

ART AND DESIGN

ART 101 - Drawing I (3.0 hours)

Fundamental concepts and techniques in drawing, using a variety of media and tools. Develop skills based on drawing from observation and invention.

ART 102 - Drawing II (3.0 hours)

Second part of a year-long course on developing fundamental concepts and techniques in drawing using a variety of media and tools. Developing objective and subjective use of imagery. Introduction to the human figure. Prerequisite: ART 101 or consent of Art Department chair.

ART 105 - Two-Dimensional Design (3.0 hours)

A studio course exploring the fundamentals of the formal systems and basic elements of visual organization through two-dimensional design principles and theories using a variety of media.

ART 106 - Three-Dimensional Design (3.0 hours)

A studio course exploring the fundamentals of the formal systems and basic elements of visual organization through three-dimensional design principles and theories using a variety of media. Prerequisite: ART 105 or consent of Art Department chair.

ART 107 - Introduction to Studio Art (3.0 hours)

Core Curriculum: FA

Two- and three-dimensional visual arts including drawing, painting, photography, printmaking, and sculpture. Designed to enhance the student's understanding of art mediums and their cultural significance. Prerequisite: Open for non-Art majors only.

ART 109 - Photographic Appreciation (Online) (3.0 hours)

Core Curriculum: FA

Fundamentals of photographic processes, the history of the medium, as well as basic image manipulation and critique methods. An emphasis on the development of visual literacy skills necessary for analyzing and critiquing our image-saturated culture.

Prerequisite: Open for non-Art majors only.

ART 131 - Art Appreciation (3.0 hours)

Core Curriculum: WI,FA

Visual art: its significance today and in history. Designed to enhance the student's understanding and enjoyment of painting, sculpture, and architecture.

Prerequisite: Non-art major.

ART 140 - Survey of Art History I (3.0 hours)

Core Curriculum: WI

Western and non-Western art from 4000 B.C. to 1400 A.D.: Ancient, Classic, and Medieval.

ART 142 - Survey of Art History II (3.0 hours)

Core Curriculum: WI

Western art from 1400 A.D. to present: Renaissance, Baroque and Rococo, 19th and 20th century art.

ART 201 - Introduction to Ceramics (3.0 hours)

An introduction to the fabrication of ceramic objects and the mechanical functions of the ceramic studio including clay mixing, hand building, throwing, glazing and kiln firing with a focus on stoneware.

ART 202 - High & Low Fire Ceramics (3.0 hours)

Technical and design concepts for the forming, glazing, and firing of ceramics with a focus on the aesthetic development of high and low fire ceramics.

ART 203 - Drawing Studio I (3.0 hours)

Visual perception and analysis through drawing in development of direct observation with various subject areas of interest, i.e., still-life, landscape, human figure, non-objective, and abstraction. Traditional drawing media, methods of instrumentation, exploration of composition, and conceptual strategies are included.

Prerequisite: Art 101, 102, 105, 106, 140, 142, or consent of Art Department chair.

ART 204 - Drawing Studio II (3.0 hours)

Visual perception and analysis through drawing in variety of techniques involving line, area, and ground. Figure, still-life, and landscape drawing from direct observation and from imagination.

Prerequisite: Art 101, 102, 105, 106, 140, 142, 203, or consent of Art Department chair.

ART 205 - Typographic Design (3.0 hours)

The study of typographic communication and the principles of design composition through hand-rendered and digital forms

Prerequisite: ART 105 or consent of Art department chair, except User Experience Design majors, who, in place of Art 105, must have IM 150 and IM 161 completed, or consent of Department chair

ART 206 - Graphic Design Methods and Processes (3.0 hours)

Exploration of the creative thought process, leading to innovative and original solutions to visual communication problems. Concepts are developed using a variety of media ranging from hand-rendering to digital production. Emphasis is placed on creative thinking and professional presentation through all stages.

Prerequisite: ART 205, IM 113, or consent of Art Department Chair.

ART 209 - Beginning Painting I (3.0 hours)

Basic painting techniques with traditional and non-traditional media, i.e., oil, acrylic, collage, and mixed media with emphasis on studio problems in composition, representation, design, color and concept.

