounted 8 x 10 black and white prints. 40% of the semester grade will be based on the final project, 40% on weekly assignments, and 20% on quizzes. A 35mm film camera with adjustable shutter speeds and aperture settings and a light meter (hand-held or built into the camera) is required. In addition, materials (film, photo paper, developing tanks, photo thermometer, etc.) will cost around $300 to $350. ART 390 will be offered fall and spring semesters.

Prerequisite: ART 110S, ART 111, ART 290, and successful portfolio review

Bachelor of Arts: Arts

ART 397: Special Topics

1-9 Credits/Maximum of 9

Formal courses given infrequently to explore, in depth, a comparatively narrow subject which may be topical or of special interest.

Bachelor of Arts: Arts

ART 397C: **SPECIAL TOPICS**

1-6 Credits/Maximum of 6

Bachelor of Arts: Arts

ART 399: Foreign Study–Art

1-12 Credits/Maximum of 12

Courses offered in foreign countries by individual or group instruction.

Bachelor of Arts: Arts

International Cultures (IL)

ART 402: Portfolio Design and Professional Practices

3 Credits

This course emphasizes the development of presentation skills for digital artists in audience/client interactions. ART 402 Portfolio Design and Professional Practices (3) ART 402 PORTFOLIO DESIGN AND PROFESSIONAL PRACTICES (3) is the concluding experience for all students enrolled in the Digital Arts Certificate (DAC) program. The course provides opportunities for students to learn about the practical application of professional practices and portfolio development tools specific to careers that require knowledge of digital art and design principles and culminates in the development of a professional-quality creative portfolio. The course prepares the DAC student with the skills, knowledge, and ability to 1) communicate a critical understanding of his/her work through the articulation of goals, critique, and self-assessment; 2) identify, assess, and evaluate tools and information necessary to maintaining current and effective techniques for written and visual self-presentation; and 3) prepare and present online a professional-quality creative portfolio of digital art/design works and appropriate supporting documentation. The course is taught fully online and comprises coursework supported by online presentations and guest talks, assigned readings, and other resources and reference materials relevant to the professional development of digital artists and designers. Course topics include: 1) the role of the portfolio, 2) selecting portfolio ingredients and how to adapt them for different audiences, 3) selecting/composing supporting documentation for the creative portfolio, 4) developing a professional-level online presentation of the digital portfolio, 5) locating and evaluating resources for the digital arts/design professional and identifying professional practices relevant for individuals working in digital art and design. Students engage in both individual and team-based projects and interactions via activities such as asynchronous group discussions and guest talks delivered by streaming media. Assessment is based on the quality of the student’s work and participation in individual and team-based projects and activities that include online discussions, peer-reviews, collaborative research, and the development of an online presentation for the creative portfolio. Students receive regular individual and group feedback throughout the course in the form of instructor and peer reviews and critiques. Formal assessment occurs at regular intervals in a manner that evaluates both individual and group components of assigned tasks and activities. Students are expected to positively contribute to the course through active engagement in online discussions, team-based work and activities, and peer reviews. Course assignments include creative and written components and provide multiple ways for students to engage in various forms of professional development, self-evaluation, and critique. Students are required to have access to the Internet.

Prerequisite: ART 302
ART 404: Art and Life: Where They Intersect

4 Credits

This course addresses where art and life meet; how life influences what artists make, and how art influences our lives. "Art and Life: Where They Intersect" focuses on interdisciplinary areas that address notions of creativity, critical thinking, and studio practice as well as how these perspectives can influence what an artist creates. The essence of the course examines how life influences what an artist makes, and conversely how what we create influences how we live. Themes and ideas draw from interdisciplinary perspectives such as contextual approaches to creativity that are linked to themes in sociological, material theories of art as related to distributed views of cognition, expressive aesthetics that are connected to introspective perspectives of psychoanalytic theories, and other forms of creative agency found in the human sciences. The content of the course includes both studio practice and critical studies. This combination of experiential learning and critical theory is designed to give students a greater understanding and comprehension of the creative process from the point of view of individual interests and a variety of cultural contexts. The course includes students writing autobiographies in relation to their artwork. This reflective analysis is referenced to seminal essays that focus on different disciplinary perspectives on creativity. Creative studio projects will be undertaken to complement textual analysis and seminar discussion. By integrating studio practices with critical studies the creative process is more fully understood. The course curriculum relies on active student participation in class discussions and a willingness to share and take risks in the spirit of contributing to a collaborative learning experience. Art is by nature multidisciplinary and increasingly teaching art means teaching about life. The course is designed for students with a desire to acquire a deeper understanding of their creative research in the context of contemporary culture.

