

COURSES

ART 100 VISUAL ART INTRO SEMINAR

1 Lecture Hour 0 Lab Hours 1 Credit Hour

This required course introduces students in the visual art programs to academic and career opportunities in the visual arts. The course will address the following topics: how to begin creating, preserving and documenting an art portfolio; career opportunities and internships; transfer opportunities; career options; student services; study skills including time management, research, writing, note and test taking, and presentation skills. This course is presented by art faculty, visiting professionals and alumni from various disciplines and specialties.

ART 101 HISTORY OF ART

3 Lecture Hours 0 Lab Hours 3 Credit Hours

This course is an introduction to Western art based on an aesthetic and historical evaluation of artists, styles and cultures from the prehistoric period to the 18th, 19th century. Work will be viewed through visual presentation and field trips to museums and exhibits.

ART 102 HISTORY OF MODERN ART

3 Lecture Hours 0 Lab Hours 3 Credit Hours

The turn of the 20th century saw an explosion of changes which in turn redefined our visual vocabulary. This course introduces the major artists and movements of 19th and 20th century western art. Avant Garde art of the 19th century, the rise of high modernism and its subsequent decline in the postmodern era will be examined. Issues considered are artistic intention, spirituality in art, the birth and development of abstraction, art with political agendas and the implicit historic contexts of modern art. Work will be viewed through slide presentation and videotape.

ART 103 ART OF CHINA, JAPAN AND INDIA

3 Lecture Hours 0 Lab Hours 3 Credit Hours

The history of Chinese, Japanese, and art from India will be examined from prehistoric times to the present. Comparisons to the most familiar example of Western art will be offered whenever they add depth to the material. Various oriental media such as jade, lacquer and ivory calligraphy, landscape are studied in depth.

ART 104 FUNDAMENTALS OF ART

3 Lecture Hours 0 Lab Hours 3 Credit Hours

This visual arts course is intended for non artists. Course content includes art throughout history, both Eastern & Western, providing global insight into various cultures and a core understanding of the visual language used to analyze techniques and materials used in painting, sculpture, and architecture. Class activities include viewing and analyzing images from the prehistoric period to modern day, attending field trips to museums and art exhibits, and keeping a written and visual journal documenting visual understanding of the art experiences explored in the course.

ART 110 TWO DIMENSIONAL DESIGN

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This foundation studio course addresses visual dynamics on the 2D picture plane. Through the design process students explore visual elements and principles of organization. Projects cover technical skills, idea generation and development, and presentation. This course will provide the student with at least 5 works for portfolio.

ART 111 THREE-DIMENSIONAL DESIGN

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This foundation studio course focuses on the visual dynamics and basic design issues that underlie three-dimensional works of art and design. Students will create three-dimensional projects using a variety of sculptural materials and methods that explore the formal elements and underlying design principles.

ART 112 DRAWING I

2 Lecture Hours 4 Lab Hours 3 Credit Hours

This course is an introduction to the basic principles and practices of drawing. Students will complete a variety of projects that emphasize observation, line, value, shape, texture, picture plane organization, perspective, use of materials, methods for developing drawings from initial sketch to finished drawing, and discussion of course concepts.

ART 113 DRAWING II

2 Lecture Hours 4 Lab Hours 3 Credit Hours

This course is an expansion of Drawing I's principles, practices and techniques with a focus on drawing the figure in context. Students complete a variety of projects that emphasize observation, line, value, shape, texture, picture plane organization, foreshortening, use of materials, methods for developing drawings from initial sketch to finished drawing, and discussion of course concepts. Prerequisite: ART 112 with a grade of C or better

ART 120 COLOR THEORY AND PAINTING

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This foundation studio course addresses color relationships, interactions and use in visual compositions. Pre- or Co-requisite: ART 110.