Prerequisite: Art 101, 102, 105, 106, 140, 142 or consent of Art Department chair.

ART 210 - Beginning Painting II (3.0 hours)

Development of techniques in traditional and non-traditional painting media. Exploration and experimentation using painting problems in still life, the human figure, abstraction, landscape, and non-objective composition. Emphasis on critical analysis and aesthetic awareness.

Prerequisite: ART 209 or consent of Art Department chair.

ART 211 - Relief Printmaking (3.0 hours)

Relief printing from wood and linoleum blocks. Basic cutting and printing techniques, including black and white, color reduction and multi-block color editioning. Students provide paper, wood, linoleum, brayers, and cutting tools.

Prerequisite: Art 101, 102, 105, 106, 140, 142, or consent of Art Department chair.

ART 212 - Intaglio Printmaking (3.0 hours)

Etching and engraving on zinc and copper plates for printings in the intaglio method. Introduction to methods including drypoint, line etch, aquatint, and softground techniques. Black and white printing with a multi-plate, color edition as final project. Students provide paper, metal plates, burnishers, scrapers, burins, and drawing needles.

Prerequisite: ART 211 or consent of Art Department chair.

ART 213 - Beginning Sculpture I (3.0 hours)

Introduction to sculpture including 3-d design principles, aesthetics, and basic techniques of additive and reductive manipulation of materials. Processes include carving and welding, cutting and joining and various materials-steel, stone, and/or wood.

Prerequisite: Art 101, 102, 105, 106, 140, 142, or consent of Art Department chair.

ART 214 - Beginning Sculpture II (3.0 hours)

Introduction to sculpture including 3-d design principles, aesthetics, and basic techniques of casting including pattern making, modeling in wax, clay, and transfer of the image to bronze and aluminum. Processes will involve cope and drag casting, transfer mold making and investment mold making, pouring molten non-ferrous metals, and finishing cast metal works through chasing and other surface cleanup, patination and sealing.

Prerequisite: Art 101, 102, 105, 106, 140, and 142; or consent of Art Department chair.

ART 220 - Professional Lecture Series/Studio Visits I (0.5 hours)

Visiting lectures with studio discussions, seminars, and demonstrations from professionals with national and international reputations in the fine and applied arts, art history, criticism, and philosophy. May be repeated to a maximum of 1 semester hour.

ART 221 - Professional Lecture Series/Studio Visits II (0.5 hours)

Visiting lectures with studio discussions, seminars, and demonstrations from professionals with national and international reputations in the fine and applied arts, art history, criticism, and philosophy. May be repeated to a maximum of 1 semester hour.

ART 225 - Basic Black and White Photography (3.0 hours)

Camera types, controls, and exposures; selection of sensitized materials; camera handling. Darkroom techniques: processing, proofing, adjusting, printing, presentation of work. Students supply film, paper, and a manually adjustable single lens reflex (SLR) camera.

ART 227 - Basic Graphic Design (3.0 hours)

For individuals who do not have formal training in graphic design but are interested in learning how to create visually appealing and effective designs. This course is ideal for individuals who may be involved in creating graphics for personal or professional projects, such as presentations, social media posts, or marketing materials. Design Fundamentals: Students will learn about the basic principles of design, including layout, color theory, typography, and visual hierarchy. * A laptop is required for this course. For non-art majors only.

ART 228 - Basic Digital Photographic Imaging (3.0 hours)

Introduction to basic digital image creation. Familiarization with processing, enhancement, manipulation, compositing, and asset management. Aesthetic, ethical, and technical implications of digital photographic imaging. Emphasis on creative image-making. Items required: DSLR camera, laptop computer, storage media for camera and computer.

ART 230 - Life Drawing (3.0 hours)

Drawing the figure from observation; learning anatomy to describe the dynamic qualities of the human form employing basic drawing elements, methods, and materials.

Prerequisite: ART 101, 102, or consent of Art Department chair.

ART 233 - Introduction to Comics Art - Technical Skills and Visual Storytelling (3.0 hours)

This class introduces comics and sequential storytelling. We will cover the basic materials and techniques of comics art/cartooning using traditional media. This class also includes an introduction to composition and layout as well as the various genres of comics.

