

ART**ART 102****History of Western Art I (3)**

An overview of Western Art from 25,000 BC to about 1350 AD. Study of man's made objects, paintings, sculpture, drawings, graphics, ceramics and some architecture to reveal the relationships between these objects and the history of civilizations. Slide lecture format.

3 Class Hours

ART 103**History of Western Art II (3)**

Survey of the visual arts in Western culture from the early Renaissance until today, revealing the ways that the world and the thoughts of men and women have changed during this period, and how evolving ideas are reflected in works of art. Slide lecture format.

3 Class Hours

ART 104**History of Asian Art (3)**

History of Asian Art is appropriate for all students who are interested in the cultural traditions and artistic expressions of Asian countries. This course presents a general survey of the development of Asian Art and Architectural forms in the Far East including India, Japan and China with supplementary study of Korea, Tibet, Indonesia, Burma and Thailand. Cultural traditions, especially Buddhism introduced. Prior experience in art history is not necessary. The format involves slide lecture, readings and class discussion.

ART 105**Introduction to Two-Dimensional Design (3)**

Introduction to design involves the student with investigation of visual perception and organization. Training the eye to become sensitive to design elements and principles is emphasized. Critical analysis of point, line, shape, value, texture, and color; and balance, proportion, scale, rhythm, and unity. The student will become familiar with a variety of media and intellectual comprehension of text, lecture, and visual examples. Class projects will focus on learning design methods that are based on logic and expression, to create spatial illusion within a two-dimensional context.

2 Class Hours, 2 Studio Hours.

ART 106**Introduction to Three-Dimensional Design (3)**

Developing sensitivity and awareness of our spatial environment is the object of this course. Aesthetic and functional elements of three-dimensional design are explored. Through reading, projects, lectures and field trips, techniques are explored to assist in heightening awareness. This enables the student to understand the functional and aesthetic examples of the three-dimensional environment. Emphasis is placed on studio projects.

2 Class Hours, 2 Studio Hours.

ART 107/COM 107**Color Theory (2)**

An introduction to the complex language of color, including the investigation of additive and subtractive systems in traditional and electronic applications. Students gain practical knowledge and visual sensitivity giving them self-confidence in applying color to graphic presentations and three-dimensional forms. Emotional, symbolic, and cultural significance of color is explored through visual examples in historical and contemporary contexts. Knowledge applicable to painting, printmaking, illustration, website design, fashion design, interior design, landscape design, architecture, sculpture, and product design. Coursework includes experimentation with various materials, lectures, discussions, and presentations.

1 Class Hour, 2 Studio Hours.

ART 108**History of Architecture I (3)**

Overview of 40 centuries of building, beginning in Ancient Egypt. The student follows the political, technological, religious and social movements that have influenced the major design styles, outstanding architects, and designer of each era through the Gothic period.

3 Class Hours

ART 109**History of Architecture II (3)**

Overview of the history of buildings from the Early Renaissance to the present. Students achieve an historical perspective on and understanding of the development and evolution of architectural design.

3 Class Hours

ART 110**Modern Art (3)**

Art of the late 19th century. Impressionism (circa 1870) to Cubism and other forms of abstract art. Panorama of 20th century visual movements including Futurism, Surrealism, Abstract Expressionism, Pop Art, and Post-Modernism. Slide/lecture format and field trips.

3 Class Hours

ART 111**History of Decorative Arts: 1600 - present (3)**

Introduction to the development of style in fabric, furniture and accessories for the interior from 1600 to the present. Emphasis will be placed on the history of American interiors.

Required for interior design students, recommended for students in Art and Design and as an elective for students interested in history or American Studies.

3 Class Hours

ART 112**Beginning Photography (3)**

Basics of camera design and operation, plus the fundamentals of photographic visualization and composition: line, form, color, light shadow. Darkroom procedures, film processing, basic printmaking, selecting printing techniques. (Students must have their own 35mm single lens reflex camera and should expect to pay for their own photographic materials — about \$135.)

2 Class Hours, 2 Laboratory Hours.

ART 113**History of Modern Design (3)**

An overview of the development of modern design examines the changes in graphics, industrial design, and decorative arts from 1851 through the present. The dynamic relationship between design and manufacturing will be explored. The course will focus on the appreciation of design as a creative activity affected by economics, technology and social history. Wide-ranging examples of product will be considered.

3 Class Hours.

ART 114**The History of Art and the Human Figure (3)**

A chronological survey of the representation of the human body in the production of art from antiquity to the present. Emphasis is on the belief systems of specific cultures, and how those beliefs influence self-perception, and self-expression. Students will study basic human anatomy looking closely at the rise of anatomical science and its influence upon Renaissance and Baroque art. The current use and misuse of the human body in media is also explored. Format involves slide lecture, readings, and class discussion.