ART 132 BASIC PRINTMAKING

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This course is focused on the basic printmaking processes such as monotype and linocut. Students will learn the technical skill to produce a fine art print portfolio and will also learn printmaking history as well as the work of contemporary artists working within the medium. Prerequisite: ART 112

ART 140 FOUNDATIONS OF GRAPHIC DESIGN

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This course is an introduction to history of digital media and the practical applications of design using digital images. Assignments build visual discernment, conceptual thinking, awareness of design issues and some design history. Using Photoshop, students learn to work with images and basic typography in increasingly complex design formats, and complete a design portfolio of 4-5 pieces. Pre-requisites: ART 110 with a grade of C or better.

ART 141 CALLIGRAPHY I

2 Lecture Hours 2 Lab Hours 3 Credit Hours

The course covers the study and practice of lettering using the broad pen and pencil to develop original calligraphy and calligraphy for reproduction.

ART 145 GRAPHIC DESIGN: LAYOUT/TYPOGRAPHY

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This course is an introduction to typography. This course includes the history of type, typeface design, type anatomy and classifications, designing with text and display type, and basic issues of print production. Using InDesign, the industry-standard page layout program, basic black and white typographic explorations progress to more complex color assignments. A final portfolio will be submitted. Note: A familiarity with the Mac platform is recommended before taking this course. Pre-requisite: ART 140 with a grade of C or better

ART 147 GRAPHIC DESIGN: DIGITAL ILLUSTRATION

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This course is an introduction to resizable (vector-based) graphics used in design applications such as logos, technical illustrations, diagrams, packaging, signage, animation, web and designing for mobile devices. Using Adobe Illustrator and Adobe Photoshop, students explore conceptual solutions while working with lines, shapes and paths in various graphic explorations. A final portfolio will be submitted. Note: A familiarity with the MAC platform is recommended before taking this course. Prerequisite: ART 140 with a grade of C or better.

ART 148 FASHION DESIGN & ILLUSTRATION

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This course addresses fashion design and illustration throughout history, and offers students specific techniques with which to render the figure and clothing as they develop their own distinctive visual drawing style. Through the design process, students explore the elements of fashion and incorporate them into descriptive, illustrative, and innovative designs that complement the human figure. Projects cover technical skills, idea generation and development, and presentation. This course will provide the student with at least 5-10 works for portfolio. Prerequisite: ART 112

ART 150 TRADITIONAL PHOTOGRAPHY I

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This is an introduction to the medium through the use of manual film cameras, light meters, black and white film processing and print enlarging. Craftsmanship is stressed. Students must have a manual film camera with manually adjustable lens openings, shutter speeds, and focus, as well as a working built in light meter. Photography courses require a substantial amount of student-purchased supplies, which may cost \$200 or more, in addition to camera and text. Note: This course may be more suitable to those considering further work in photography, requiring a traditional film camera. For those wishing to take an introductory course that is digital and does not use film, please consider ART 157 Digital Photography 1.

ART 151 TRADITIONAL PHOTOGRAPHY II

2 Lecture Hours 2 Lab Hours 3 Credit Hours

Building on skills learned in ART 150, the course emphasizes more advanced techniques and aesthetic considerations. Students need to have access to a professional quality film camera with manually adjustable settings. The emphasis is on advanced black and white techniques. Where color film is used, students must have it processed commercially at their own expense. Photography courses require a substantial amount of student-purchased supplies, which may cost \$200 or more, in addition to camera and text. Prerequisite: ART 150 with a grade of C or better

ART 153 LIGHTING FOR THE VISUAL ARTS**2 Lecture Hours 2 Lab Hours 3 Credit Hours**

Light as a basic essential principle common to all photography is explored, with an emphasis on studio set ups. Students will learn to use tungsten quartz constant source lighting as well as electronic flash (strobe) and natural light to illustrate basic lighting techniques. A final portfolio of photographs will be produced. Additionally there will be instruction and demonstration of location lighting techniques. This course is intended for students interested primarily in photography, even though the principles taught are relevant to drawing, painting, video production, and filmmaking. Prerequisite: ART 157 with a grade of C or better