ART 245 - American Art (3.0 hours)

Core Curriculum: WI

Survey of art in U.S. from Colonial period to present.

Prerequisite: ART 140, 142, or consent of Art Department chair.

ART 250 - Disability Studies & Art History (0.0 hours)

Core Curriculum: WI

This course investigates the power of art objects within histories of disability and disabled people. An advanced dive into queer and trans art starting with global non-binary approaches to gender and sexuality. This course is designed to chart ways in which art objects have not merely reflected, but also produced a nuanced and multifaceted global disability history. We cover objects from across the globe. Topics will break from chronological and geographical trajectories to rather embrace thematic issues within disability histories. This enables us to look beyond national, political, and other boundaries that might obscure connections between disability cultures.

ART 255 - Sites, Themes, and Concepts in Global Architecture History (3.0 hours)

Core Curriculum: WI

This course surveys the history of global architecture from the prehistoric to the present. Students will explore the Parthenon, discover Angkor Wat—world's largest temple, and enter the soaring cathedrals of Gothic France. Along the way they will contemplate ancient gardens in China and Japan, visit Frank Lloyd Wright's Fallingwater, and examine designs for the 21st Century. Students will also draw comparisons between religious, civic, and domestic structures across cultures to gain insights into how spaces not only serve but create order and meaning in human life.

ART 265 - Preserving Endangered Global Cultural Heritage (3.0 hours)

Core Curriculum: WI

This course introduces students who have already taken the Global Survey of Art I & II to the concept of historic preservation and the potential for cultural heritage to be in crisis. The subject of endangered cultural heritage into their existing curriculum. Divided into themes that contribute to the endangerment of cultural heritage objects, this course gives art history majors and other students interested in museum studies, archival work, library science, and history the opportunity to engage with these issues directly and to begin thinking about how they might contribute to their remediation.

ART 300 - Advanced Studio Topics (1.0-3.0 hours)

Topics of special interest which may vary each time course is offered.

Topic stated in current Schedule of Classes. May be repeated under different topics for a maximum of nine hours credit.

Prerequisite: Junior standing and consent of instructor. See current Schedule of Classes.

ART 301 - Ceramics Production (3.0-6.0 hours)

The production and design of functional ceramics. Repeatable up to 6 semester hours.

Prerequisite: ART 202, 230 or consent of Art Department chair.

ART 302 - Advanced Ceramics (3.0-6.0 hours)

Kiln design, glaze formulation, and individual aesthetic development of techniques and concepts. May be repeated up to 6 hours.

Prerequisite: ART 301 or consent of Art Department chair.

ART 303 - Intermediate Drawing I (3.0-6.0 hours)

In-depth exploration of drawing processes, concepts, media and supports with projects designed to increase visual awareness and personal experience with subject matter and drawing content. Repeatable up to 6 semester hours.

Prerequisite: ART 204, 230, or consent of Art Department chair.

ART 304 - Intermediate Drawing II (3.0-6.0 hours)

Study of drawing processes, building and refining individual concepts with emphasis on contemporary approaches to pictorial design and composition. Repeatable up to 6 semester hours.

Prerequisite: ART 303 or consent of Art Department chair.

ART 305 - Editorial Design (3.0 hours)

The creation, layout, and design of multi-page documents such as magazines, brochures, business-to-business direct mail, and catalogs, with emphasis on modular and scalable systems for both the printed and digital environment.

Prerequisite: ART 205 and I M 260, or consent of Department Chair.

ART 306 - Designing for a Brand Experience (3.0 hours)

Core Curriculum: EL

Identifying specific target audiences and designing brand experiences around them using traditional and social media environments. Including the design and implementation of visual identity systems, packaging, point of purchase, and promotional materials.

Prerequisite: ART 305 or consent of Art Department chair.

ART 309 - Intermediate Painting I (3.0-6.0 hours)

Exploration of subject matter useful toward personal development and artistic growth. Emphasis on the study of painting media, critical analysis, aesthetic awareness, and creative expression. Repeatable up to 6 semester hours.

Prerequisite: ART 210, 230, IM 113, or consent of Art Department chair.