Prerequisite: fifth semester standing or higher

ART 409: Museum Studies

3 Credits

An introduction to the professional activities that occur in art museums. ART 409 / ARTH 409 Museum Studies (3)(BA) This course meets the Bachelor of Arts degree requirements. This course introduces students to the broad field of art museum work, specifically museum administration, education, curatorial work, registration, and exhibition design. Readings by authors in each field provide current theoretical and philosophical frameworks for all areas, which are then followed by discussions and practical experiences with professional museum practitioners, including the staff of a museum, for example, the Palmer Museum of Art, and invited guests. Museum Studies is open to students who have complete six credits in art, art education, or art history. This course is especially beneficial for majors in art, art education, and art history who are considering a career in an art museum or who want to become more aware about how an art museum functions. In addition to providing an in-depth introduction to art museum work, the course encourages students to build the critical thinking and response skills that are crucial to success in the real-world environment of a museum. The readings provide a solid foundation for later reference or further study in the student's chosen field. Offered every spring, this course will have a maximum enrollment of 20 students. Grades are based on class participation, four out-of-class projects, and a final project. Extra credit is offered for an off-campus visit to a museum, among other options.

Prerequisite: 6 credits of ART H, ART and/or A ED

Cross-listed with: ARTH 409
Bachelor of Arts: Arts

ART 411: Seminar in Contemporary Art

3 Credits/Maximum of 6

Trends in contemporary art investigated within the framework of studio visitations, museum tours, and through other related avenues of encounter. ART 411 Seminar in Contemporary Art (3) This seminar on contemporary art exposes students to artistic practices and to the advanced-level critical discourses accompanying them. It is relevant to all students interested in expanding their knowledge of contemporary art and essential to BFA students who are encouraged to take the course more than once. The only prerequisite for this course is ART 122. The seminar's intimate format allows for discussions and a convivial examination of the pluralistic expressions of contemporary art while articulating it with theory and criticism. From an international perspective, this seminar focuses on art since the 1960s. Besides more traditional artistic expressions such as painting, sculpture, photography, installation, performance and video, the course examines networked collaborations before and after the Internet, art and social activism, and a range of new media and new genre artistic practices. The conceptual issues these works raise include among others the dematerialization of the art object, issues of site-specificity and public art, and institutional critique. The course approaches these developments through artists' writings and essays in contemporary theory and criticism. Works of art are presented through videos, power points, films, performances, gallery visits, field trips, and discussions of related essays. Critical "reading" includes an extensive introduction to the work's historical contexts, readings from primary source materials, and the exploration of critical methods of analysis. From a cross-disciplinary perspective - including historical, aesthetic and philosophical approaches - this course examines principles, assumptions, and tensions inherent in artist's works as well as in our responses to them. Student evaluation is based on short written papers such as an exhibition review or an interview, participation in class discussions, and a creative project (ranging from a web site to an installation, artist's book, or a performance), which must reflect a general understanding of the issues addressed in the course. The course is offered at least once a year with the enrollment of 15 students.

Prerequisite: ART 122Y, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program. Bachelor of Arts: Arts United States Cultures (US)

ART 413: Performance Art

3 Credits

The development, production, and presentation of performance art works, and the study of performance art theory and history. ART 413 Performance Art (3)(BA) This course meets the Bachelor of Arts degree requirements. This course will consist of lectures, readings, demonstrations, critiques, and studio practices in performance art. The course will begin with introductory exercises aimed toward the use and understanding of objects, images, materials, and actions of the body as performance elements. Performance assignments will range from autobiographical works to those which will address political issues effecting art and the body today such as sexuality, ethnicity, health, ecology, the art market, government intervention, and others. Reading and discussion assignments will cover the theory and history of performance art in the twentieth-century. Performance Art Paper: One week after the second performance project, students will be required to submit a paper
that defines performance art. The paper should be typewritten, double-spaced, and three pages in length. In addition, it should contain a page for references that indicates at least five sources that have been used from the course reading list to support arguments.