3 Class Hours

ART 115**Beginning Drawing (3)**

Emphasis on a series of open-ended interrelated problems dealing with visual language and its vocabulary, and organization. Drawing problems will intensify the student's perception and comprehension of the elements and principles of design including point, line, shape, tone, texture, and color; and balance, proportion, scale, rhythm, and unity in composition. Student's perception and comprehension of light, space, and form will be given special emphasis.

Format involves intensive instruction and demonstrations in charcoal, pencil, pen and ink, and mixed media as a means to personal investigation, understanding, and expression. Subjects include landscape, figure, and still-life. Various historical models will be studied through text and visual examples. Students are encouraged to develop their own style and viewpoint through discussion of art criticism.

6 Studio Hours

ART 116**Painting I (3)**

Lectures and practical application will focus on design fundamentals to depict form in space. Subjects include value studies of form light, front light, rim light, and back light. Paint-handling, composition, figure-based vignettes, still-life, landscape, and abstraction will be explored.

In the Summer session, the landscape will be the subject of lectures and practical applications. Lectures will include value studies of the sunny day, gray day, and moonlit sky with and without recession.

6 Studio Hours; Prerequisite: ART 115 Drawing or portfolio review.

ART 117**Basic Metal Working Techniques (2)**

Acquaints art students who are taking three-dimensional design or Sculpture with basic techniques and safety measures involved in working with various metals. Students will be introduced to welding, casting, and forging techniques.

1 Class Hour, 2 Studio Hours.

ART 120**Beginning Sculpture (3)**

This course is designed for students to realize the creative process that takes place in the art making of sculpture. Students will be introduced to various fundamental techniques and treatment of sculptural materials. Throughout the course, emphasis will be placed on experimentation, reading, and discussion. This course will ultimately assist the student to further develop an artistic direction in three dimensional studies.

3 Class Hours, 3 Studio Hours; Prerequisite: Three Dimensional Design for Art majors. An elective for non-art majors.

ART 125/COM 124**Introduction to Computer Graphics (3)**

The study of Visual Communication theory relating to applied arts fields such as advertising and editorial design, animation, gaming, and web design. Students are introduced to vector and raster graphic programs on Macintosh computers, and learn how to develop initial thumbnail sketches into final design comprehensives. Other topics include digital photography, scanning, image manipulation, color correction, and typography.

2 Class Hours, 2 Studio Hours; Prerequisite: ART 105, BIT 108 or equivalent.

ART 130**Introduction to Ceramics: Construction and Glazes (3)**

Study of the basic processes of design and creation of clay forms, both functional and sculptural. Techniques of handbuilding, throwing on the potter's wheel, glazing and firing will be explored.

Recommended: ART 106.

ART 140**Printmaking (3)**

This three-part course will begin with an introduction to printmaking through the methods of collograph and monotype printing. Then linecuts and woodcuts will be developed, and there will be a concentration on the silkscreen process. The third part will be an historical survey of printmaking and its techniques. This will be accomplished through visits to local print collections.

6 Studio Hours; Prerequisite: ART 115 or ART 105 or portfolio review.

ART 146**History of Photography (3)**

This course is designed to give students a strong background in the historic, aesthetic, and cultural background of photography as both a significant art form and important cultural and communications medium.

The course content includes topics dealing with

the invention of photography, photography as art in the 19th century, great photographers, and new photography.

3 Class Hours

ART 150**Perspective Drawing (3)**

Graphic techniques developed for visual presentation of architectural, industrial and aesthetic forms. Studio projects stress creation of the representational image using perspective, color, texture and light. Applicable to advertising and illustration of ideas and products.

2 Lecture Hours, 2 Lab Hours; Prerequisite: CIV 159 Basic Drafting or ART 115, Drawing.

ART 151**Special Topics in Art (1-3)**

Specific topics will be explored through classes that meet for periods shorter than a full semester. Courses can be any study that involves specialized work in the fine arts or related fields such as architecture. The courses offered may be studio or lecture format.

ART 202**Commercial Photography (3)**

Students will gain practical experience as to the theory behind and application of commercial photography and illustration. Projects will be relative to today's marketing and societal needs. Lighting and composition will be heavily stressed. Photographic format will be slide film. Prerequisite: Art 112 or Art 212 or by portfolio acceptance by instructor. Lab cost to student approx. \$135 for supplies and processing. Must have camera.

2 Class Hours, 2 Studio Hours.

ART 203**Introduction to Color Photography (3)**

This course provides the successful student with a working knowledge of the technical and aesthetic attributes of the most commonly used color photographic materials and processes, and their commercial and expressive applications.

2 Class Hours, 2 Studio Hours; Prerequisite: ART 112 or ART 212 or by portfolio acceptance by instructor.

ART 210**Exhibition Planning (2)**

Students will develop an understanding of the practical steps needed to mount an art exhibition, analyze the variety of art forms generally appropriate for creating an appreciation of art in a community, and learn to create a working relationship and dialog with artists.