ART 310 - Intermediate Painting II (3.0-6.0 hours)

Independent work in painting emphasizing aesthetic research and concentrated studio production. Emphasis on the study of painting media, creative expression, critical analysis, and aesthetic awareness. Repeatable up to 6 semester hours.

Prerequisite: ART 309 or consent of Art Department chair.

ART 311 - Basic Lithography (3.0-6.0 hours)

Lithographic printmaking from limestone and ball-grained aluminum matrices. Basic drawing and printing techniques for color and black and white editions. Students provide paper, metal plates, lithographic crayons. Repeatable up to 6 semester hours.

Prerequisite: ART 220, 230, ART 211 or 212, or consent of Art Department chair.

ART 312 - Intermediate Printmaking (3.0-6.0 hours)

Exploration of technical and creative concepts in preparation for advanced printmaking coursework; emphasis on content-oriented imagery and discussion. Introduction to collagraphy, monotypes, photographic and digital techniques, and registration for printing with multiple techniques. Repeatable up to 6 semester hours.

Prerequisite: ART 230. At least two courses from ART 211, 212, and 311, or consent of Art Department chair.

ART 313 - Intermediate Sculpture I (3.0-6.0 hours)

Intermediate sculpture with emphasis on refinement of the processes of casting, mold making, welding, cutting, joining, and the creation of sculpture in a variety of materials. Design principles, aesthetic considerations, and techniques of working are reviewed with application of principles and materials most appropriate for the development of individual student work. Repeatable up to 6 semester hours.

Prerequisite: ART 213 or ART 214 or consent of the department chair

ART 314 - Intermediate Sculpture II (3.0-6.0 hours)

Intermediate sculpture with emphasis on the refinement of sculptural concepts and the processes of casting, mold making, welding, cutting, joining, and the creation of sculpture in a variety of materials with continuing emphasis on the development of individual student work. Repeatable up to 6 semester hours.

Prerequisite: ART 313 or consent of Art Department chair.

ART 315 - Rapid Prototyping (3.0 hours)

Explorations into 3-D modeling using software, scanning, and rapid prototyping. May be repeated up to a total of 6 hrs.

ART 316 - Independent Study in Studio Arts (1.0-3.0 hours)

Independent study in studio arts. Repeatable for a total of 6 hours credit.

Prerequisite: Junior standing; consent of instructor, and Art Department chair.

ART 317 - Color: Perception and Practice (3.0 hours)

Core Curriculum: EL

Perception, relationships, and interaction of color. Studio experience leads from a visual realization of color relationships to an awareness of the interdependence of color with form and placement.

Prerequisite: ART 101, 102, 105, 106, 140, 142, or consent of Art Department chair.

ART 320 - Introduction to Letterpress and Book Arts (3.0 hours)

An exploration of the mechanics and aesthetics of letterpress printing and artist's books, with emphasis on the relationship between content, structure and materials and meaning. Students create original content for letterpress employing a variety of historical and contemporary printing techniques while exploring traditional and nontraditional bookbinding methods and structures.

Prerequisite: Art 101, 102, 105, 106, 140, 142, 230, IM 113, or consent of Art Department chair.

ART 323 - Art and The Environment (3.0 hours)

An introduction to the history of land and environmental art through readings, research, lectures, and making. Students will be asked to consider contemporary environmental issues as the content of their work as well as the effects of art-making on the environment. Course projects will include individual and collaborative art-making in non-traditional exhibition spaces and with non-traditional materials.

ART 324 - Photographic Concepts (3.0 hours)

The study of major photographic genres including landscape, portrait, street photography and still life. Students will analyze these genres through theoretical writings, the study of historical and contemporary image-makers, and their own personal studio practice.

Prerequisite: Art 225 and 228

ART 326 - Manipulated Image (3.0-6.0 hours)

Manipulative photographic printing. Imagery developed by varying cameras, films, papers, and chemicals. Introduction to toners, hand-coloring, camera construction and modification. Repeatable up to six semester hours.

Prerequisite: ART 225 and 228; or consent of Art Department chair

ART 327 - Studio Lighting and Illustration Photography (3.0 hours)

Aesthetics and techniques of studio lighting as used by photographers in illustration, advertising, and fine art photography. Use of special equipment; fashion, and still-life image-making.