**Prerequisite:** 4 credits of 300-level art, or graduate level status, or permission of instructor

Bachelor of Arts: Arts

**ART 415: Integrating Media: Convergence in Practice**

4 Credits/Maximum of 12

A studio course concentrating on the integration of new media technologies in contemporary art practice. ART 415 Integrating Media: Convergence in Practice (4) This course meets the Bachelor of Arts degree requirements. This course will concentrate on the integration of technologies into contemporary studio art practice. Emphasis will be placed on the convergence of digital, interactive, and time-based experiences within current studio practice. Assignments will cover a range of digital multimedia applications in sound, image, motion, interactivity, interface design, and media authoring. The course will culminate in a final large-scale collaborative media project, group show, installation, video screening, and/or class web presentation. This course will be offered fall and spring semesters.

**Prerequisite:** ART 315
Bachelor of Arts: Arts

**ART 416: Advanced Web and Net Art: Multimedia Publishing**

4 Credits/Maximum of 12

A studio course concentrating on multimedia online "net art" practice and Web publishing. ART 416 Advanced Web and Net Art: Multimedia Publishing (4 per semester/maximum of 12)This course meets the Bachelor of Arts degree requirements. This is a studio art class that focuses on creating, authoring, exhibiting, and discussion online art practice. "Net Art" has become an important form of new media art creation and exhibition. The course explores experimental uses of new media in the visual arts with emphasis on integrating net art and design practice in cyberspace with current studio practices in two, three, and four (time-based) dimensional art. In addition to the actual creation of new media artworks, the course will engage students in research methods to advance their skills in new media art and design and help them to develop an understanding of the critical evaluation and assessment of new media artworks created specifically for the web. The course will also explore various methods and strategies for exhibiting and publishing artworks on the web and creating online portfolios. The course will examine and explore the potentials of net-based art through lectures, readings, demonstrations, creative practice in studio, critiques, and actual web-published exhibitions. Assignments will cover a range of digital multimedia applications in sound, image, motion, interactivity, interface design, and media authoring. The course will culminate in an online exhibition and personal portfolio sites published on the web.

**Prerequisite:** ART 203, ART 315, and 8 credits of 300-level new media
Bachelor of Arts: Arts

**ART 419: Advanced New Media: Capstone**

4 Credits/Maximum of 8

A new media and digital arts capstone course concentrating on the integration of art and technology in advanced thesis projects. ART 419 Advanced New Media: Capstone (4 per semester/maximum of 8) This is an advanced senior level capstone experience for new media. The course concentrates on advanced media theory and discourse, the integration of new media technologies into contemporary studio art and design practice, and on the creation and documenting of senior thesis projects. The course will focus on the final preparation of professional portfolios. The course will follow a studio/seminar model. Student thesis projects may cover a range of digital multimedia applications in sound, image, motion, interactivity, interface design, 2D, 3D, 4D media authoring, etc. in relation to their focus in new media art and design practice.

**Prerequisite:** ART 315, ART 203 or ART 416, and 12 credits of 300/400-level new media, senior or graduate standing

**ART 421: Drawing**

4 Credits/Maximum of 12

Drawing for advanced students, with total emphasis on sustained individual approaches.

**Prerequisite:** ART 320
Bachelor of Arts: Arts

**ART 422: Advanced Figure Drawing**

4 Credits/Maximum of 8

Concentrated work in recording and understanding the human figure.

**Prerequisite:** ART 220, 8 credits of 300-level art courses
Bachelor of Arts: Arts

**ART 430: Advanced Sculpture**

4 Credits/Maximum of 12

Advanced work in sculpture, with an emphasis on individual development.

**Prerequisite:** ART 330, ART 331, 12 credits of 300-level sculpture
Bachelor of Arts: Arts

**ART 431: Installation Art**

4 Credits

Study and production of original visual statements through installation work as an art form.