ART 157 DIGITAL PHOTOGRAPHY I**2 Lecture Hours 2 Lab Hours 3 Credit Hours**

The course introduces photography based on digital image reproduction. Students will create direct files using a digital camera and reproduce prints using grade inkjet printers. Emphasis is on understanding color and black and white photography as a powerful creative tool in commercial and fine art photography. No prior study of photography is required. It is highly preferable to be able to shoot in the RAW mode rather than just JPEG. Note: Students must have access to a suitable digital camera with manually adjustable lens openings and shutter speed settings. This course is recommended as a first photo course for students who are not planning to make photography their career or as an auxiliary course for students who have taken or will take traditional/wet photography courses.

ART 161 ANIMATION I**2 Lecture Hours 2 Lab Hours 3 Credit Hours**

An introductory course covering various aspects of the history, theory and practice of animation. This course includes a broad overview of traditional and computer animation techniques from the earliest experiments until today. Studio sessions of this introductory course will emphasize creating computer 2-D animations using the popular animation program, Adobe Animate CC.

ART 172 BASIC CERAMICS**2 Lecture Hours 3 Lab Hours 3 Credit Hours**

This course is an introduction to the nature and properties of clay. It provides students a range of experience in working with clay, including hand building and throwing techniques, firing processes and glaze application techniques. It provides a context for understanding historical and contemporary ceramics.

ART 209 ANIMATION II**2 Lecture Hours 2 Lab Hours 3 Credit Hours**

This is an art studio course that focuses on advanced animation techniques beyond frame-by-frame 2D animation. Students will learn to integrate studio art practices, digital media and techniques to create keyframe animation using 3D rendering, camera movements, and dynamic visual effects. Exploration and innovative use of video and sound are integral components of the course. Students should have basic computer skills and a working knowledge of digital video media. Prerequisites: ART 161

ART 222 WATERCOLOR**2 Lecture Hours 2 Lab Hours 3 Credit Hours**

The course includes painting on paper with water-based media including gouache, watercolor, and acrylic. Emphasis is placed on working from observation, exploration of materials and techniques, integration of wet and dry media, concept development, and presentation of completed works. Prerequisite ART 120 with a grade of C or better.

ART 226 PAINTING**2 Lecture Hours 2 Lab Hours 3 Credit Hours**

This is a painting course designed for students who have completed fundamental studies of 2D design, drawing, and color theory. Emphasis is on working from observation, exploring color and technical application of acrylic or oil paints, and expressing ideas through concept and thematic development. Pre-requisites: ART 110, ART 112 and Art 120.

ART 242 GRAPHIC DESIGN; TYPE & IMAGE**2 Lecture Hours 2 Lab Hours 3 Credit Hours**

This course is an intermediate exploration combining typography with images and exploring page design. Students build on previous software and typographic skills to explore concept, audience and meaning in more complex typographic & ad-related design projects and formats. Use of the grid in page layout, communication issues, print production and a more sophisticated level of design awareness are emphasized. A portfolio of final work will be submitted, with the possibility of incorporating some interactivity. Pre-requisites: ART 145

ART 254 PHOTOJOURNALISM**2 Lecture Hours 2 Lab Hours 3 Credit Hours**

This course is an exploration of the photojournalistic approach. Emphasis is on producing, editing, and refining an in-depth photographic essay. The work of historic and contemporary photojournalists will serve as examples of the diverse approaches to photojournalism whereby the photographer tells a story using a series of pictures. A component of the course will include community service using photography. Prerequisite: ART 157 with a grade of C or better

ART 257 DIGITAL PHOTOGRAPHY II

2 Lecture Hours 2 Lab Hours 3 Credit Hours

A continuation of ART 157, the course adds additional content related to digital photography. Students explore more advanced photo concepts for shooting and presentation. Using images the students shoot themselves, and tools found in Adobe Photoshop, students create photographic illustration and art which can include image modification, use of the smart file, advanced PhotoShop editing techniques, and multiple image compositing. Prerequisite: ART 157 with a grade of 'C' or higher.