Prerequisite: Art 225 and 228; or consent of Art Department chair

ART 332 - History of Graphic Design (3.0 hours)

History of typography, graphic communication, and design. Cause and effect analysis involving cultural forces and design as well as the exploration of major historical movements leading to the emergence of contemporary design.

Prerequisite: ART 140, 142, or consent of Art Department Chair

ART 333 - Digital Painting (3.0 hours)

The art of creating digital artworks using various digital tools and software. The fundamentals of digital painting, including understanding different brushes, layers, and blending modes. Various techniques and methods to create stunning digital paintings, such as color theory, composition, and lighting. Hands-on practice and assignments to refine skills and develop a unique style. Digital sketching and digital drawing, allowing students to have a comprehensive understanding of digital art. Also preparing files for print and web publishing. Appropriate for all skill levels of traditional art. Equips students with the necessary skills and knowledge to excel in the world of digital painting.

ART 335 - Medieval Art (3.0 hours)

A study of Early Christian, Byzantine, Romanesque and Gothic Art.

Prerequisite: ART 140, 142, or consent of Art Department chair.

ART 340 - Renaissance Art (3.0 hours)

Art of Europe from ca. 1400 to 1600: Early, High, and Late Renaissance periods; Mannerism.

Prerequisite: ART 140, 142, or consent of Art Department chair.

ART 343 - Advanced Storytelling and Production for Comics (3.0 hours)

This class builds on the foundation laid by ART233. It focuses less on tools, and more on advanced storytelling concepts, both visual and textual, and production. The creative work in this class will be mostly prompt-based, but there will be more self-directed work on multi-page projects. There will be one collaborative project. Students can choose project-to-project whether to work in ink or digitally. Students will also spend some time honing their draftsmanship to expand their ability to communicate through gesture, expression, and environment. We will also take a look at InDesign for lettering.

Prerequisite: ART 233

ART 365 - Interactive Media Publishing Platforms (3.0 hours)

A studio course exploring creative strategies and techniques associated with online publishing platforms. Students will install, configure, and customize a web-based content management system. Additional topics will include: search engine optimization, information architecture, content modeling, social networking, media preparation, and customization of site themes. Cross-listed as IM 365.

Prerequisite: IM 110 and Animation, Game Design, or Interaction Design major; IM 113 and ART 205; or consent of Department Chair.

ART 375 - Global Modern and Contemporary Art (3.0 hours)

Core Curriculum: WI

A study of the major movements in Global Modern and Contemporary art.

Prerequisite: ART 140, 142, junior or senior, or consent of Art Department chair.

ART 380 - Topics: Specified (3.0 hours)

Core Curriculum: WI

Topics of special interest which may vary each time course is offered.

Topic stated in current Schedule of Classes.

Prerequisite: ART 140, 142, junior standing, or consent of Art Department chair. May be repeated under different topics to a maximum of 12 hours.

Emphasis on individual research.

ART 383 - Queer and Trans Histories of Art (3.0 hours)

Core Curriculum: WI

This course investigates the power of art objects within histories of queer and transgender people. An advanced dive into queer and trans art starting with global non-binary approaches to gender and sexuality. This course is designed to chart ways in which art objects have not merely reflected, but also produced a nuanced and multifaceted global queer and trans history. We cover modern and contemporary LGBTQIA + art in the US, Mexico, Europe, and around the globe. Topics will break from chronological and geographical trajectories to rather embrace thematic issues within LGBTQIA+ histories. This enables us to look beyond national, political, colonialist, and other boundaries.

ART 385 - Applied Museum and Archival Studies (3.0 hours)

This course is part of the core of the new Museum Studies Minor. It offers students a hands-on introduction to museum and archival practices.

ART 390 - History of Photography (3.0 hours)

An overview of the history of photography from its invention in 1839 through the modern period of the 20th century. This course will explore the evolution of photography as an art form.

Prerequisite: ART 140, 142, or consent of Art Department chair.