**Prerequisite:** 4 credits of 300-level art, or graduate level status
Bachelor of Arts: Arts

**ART 432: Flexible Molds: Parting Seams and Sculptural Concepts**

4 Credits/Maximum of 8

ART 432 FLEXIBLE MOLDS: PARTING SEAMS & SCULPTURAL CONCEPTS introduces the relevancy of producing material specific multiples in a contemporary sculptural practice. It will offer students a broad understanding of the conceptual ramifications of molding an object and referencing a "mass-produced" look verses casting in an organic "fused form" way. Technical information on how to make one, two and three (+) part flexible molds in urethane compounds to be cast in concept relevant materials is emphasized. While the technical mold making and casting applications learned will be consistent for all members of the class, the results of the skills learned are expected to fold into each individual’s artistic strengths differently. These technical skills are folded into three
projects. The intent of these is to refine the students’ craftsmanship in relation to constructing a mold and see construction precision as a portal to an expansive approach to casting. These multiple types of casting processes are expected to fold into projects that incorporate multiple genres. The course prerequisites, ART 230 or ART 280 allow for beginning level students to take the course while its 400 level welcomes both undergraduate and graduate students. If a student may repeat the class, the content of the class customizes to match the students increased technical skill. With repeating students, a more advanced approach to realizing individually proposed project ideas is expected.

**Prerequisite:** ART 230 or ART 280 or permission of instructor

**ART 438: The Body: Issues and Objects**

4 Credits/Maximum of 8

Creating representations of the human body and related objects as a means of sculptural expression. ART 338 The Body: Issues and Objects (4 per semester/maximum of 8) This course is for students who have a firm commitment in the arts, who have adequate background in the use of techniques and materials, and who have experimented with a variety of approaches to subject matter. This course is designed to focus and develop personal approaches to subject matter and to encourage a sustained interest in work through the exploration of both historical and contemporary artmaking practice concerning the representation of the human body and objects related to the body. Students will learn both traditional and non-traditional ways of making sculptural objects that use the body as a primary means of artistic communication. Readings, lectures, movies, and demonstrations will introduce students to the materials and techniques used in the various sculpture processes. Projects will be assigned throughout the semester and group critiques will be scheduled at regular intervals. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

**Prerequisite:** ART 230, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program. Bachelor of Arts: Arts

**ART 440: Advanced Printmaking**

4 Credits/Maximum of 12

Individual projects in one or more of the printmaking processes. Emphasis is on developing a portfolio of prints.

**Prerequisite:** 4 credits of 300-level printmaking courses, 8 credits total of 300-level art courses Bachelor of Arts: Arts

**ART 446: Artists Books**

4 Credits

Study and production of original visual statements through the book as an art form. ART 446 ART 446 Artists Books (4) This course will consist of lectures, demonstrations, and studio practice in production of artists books. Lectures and demonstrations will include hand papermaking, signature binding, book design, new and alternative book forms, and container construction. Each student will produce six either unique or editioned books during the semester, each book will have a mock up, title, colophon page, and will be signed. This labor-intensive studio relies upon cumulative learning experiences through increasingly demanding projects. Competency is expected in numerous new skills and techniques, and their application in creating visually compelling concepts is essential to the success of completed artworks.

**Prerequisite:** ART 110S, ART 111, ART H111, ART H112, and enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts degree program. Bachelor of Arts: Arts

**ART 447: Photo Based Printmaking**

4 Credits

Study and production of original visual statements through photographic based printmaking as an art form. ART 447 ART 447 Photo Based Printmaking (4)(BA) This course meets the Bachelor of Arts degree requirements. This course will consist of lectures, demonstrations, and studio practice in production of graphically based art prints. Each student will produce original prints in each of the printing techniques presented. Specific lectures, demonstrations, and projects will include photo based prints through: 1) Serigraphy, 2) Intaglio, 3) Gum Bichromate, 4) Cyanotype, 5) Van Dyke Brown, 6) Adobe Photoshop A particular emphasis will be placed upon the use of the computer as a tool in the production of images. The digital negatives produced during the computer instruction in this course will be employed in all of the other printing processes.