ART 260 VISUAL ARTS INTERNSHIP

1 Lecture Hour 8 Lab Hours 3 Credit Hours

This is a 135 hour internship in an approved area of the student's choice that will provide practical experience. It will be completed under the direct supervision of a full-time employee for 120 hours at the internship site, along with one-hour weekly meetings (15 hours) on campus with a faculty member at a time to be arranged. This may be done in any aspect of the visual arts: design, advertising, marketing, photography, art education, art gallery/museum work, studio assistant or other art-related industry. Students will keep a portfolio of work, a journal about the work experience, and submit a short paper at the end of the internship detailing their experience. Pre-requisites: Art majors with a minimum of 32 credits and permission of department

ART 262 VISUAL ARTS PORTFOLIO

1 Lecture Hour 2 Lab Hours 2 Credit Hours

This capstone course is designed to prepare Fine Art, Photography, and Graphic Design students for transfer. Students will learn how to compile digital images of their work for submissions, how to mount and prepare physical work for portfolio, and begin to navigate the college application or internship/job application process. Emphasis is put on assembling work that is already completed and so this course should be taken near to the end of study. Prerequisites: ART 110, ART 112

ART 264 WEB AND INTERACTIVE DESIGN

2 Lecture Hours 2 Lab Hours 3 Credit Hours

This course is an introduction to the art of website, UI/UX, and interaction design. Students will be introduced to HTML5 and CSS3 markup languages, Javascript, and software (Adobe Dreamweaver and Adobe XD) for creating websites and prototypes of user interfaces and experiences. Techniques for designing various elements containing text, images, and motion graphics will be explored. The emphasis will be on user interaction, information structure, creation of design elements, and a compelling visual aesthetic. Students will learn to use input controls, navigational components, informational components, and containers for effective interactivity in design. Students are recommended to take ART 147 and/or ART 161 prior to or at the same time as ART 264. Prerequisites: ART 145.

ART 271 SPECIAL STUDY PROJECT I

1 Lecture Hour 0 Lab Hours 1 Credit Hour

A special learning experience designed by one or more students with the cooperation and approval of a faculty member. Proposed study plans require departmental approval. Projects may be based on reading, research, community service, work experience, or other activities that advance the student's knowledge in the field of art or related areas. The student's time commitment to the project will be approximately 35-50 hours.

ART 272 SPECIAL STUDY PROJECT II

2 Lecture Hours 0 Lab Hours 2 Credit Hours

Similar to ART 271, except that the student's time commitment to the project will be approximately 70-90 hours.

ART 273 SPECIAL STUDY PROJECT III

3 Lecture Hours 0 Lab Hours 3 Credit Hours

Similar to ART 271, except that the student's time commitment to the project will be approximately 105-135 hours.

ART 274 CERAMICS: HAND BUILDING

2 Lecture Hours 3 Lab Hours 3 Credit Hours

This course is a continued exploration of clay as it relates to hand built forms, building on basic skills gained in Basic Ceramics. Advanced hand building techniques, continued experimentation with glaze application, as well as an introduction to the chemistry and calculation of glazes and further development of students' understanding of historical and contemporary ceramics as it relates to the hand built form, will be the basis of this course. Prerequisite: ART 172.

ART 275 CERAMICS: WHEEL THROWING

2 Lecture Hours 3 Lab Hours 3 Credit Hours

This course is a continued exploration of clay as it relates to wheel thrown forms, building on basic skills gained in Basic Ceramics. Advanced throwing techniques, continued experimentation with glaze application as well as an introduction to the chemistry and calculation of glazes and further development of students' understandings of historical and contemporary ceramics as it relates to functional pottery will be the basis of this course. Prerequisite: ART 172.