ART 395 - Critical Museum Studies (3.0 hours)

Core Curriculum: WI

The primary purpose of the course is to provide students with a critical vocabulary for understanding how museums, galleries, and exhibitions produce knowledge, and the ways in which history, geography, cultural difference, and social hierarchies are mapped through exhibition practices. We will discuss the histories and political stakes of encyclopedic museums such as The Metropolitan Museum of Art in New York and The Art Institute of Chicago. We will consider the missions of various national museums around the globe, the changing aims of modern and contemporary museums, and the challenges of developing museum programming that serves diverse audiences.

ART 401 - Ceramic Portfolio Design Studio (3.0-6.0 hours)

Portfolio development, studio design and equipment as they relate to the individual artist. Repeatable up to 6 semester hours.

Prerequisite: ART 302, or consent of Art Department chair.

ART 402 - Ceramic Sculpture (3.0-6.0 hours)

Design concepts and production techniques as they apply to ceramics sculpture. Repeatable up to 6 semester hours.

Prerequisite: ART 302, or consent of Art Department chair.

ART 403 - Advanced Drawing I (3.0-6.0 hours)

Advanced projects in drawing with emphasis on refinement of concepts and materials leading to an independent body of work. Repeatable up to 6 semester hours.

Prerequisite: ART 304 or consent of Art Department chair.

ART 404 - Advanced Drawing II (3.0-6.0 hours)

Emphasis on individual growth and development of a body of work reflecting clear understanding of drawing concepts, and mastery of skills and materials. Repeatable up to 6 semester hours.

Prerequisite: ART 304 or consent of Art Department chair.

ART 405 - Graphic Information Systems (3.0 hours)

Exploration of standard and experimental methods for conveying information for business, government, and entertainment including quantitative, qualitative, spatial analysis and application.

Prerequisite: ART 306 or consent of Art Department chair.

ART 406 - Graphic Design Portfolio (3.0 hours)

Core Curriculum: EL

The capstone course for the graphic design program, involving organizing and producing an effective professional design portfolio along with sharpening professional presentation and interviewing skills. Students create a print and digital portfolio, résumé package, and other promotional materials. The process of developing the portfolio may include reworking previous projects or developing new material.

Prerequisite: ART 405, or consent of the Art Department Chair

ART 409 - Advanced Painting I (3.0-6.0 hours)

Thematic development of a body of work in painting with special emphasis on the refinement and exploration of personal concept and content. Repeatable up to 6 semester hours.

Prerequisite: ART 310 or consent of Art Department chair.

ART 410 - Advanced Painting II (3.0-6.0 hours)

Core Curriculum: EL

Special projects in painting which may include competitions, exhibitions, installations, commissions, and portfolio development. Repeatable up to 6 semester hours.

Prerequisite: ART 310 or consent of Art Department chair.

ART 411 - Advanced Printmaking Studio (3.0-6.0 hours)

Advanced printmaking concepts and techniques in preparation for exhibitions, application to graduate programs, and other professional pursuits. Emphasis on ideas and finishing skills required for the production of a professional portfolio. Repeatable up to 6 semester hours.

Prerequisite: ART 311, 312 or consent of Art Department chair.

ART 412 - Advanced Printmaking Studio (3.0-6.0 hours)

Advanced printmaking concepts and techniques in preparation for exhibitions, application to graduate programs, and other professional pursuits. Emphasis on ideas and finishing skills required for the production of a professional portfolio. Repeatable up to 6 semester hours.

Prerequisite: ART 311, 312 or consent of Art Department chair.

ART 413 - Advanced Sculpture I (3.0-6.0 hours)

Thematic development of a body of work in sculpture with special emphasis on topics of portfolio and the refinement and exploration of materials and methods. Repeatable up to 6 semester hours.

Prerequisite: ART 314 or consent of Art Department chair.

ART 414 - Advanced Sculpture II (3.0-6.0 hours)

Special projects in sculpture which may include works for competitions, specific sites, scale, materials and/or portfolio development. Repeatable up to 6 semester hours.

Prerequisite: ART 314 or consent of Art Department chair.

ART 416 - Independent Study in Studio Arts (1.0-6.0 hours)

Independent study in studio arts. May be repeated in more than one area of art, for a total of 6 hours of credit.

Prerequisite: Declared art major; senior standing; consent of Art Department chair.