**Prerequisite:** ART 240, 4 credits of 300-level Art courses, or graduate level status Bachelor of Arts: Arts

**ART 450: Advanced Painting**

4 Credits/Maximum of 12

Development of the artist through a series of commitments; each semester serves as a contractual agreement along professional lines.

**Prerequisite:** ART 350 Bachelor of Arts: Arts

**ART 450H: Advanced Painting**

4 Credits/Maximum of 12

Development of the artist through a series of commitments; each semester serves as a contractual agreement along professional lines.

**Honors**

**ART 455: Advanced Painting Critique**

4 Credits/Maximum of 8

The painter in relation to his peers and his profession.

**Prerequisite:** senior or graduate standing Bachelor of Arts: Arts

**ART 465: Individual Approaches I**

3 Credits

An advance studio where students are expected to explore personal themes and individual concepts in their art work. ART 465 ART 465 Individual Approaches I (3) ART 465 is an advanced studio course concentrating on creating art within a series. Students will be asked to
complete 4-6 pieces that stem from an individual idea. Medium is open
and can be traditional or non-traditional. Students will be required to
document and maintain a journal outlining the steps needed to complete
each piece. Weekly formal and/or informal critiques will allow students
contstant feedback of their progress.

**Prerequisite:** ART 165, ART 166, ART 265, ART 266, ART 365, ART 366

ART 466: Individual Approaches II

6 Credits

An advance studio/lecture addressing the preparation for potential
employment and/or entrance into graduate studies. ART 466W ART
466W Individual Approaches II (6)(BA) This course meets the Bachelor of
Arts degree requirements. ART 466W is the Visual Art Studies capstone
experience where students are given the opportunity to experience the
professional aspects of a practicing artist. In addition to completing
the last 2-4 pieces toward their exit portfolio students will address vital
activities surrounding applying for employment and graduate school.
Students will create "packets" including resumes, cover letters, post
cards, slides, and portfolio CDs that can be used directly out of school
for various calls and job listings. In addition topics that will be addressed
in depth are photo-documentation, and inventory of work through
database maintenance. All of these issues will culminate with small
group exhibitions which will be curated, installed, and promoted by the
students.

**Prerequisite:** ART 165, ART 166, ART 265, ART 266, ART 365, ART 366, ART 465

Bachelor of Arts: Arts

Writing Across the Curriculum

ART 467: Matter, Materiality and Mediums: An Interdisciplinary Approach
to Artistic Stuff

3 Credits

Considers the physical challenges and long traditions of use of artistic
media from both studio and historical points of view. ART (ART H)
467 Matter, Materiality and Mediums: An Interdisciplinary Approach to
Artistic (3) Art and Art History are disciplines famously preoccupied
with stuff: its malleability and its endurance, its sensuous properties
and formal possibilities, its economic value and its mythic or even
supernatural power. As an introduction to art through its materiality,
this class will focus its attention upon a different material every week.
With two class meetings per week, classes will alternate between
&lquo;practicum&rsquo; sections (demonstrations of selected
materials with visits to metal foundries, studios and laboratories)
and &lquo;historical&rsquo; sections (lectures and discussions of
those materials as they have worked in different historical and
cultural contexts). The class will also introduce students to humanistic
discussions of &lquo;matter&rsquo; and &lquo;medium&rsquo; as well as attend to the
work involved in western art history&s preoccupation with the differences between &lquo;matter&rsquo; and &lquo;medium&rsquo;

**Prerequisite:** 3 credits in ART or 3 credits in ART H

ART 468: The Intermediate Digital Medium

3 Credits

An advanced studio course using the computer as an artistic media.
ART 468 ART 468 The Intermediate Digital Medium (3) This course will
provide the much needed advanced technological/digital component
wherein computing will be discussed as a media, rather than a tool.
Students will be engaged in the creation of graphic/moving/three-
dimensional imagery and sound that explores themes and concepts
introduced in class. While most of the course will center around the use
of industry standard computers there will be some forays into hardware
associated with production, sound, and projection of images.