3 Class Hours; Prerequisite: 3 semester hours of college-level studio art or permission of instructor.

ART 212**Intermediate Photography (3)**

Systems of precise exposure and processing control. Advanced black and white darkroom techniques. Introduction to color theory, processes and printing. Functional portfolio development. Introduction to digital electronic imaging. (Students must have their own 35mm single lens reflex camera and should

expect to pay for their own photographic materials — about \$135.)

2 Class Hours, 2 Studio Hours; Prerequisite: ART 112 or by portfolio acceptance and permission of instructor.

ART 213**Model Building (2)**

Scale models built for specific design problems. Projects to include interiors, buildings, site plans, furniture, stage sets. Recommended for students interested in architecture, landscape design, and set design for theater. Required for interior students.

2 Lecture Hours, 2 Studio Hours. Prerequisite: ART 106 3-Dimensional Design and/or CIV 159.

ART 214**Internship (1-4)**

Available to second-year Art and Design students with a faculty member's recommendation. Internship requirements will be developed on an individual basis with an art faculty member's supervision.

ART 215**Painting II (3)**

An opportunity to refine the principles explored in Painting I with an emphasis on execution.

Preliminary studies in composition will be required before focusing on large-scale finished paintings. Concepts of edges, lighting, planes, forms, value relationships, and brushwork re-examined.

6 Studio Hours; Prerequisite: ART 116 Painting I or portfolio review.

ART 217**Advanced Drawing (3)**

Advanced course presenting new media techniques and concepts; life drawing emphasized.

6 Studio Hours; Prerequisite: ART 115 Drawing or portfolio review.

ART 225**Illustration (3)**

This course is directed towards the student pursuing an emphasis in graphic arts. It considers the drawn or painted image as a means of communication utilizing narrative imagery and pictorial illusion and space. Students will solve illustrative problems relating to magazine articles, posters, packaging, book covers, children's picture books, and other materials.

6 Studio Hours; Prerequisites: ART 105 Introduction to Two-Dimensional Design, ART 115 Beginning Drawing, and an art history elective.

ART 226/COM 226**Advanced Computer Imagery (3)**

A continuation of Visual Communication theory that students were introduced to during ART 125/COM 124. Through more advanced visual design problems, students will develop their conceptual problem-solving skills relative to applied arts fields such as advertising and editorial design, animation, gaming, and web design. Advanced digital imagery techniques will be introduced using Photoshop CS2, in addition to page layout theory using QuarkXPress. **2 Class Hours, 2 Studio Hours; Prerequisites: ART 125/COM 124; ART 115.**

ART 227**Editorial Design (3)**

Students investigate the segment of the graphic arts industry that is responsible for the creation of newspapers, tabloids, and periodicals such as magazines and monthly trade journals. The art of page layout is explored as a powerful tool that editorial designers can use to influence how we interpret world and local events.

This course will emphasize the idea that “people learn best by doing”. Students will publish a periodical. The classroom setting will be transformed into a small-scale publishing business where students experience a variety of publishing roles such as: *Art Direction, Advertising Design, Page Layout, Marketing, Advertising and Sales, and Editing.*

Students will experience and understand the critical connection between Graphic Arts and Business. The publication will contain advertisements created for local businesses and text gathered from faculty members, students, and our community. Students will have the opportunity to develop professional relationships with local business clients.

2 Class Hours, 3 Studio Hours; Required course for students choosing the Graphic Arts emphasis, Elective for other students. Prerequisites: ART 125: Introduction to Computer Graphics, and ART 226: Advanced Computer Imagery.

ART 228/COM 228**Animation I (3)**

Animation I introduces the student to the beginning concepts of classical animation. The focus is the investigation of two-dimensional animation using the program of Macro-media Director MX. Topics covered are writing for animation and history of animation, in addition to basic animation concepts such as character development, storyboarding, audio/music timing and screening.

2 Class Hours, 2 Studio Hours; Prerequisite: Art 105 Two-Dimensional Design; Art 107 Color Theory; Art 115 Beginning Drawing; Art 125 Intro to Graphics, Art 225 Illustration or ART 217 Advanced Drawing.

ART 230**Producing Public Murals (3)**

Producing Public Murals introduces students to all aspects of mural design and production. The curriculum will help students develop several practical skills: drawing, painting, understanding logistics, planning strategies/processes, selecting materials, and problem-solving. Students will identify and evaluate prospective mural sites; study the composition and durability of various paints and sealants; investigate various methodologies for painting and/or installing murals; and, ultimately, participate in the creation of a public mural. In addition, students will explore the role of murals (and other forms of public art) in the aesthetic, social, and economic revitalization of communities.

Prerequisites: Art 115 Beginning Drawing and Art 116 Painting I or permission of instructor.

Independent Study: Art (1-3)**ART 298 Studio Art****ART 299 Art History**

An individual student project concerned with advanced work in a specific area of art. Conducted under the direction of a faculty member, independent study is concerned with material beyond the scope and depth of the ordinary course.

Prerequisite: 3 semester hours of college level work in Art.