ART 417 - Independent Study in Art History (3.0 hours)

Program of directed readings: analysis, synthesis, and interpretation of materials. Research paper required. May be repeated in more than one area of art history, for a total of 6 credit hours.

Prerequisite: Art history major; senior standing; consent of instructor, and Art Department chair.

ART 421 - BFA Seminar II (3.0 hours)

Core Curriculum: EL

Professional orientation and career preparation through concentrated studio production, creative media research, critique analysis, on-site visitation of artists' studios, formulation of artist thesis statement, resume and portfolio preparation, exhibition design management, culminating B.F.A. exhibition.

Prerequisite: BFA candidacy; senior standing.

ART 426 - Photographic Portfolio (3.0-6.0 hours)

Core Curriculum: EL

Preparation of photographic portfolio for the fine arts or for publication photography. Research into successful photographers' works; selection; development of personal aesthetic. Archival and professional presentation of the prints or other media.

ART 427 - Advanced Photographic Digital Imaging (3.0-6.0 hours)

A studio course focusing on the cutting edge of fine art digital photography, from shooting to image editing and printing. Color calibration, advanced digital imaging techniques, output options, substrate choices, and design concepts are discussed in depth. Using the students' own images to create individual portfolios, students learn how to produce high-quality digital input and output.

Prerequisite: Art 225, Art 228, Art 327 or consent of Art Department chair

ART 485 - Theories and Methods of Art History (3.0 hours)

Core Curriculum: WI

This course surveys the foundational theories of art history and other disciplines and practices applying those theories to the analysis of art objects. This class is designed for upper-level art history majors and students who have

ART 490 - Art Seminar (3.0 hours)

Core Curriculum: WI

Art history and theory seminar. May be repeated under different topics for a maximum of twelve credit hours. Cross-listed under ART 590.

Prerequisite: Senior art or art history major.

ART 494 - Visual Art Expedition (1.0-3.0 hours)

Students travel to observe or engage in artistic production making use of the resources of the particular location. Advanced study and/or experiences in art and design. May be repeated up to 9 hrs. Topics, destinations, and prerequisites stated in current Schedule of Classes.

ART 496 - BFA Design Senior Project (3.0-6.0 hours)

Senior BFA students in graphic design, working closely with an instructor, select and execute a visual communication project; researching and defining the scope, documenting the process of problem-solving, and placing the project in an appropriate historical and theoretical context.

Prerequisite: ART 305, ART 306, declared graphic design concentration, BFA candidacy, senior standing, and consent of instructor.

ART 500 - Advanced Studio (3.0-6.0 hours)

Advanced work in printmaking, drawing, photography, ceramics, sculpture, interdisciplinary studio or painting. Repeatable to a maximum of 6 hours.

Prerequisite: Graduate standing or completion of corresponding senior level course.

ART 590 - Art Seminar (3.0 hours)

Art history and theory seminar. May be repeated under different topics for a maximum of twelve credit hours. Cross-listed under 490.

Prerequisite: Graduate standing or qualified undergraduate art history major.

ART 600 - Photography Studio (1.0-6.0 hours)

Development of advanced technical, aesthetic and conceptual concerns through experimentation within the photographic media relating to appropriate historical and contemporary references. Repeatable to a maximum of 33 hours.

Prerequisite: Graduate Standing

ART 605 - Critique Seminar (1.0 hour)

Critique seminar, repeatable to a maximum of six hours.

Prerequisite: Graduate standing.

ART 610 - Drawing Studio (1.0-6.0 hours)

Analytical and conceptual evaluation of individual style and content emphasizing technical, creative, and digital competencies on a professional level. Repeatable to a maximum of 33 hours.

Prerequisite: Graduate Standing

ART 620 - Printmaking Studio (1.0-6.0 hours)

Technical and conceptual development with intaglio, relief, and planographic printing. Etching, engraving, wood, paper, and plastic relief printing, serigraphy and lithography. Repeatable to a maximum of 33 hours.

Prerequisite: Graduate Standing

ART 630 - Ceramics Studio (1.0-6.0 hours)

Techniques and material used in stoneware earthenware and porcelain production. Emphasis on creative development and technical competence. Repeatable to a maximum of 33 hours.