**Prerequisite:** ART 165, ART 166, ART 168

ART 469: Methods and Materials II

3 Credits/Maximum of 9

A studio course that focuses on specific media or techniques reflecting
varied faculty expertise. ART 469 ART 469 Methods and Materials II (3)
This course provides students the opportunity to experience particular
areas of visual art in which

**Prerequisite:** ART 165, ART 166, ART 265, ART 269

ART 475: Contemporary Women Artists

3 Credits

An interdisciplinary course that investigates women artists who were
integral to the production of contemporary art primarily in the Americas,
Europe, and Asia.

**Prerequisite:** fifth-semester standing, ART H111, ART H112, and
enrollment in the ART BA, ART BFA, Art Education, or Integrative Arts
degree program.

Cross-listed with: ARTH 475

Bachelor of Arts: Arts

United States Cultures (US)

ART 476: History and Theory of Digital Art

3 Credits

History and theories of contemporary digital art emphasizing humanistic
approaches to technology. ART 476 / ARTH 476 History and Theory
of Digital Art (3)(BA) This course meets the Bachelor of Arts degree
requirements. Approaches to Digital Art is a survey class that will
offer the web designer, cyberspace architect, MUD traffic controller or
enthusiastic surfer an opportunity to examine the humanistic aspects
of contemporary digital art. Through readings and direct interaction with
digital media and digital artists, the class will develop an appreciation of
the ways in which the interface between human beings and technology
has been historically constructed and is subject to critical investigation.
The goal of the class is to prepare each student so that she or he may
engage with digital media in a way that is every more historically and
socially self aware. Students will address the ways in which digital
technologies transform artistic practices such as museum display, the
writing of art criticism, the definition of works of art, changing role of
the artist and the changing space of the art studio. More important,
however, by engaging with digital works of art students will learn to think
critically about technology and its engagement with culture at large.
They will be encouraged to think about the political, economic and social
impact of digital technologies. This humanistic approach to technology
would make this course particularly useful to students of art history,
philosophy, comparative literature, art education, and the visual/plastic
arts. A significant portion of the course will be devoted to the ways in
which art on the internet and digital art in general challenge the integrity
of categories such as race and national identity. For example, students
will have an opportunity to engage with African American artists such as Keith Obadike, whose on-line performances include an attempt to put his "blackness" up for sale on ebay.com in August of 2001. Students may also look at the ways in which net.art (Art made to be viewed on the internet) can critique commercial cooptation of global culture: etoy.com, for example, is an international and collaborative artist's group that satirizes global capital by camouflaging itself as a multinational corporation. This class will depend largely upon written responses and class discussion, rather than upon tests. Thus, students will learn how to approach difficult theoretical sources that have been assigned to them, and they will learn how to ask the kinds of questions that will help them understand such sources. This course will emphasize critical thinking rather than memorization, so students will develop analytical skills that will be useful in many other contexts. Because students will be given weekly writing assignments, they will be able to improve their skills in composition.

Prerequisite: ART H100 or ART H112 or ART H307 or ART H325 or ART H326 or ART 211
Cross-listed with: ARTH 476
Bachelor of Arts: Arts

ART 480: Advanced Ceramic Arts
4 Credits/Maximum of 12
Individual exploration of ceramic materials and construction leading to graduate study or career development as a professional potter.

Prerequisite: ART 380
Bachelor of Arts: Arts

ART 490: View Camera Photography

4 Credits
Experience with diverse camera formats and applications; particular emphasis on view camera. ART 490 View Camera Photography (4)(BA) This course meets the Bachelor of Arts degree requirements. ART 490 will provide students with experience in diverse camera formats and application with particular emphasis on view camera and its creative applications. The course will give students background in the history of large format photography and understanding of its application in specialized fields such as architectural photography, portraiture, and landscape photography. Students will gain experience in view camera operation and the creation of large format photographs in a variety of different applications. Grading will be based on a minimum of five projects that will account for 80% of the semester grade. The remaining 20% of the semester grade will be based on participation in class critiques. The final course grade will be dropped one full grade for each absence or late submission beginning with the second late submission or absence. ART 490 will be offered in the fall semester each year.

Prerequisite: ART 390
Bachelor of Arts: Arts

ART 494: Research Projects Courses
1-12 Credits/Maximum of 12
Supervised student activities on research projects identified on an individual or small-group basis.

Honors