Art Studio Courses (ART)

Courses

For non-Art majors. Studio course: experiences in critical responses to the visual arts through active involvement with various creative processes and media; relationship of the visual arts to other fields of human endeavor. (Variable)

ART 1011. Drawing I — 3 hrs.
Students in this beginning studio course develop technical and observational drawing skills by exploring a wide range of materials and subject matter. (Fall and Spring)

ART 1022. Drawing II — 3 hrs.
Students build on the formal elements and observational techniques explored in Drawing I, while color concepts and media are introduced. Emphasis is placed on further technical development and media experimentation. Prerequisite(s): ART 1011. (Fall and Spring)

ART 1222. Two-Dimensional Concepts — 3 hrs.
Beginning experiences in conceiving and making in two dimensions; emphasis on interaction between work and idea, skills in art making, and common vocabulary of art. (Fall and Spring)

ART 1333. Three-Dimensional Concepts — 3 hrs.
Beginning experiences in conceiving and making in three dimensions; emphasis on interaction between work and idea, skills in art making, and common vocabulary of art. (Fall and Spring)

Introduction to basic techniques for forming and finishing ceramic objects. Development of handbuilding and wheelthrowing skills contributing to creative exploration. Assignments directed toward understanding both functional and sculptural aesthetic concerns. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Fall and Spring)

ART 2030. Graphic Design I — 3 hrs.
Introduction to design-based problem-solving through lectures, projects, and critiques. Emphases on typography, layout, and images, with extensive computer use. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Fall and Spring)

ART 2050. Painting I — 3 hrs.
Introduction to oil painting. Emphases are on observational painting from still life and exploring abstraction. Students will develop skills in color theory, design, and expression of content, and by completing assignments of increasing complexity. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Fall and Spring)

ART 2060. Performance Art I — 3 hrs.
Emphasis on action over object production; exploration of interdisciplinary art making in real space and time as means of creative expression; examination of various approaches to performance including Dada, Fluxus, Japanese Butoh, and Conceptualism. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Fall and Spring)

Introduction to photography as a means of creative expression. Basic camera operations, digital editing and printing. Assignments are directed toward the acquisition of basic skills and creative thinking. An understanding of photographic language in the development of a distinct personal vision is considered in the context of historical and contemporary photography. Digital SLR camera required. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Fall and Spring)

ART 2080. Printmaking I: Strategies — 3 hrs.
Introduction to fine art print processes (digital, relief and intaglio) using contemporary formats such as zines, stenciling, large-scale prints; and collaboration. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Fall and Spring)

ART 2082. Printmaking: Screenprint — 3 hrs.
Introduction to screenprinting processes. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Variable)

ART 2083. Printmaking: Relief Processes — 3 hrs.
Beginning experiences in fine art printmaking, concentrating on relief processes including woodcut. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Variable)

ART 2090. Sculpture I — 3 hrs.
Introduction to essential methods and materials of sculpture, including modeling, carving, casting, and metal and wood fabrication techniques. Prerequisite(s): Art majors/minors must complete the Foundations Sequence. (Fall and Spring)

ART 3011. Life Drawing — 3 hrs.
Drawing from model using variety of media. May be repeated for credit. Prerequisite(s): ART 1022. (Variable)

ART 3020. Ceramics II — 3 hrs.
Continuation of 600/050 with further development of student's understanding of firing techniques and formulation of clay and glazes. Prerequisite(s): ART 2020. (Fall and Spring)

ART 3022. Ceramics III — 3 hrs.
Focused exploration of lowfire, mid-temperature, and highfire ceramics techniques. Emphasis on development of individual's ideas and direction, and relating personal aesthetic concerns to historical and contemporary work. Prerequisite(s): ART 3020. (Fall and Spring)

ART 3023/5023. Ceramic Raw Materials and Glaze Calculations — 3 hrs.
In-depth understanding of origins and use of ceramic materials in making art. Development of clay bodies and formulation of glazes. Discussion of health and safety concerns when using ceramic materials in studio or classroom. Prerequisite(s): ART 3020; junior standing. (Variable)

ART 3030. Graphic Design II — 3 hrs.
Intensified exploration of design-based problem solving through lectures, projects and critiques, with emphases on type, imagery, and layout. Involves extensive computer use. Prerequisite(s): ART 2030. (Fall and Spring)

Intensive overview of the design of identity systems (such as integrated marketing systems), including logos or symbols, letterheads,
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Packaging, signage and other applications. Involves extensive computer use. Prerequisite(s): ART 3030. (Variable)

Lectures, problems and critiques in the development and use of pictorial imagery for use in the context of graphic design, both print and web. May include a wide range of digital techniques, such as montage, photography and animation. Involves extensive computer use. Prerequisite(s): ART 3030. (Variable)

ART 3033. Graphic Design: Typography — 3 hrs.
In-depth study of issues in typography through lectures, problems, and critiques, with extensive computer use. Includes type selection, typesetting, and page layout, from historic, technical, and esthetic perspectives. Prerequisite(s): ART 3030. (Variable)

Studio problems in publication design; relevant grid, text and page formatting models addressed (classical, asymmetrical, and hybrid). Research and analysis of contemporary examples. Integration of typography and image in books and magazines. Prerequisite(s): ART 3030. (Variable)

ART 3035. Graphic Design: Motion Graphics — 3 hrs.
Experiential problems in the planning, design and refinement of digitally animated productions, using type, imagery, sound, and other components. Involves extensive computer use. Prerequisite(s): ART 3030. (Variable)

ART 3036. Graphic Design: Web and Interactive Design — 3 hrs.
Lectures, problems and critiques on organizing, designing, and constructing web-based interfaces, with emphasis on e-commerce. Includes information architecture, navigation methods, and other aspects of interactive digital forms. Prerequisite(s): ART 3030. (Variable)