Prerequisite: Graduate Standing

ART 640 - Sculpture Studio (1.0-6.0 hours)

Technical and conceptual information about wood and stone carving and construction, welding and metal fabrication, foundry practice, emphasizing individual development. Repeatable to a maximum of 33 hours.

Prerequisite: Graduate Standing

ART 650 - Pedagogy (3.0 hours)

Focus of this course is the teaching practice of artistic concepts, foundations of art and subject matter of technical, historical and conceptual content in art curricula. Students will be exposed to the many issues of conveying ideas, and motivating students to make the educational experience meaningful. Practical issues of : teaching philosophy, resources, syllabi creation, assessment and course planning will be part of the discussion.

Prerequisite: Graduate Standing

ART 660 - Interdisciplinary Studio (1.0-6.0 hours)

Advanced work in more than one concentration. May include two- or three-dimensional media; may incorporate installation work, performance, construction, and creative expression with interrelated forms of fine arts and design. Repeatable to maximum of 9 hours.

Prerequisite: Graduate Standing

ART 670 - Painting Studio (1.0-6.0 hours)

Advanced painting in the medium and direction of the student's choice. Emphasis on creative development and technical competence. Repeatable to a maximum of 33 hours.

Prerequisite: Graduate Standing

ART 680 - Special Problems (1.0-6.0 hours)

Problems in area of students interest as advised by instructor.

Repeatable to a maximum of 18 hours.

Prerequisite: Graduate Standing

ART 689 - Design Research and Collaboration (3.0 hours)

A design problem that responds to social, economic, and environmental concerns created in consultation and collaboration with a corporation, institution, or government agency under the supervision of the faculty.

Repeatable to a maximum of 9 hours.

Prerequisite: Graduate Standing

ART 690 - Seminar (3.0 hours)

Research and presentation of art topics ranging from history to contemporary concerns of the artist, to interdisciplinary courses consisting of an organized sequence of guest speakers. May be repeated under different topics to a maximum accumulated credit of 18 hours.

Prerequisite: Graduate standing

ART 694 - Visual Communications and Design Studio (1.0-6.0 hours)

Working with hypothetical environments and data, focuses on design development, problem-solving skills, visualization and invention. Concept, exploration emphasized while developing a personal creative vision and understanding of current graphic design practices and technology.

Repeatable to a maximum of 33 hours.

Prerequisite: Graduate Standing

ART 695 - Theory and Criticism (3.0-6.0 hours)

Research, discussion and presentation on topics in fine arts and design, including contemporary trends, philosophies, literature and history.

Repeatable to a maximum of 6 semester hours

Prerequisite: Graduate Standing

ART 696 - Advanced Digital Design (3.0-6.0 hours)

Advanced work in applied software for web design, animation, rapid prototyping, interactive design and experience design. Repeatable to 9 semester hours.

Prerequisite: Graduate Standing

ART 697 - Design Management (3.0-6.0 hours)

Development phases of real-world project execution, including: research, problem definition, planning, cost and budget analysis, organization, and presentation of information for business, public institutions, government and the entertainment industry. Repeatable to 9 hours.

Prerequisite: Graduate Standing

ART 698 - Thesis Exhibition (0.0-3.0 hours)

At the beginning of their second semester, studio art M.A. candidates must submit a proposal that defines their evolving work. Full time M.A. candidates register for Art 698 for the third semester. At this time candidates present thesis exhibitions for review by the graduate faculty and other invited participants. A written comprehensive exam also supplements the exhibition. Upon successful completion of all academic and exhibition requirements, students may be invited to continue toward completion of the M.F.A. requirements.

Prerequisite: Candidacy for M.A.

ART 699 - Thesis Exhibition M.F.A. (0.0-3.0 hours)

At the beginning of the second semester, M.F.A. candidates submit a proposal that defines their evolving thesis work. During the last semester of their final year, all M.F.A. candidates will be registered for Art 699 and will present thesis exhibitions for review by graduate faculty and other invited guests. A written comprehensive exam done in consultation with the student's graduate committee supplements the exhibition.

Prerequisite: M.A. and candidacy for M.F.A.