Lectures, problems and critiques on the invention and construction of innovative handmade book structures. Considers the content, form, and function of books. Prerequisite(s): ART 3030 or consent of instructor. (Variable)

ART 3038. Graphic Design: Portfolio Preparation — 3 hrs.
Advanced problems in organizing and presenting a graphic design portfolio in anticipation of professional interviews. Addresses self-assessment, portfolio structure and sequence. Prerequisite(s): ART 3030, and two additional 100/300/400-level graphic design studio courses. (Variable)

Students will be introduced to User Experience (UX) and User Interface (UI) Design for expanding design-critical thinking beyond visual creativity. Students will demonstrate various exercises to understand fundamental theories and methods within UX/UI design. With the completion of given tasks and practices, students will implement a project within UX/UI of a product and mobile App design. Prerequisite(s): ART 3030; junior standing. (Variable)

ART 3050. Painting II — 3 hrs.
Intermediate level course in oil painting. Students will develop conceptual approaches to content and abstraction through observational and process-based assignments. Prerequisite(s): ART 2050. (Fall and Spring)

ART 3055. Painting III — 3 hrs.
Advanced course in oil painting. Students will complete directed projects in abstraction and develop their personal expression with special emphasis on creating an independent series of work. Prerequisite(s): ART 3050. (Fall and Spring)

ART 3060. Performance Art II — 3 hrs.
Exploration of action-based artmaking with emphasis placed on site specific and durational works. Discussion of relationships between artist and audience, as well as the introduction of basic digital video editing. Prerequisite(s): ART 2060; junior standing. (Fall and Spring)

ART 3066/5066. Performance Art III — 3 hrs.
Focused exploration of action-based art with greater emphasis on self-direction. Directed study of contemporary time-based artwork. Strategies of live art documentation and development of a performance portfolio. Prerequisite(s): ART 3060; junior standing. (Fall and Spring)

ART 3070. Creative Photography II — 3 hrs.
Further exploration of digital photography as well as the introduction of traditional and experimental processes using light sensitive materials. Introduction of other camera formats including the 4x5 view camera (provided by the department). Assignments are directed to encourage greater creative thinking and to explore the possibilities of photographic expression. Introduction to critical theory supports in-class critique. Prerequisite(s): ART 2070 or equivalent. (Fall and Spring)

ART 3077. Creative Photography III — 3 hrs.
Further exploration of fine art photography. Assignments explore the use of artificial lighting and alternative methods of image production and display. Investigation of a variety of other strategies will expand the aesthetic and conceptual possibilities of student work. Additional emphasis on critical theory. Prerequisite(s): ART 3070. (Fall and Spring)

ART 3080. Printmaking II: Applications — 3 hrs.
Intermediate exposure to fine art print processes (digital, screenprint, and lithography) with emphasis on contemporary applications involving artists' books, wearable and street art formats. Prerequisite(s): ART 2080. (Fall and Spring)

ART 3088. Printmaking III: Directions — 3 hrs.
Advanced use of fine art print processes (digital, relief, intaglio, screenprint, lithography and related technologies) emphasizing the use of color printmaking techniques and individual creative direction. Prerequisite(s): ART 3080. (Fall and Spring)

ART 3090. Sculpture II — 3 hrs.
Exploration of contemporary issues in sculpture through materials and processes selected by the individual. Emphasis on understanding interrelationships between specific concepts, forms, and materials. Prerequisite(s): ART 2090. (Fall and Spring)

ART 3099. Sculpture III — 3 hrs.
Focused exploration of concepts and media which reflect interests of student. Emphasis on developing a personal aesthetic and conceptual and critical base for continued work. Prerequisite(s): ART 3090. (Fall and Spring)

ART 4000. Undergraduate Studio — 1-6 hrs.
Advanced study in studio area: Ceramics, Drawing, Painting, Performance Art, Photography, Printmaking, or Sculpture. Credit to be determined by instructor at registration. May be repeated for credit. Prerequisite(s): 9 hours in chosen area; consent of instructor. (Fall and Spring)

Career preparation for the contemporary visual artist, designer, art educator, or art historian; preparation for graduate school, and
professional roles and responsibilities. Prerequisite(s): junior standing. (Fall and Spring)

**ART 4111. B.F.A. Project I — 3 hrs.**
Investigation of individual concepts and techniques in studio preparation for Bachelor of Fine Arts exhibition. Prerequisite(s): admission to B.F.A. program; senior standing; consent of instructor. (Fall and Spring)

**ART 4198. Independent Study — 1-6 hrs.**
Students of outstanding ability are allowed to write a proposal for an independent project that cannot be done in regular university courses. A project form must be filled out with instructor and approved by the Department of Art. Prerequisite(s): Art Studio students must have completed 9 hours in their studio concentration. Art History students must have completed three upper-level art history courses; all students must have a cumulative and Art GPA of 3.00. (Fall and Spring)

**ART 4222. B.F.A. Project II — 3 hrs.**
Investigation of individual concepts and techniques culminating in professional Bachelor of Fine Arts exhibition. Prerequisite(s): ART 4111; consent of instructor; B.F.A. exhibition must be scheduled concurrently. (Fall and Spring)

**ART 4300/5300. Seminar: Critical Issues in Contemporary Art — 3 hrs.**
Critical analysis and discussion of contemporary art. May be repeated once for credit. Prerequisite(s): admission to the B.F.A. degree program; junior standing; or consent of department head. (Variable)

**ART 4400. B.F.A. Exhibition.**
No credit. (Fall and Spring)

**ART 6297. Practicum.**
May be repeated. (Variable)

**ART 6299. Research.**
Prerequisite(s): consent of department. (Fall and Spring)