

# ART (ART)

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## ART 101 - INTRODUCTION TO THE VISUAL ARTS

Form and content in painting, sculpture, architecture, and film.

Credits: 3

Attributes: Humanities

## ART 109 - ART AND MEDIA

This course introduces students to current trends in design, media, art and culture. Students engage in the design process through research, lectures, screenings, and the exploration of professional, contemporary design work. Students explore the role of the designer in the community, emphasizing social engagement, sustainability and the fostering of cultural understanding. Students will document their experiences using photography while sharing ideas, discoveries and inspirations in a weblog or visual journal. The objective is for students to visualize themselves as active participants in contemporary design practice.

Credits: 3

## ART 125 - ART GUILD

This is open to students participating in the Art Guild team activities. Students engage in team building, leadership development, and artistic development while enrolled in these classes. This class is repeatable for up to four hours.

Credits: 1

## ART 130 - DESIGN AND COLOR

In this course, students are introduced to the principles of color theory composition through application in design projects across mediums. Students apply visual thinking to design problems, utilizing color theory and design principles to communicate a solution. During the course, students will develop manual skills and are expected to demonstrate craftsmanship and presentation skills.

Credits: 3

## ART 150 - VISUAL & CONCEPT

Students will develop commercial drawing skills and create visual representations for various media. They will utilize brainstorming and concept development techniques and communicate through sketches, thumbnails and hand drawn compositions. Students will prepare storyboards and visual concepts for presentation and art direction.

Credits: 3

## ART 201 - ANCIENT THROUGH MEDIEVAL ART

Chief works of architecture, sculpture, and painting in their historical contexts; principal stylistic developments and iconographical themes.

Credits: 3

Attributes: Humanities

## ART 202 - RENAISSANCE THROUGH MODERN ART

Continuation of Art 201.

Credits: 3

Attributes: Humanities

## ART 203 - COMPUTER ILLUSTRATION

In this course, students are introduced to Adobe Illustrator as an illustration, design and production tool. Students are introduced to all aspects of Adobe Illustrator and prepare illustrations, layouts and graphics using industry standard tools.

Credits: 3

## ART 207 - DIGITAL PHOTO

This course introduces digital darkroom approaches and techniques applied to the art and practice of photography, focusing on the use of a SLR camera, Adobe Bridge and Adobe Photoshop. Students are introduced to the technical and practical aspects of using a DSLR camera, photographic composition, and digital workflow. Emphasis is placed on the creative process while exploring the aesthetics of photography for publication, exhibition and commercial use.

Credits: 3

## ART 208 - VIDEO PRODUCTION

Students receive hands-on training in digital video and post-sound production from idea development to project delivery. Students are introduced to the digital filmmaking workflow and the software and hardware tools necessary for project completion. Emphasis is placed on the visual literacy necessary for crafting quality work.

Credits: 3

## ART 210 - DRAWING I

Double period.

Credits: 3

Attributes: Humanities

## ART 211 - DRAWING II

Double period.

Credits: 3

Attributes: Humanities

Prerequisites: ART 210

## ART 213 - INTRODUCTION TO COMPUTER GRAPHICS

Typefaces, photographs, and other illustrations; decoration and ornamentation; layout; use of graphics to reflect publication character. Work with Illustrator and PhotoShop. Computer use course. See Jour 205.

Credits: 3

Attributes: Humanities

Prerequisites: JOUR 201 or COMM 201 (may be taken concurrently)

Course Notes: or one ART course.

## ART 215 - PAINTING I

Double period.

Credits: 3

Attributes: Humanities

## ART 216 - PAINTING II

Double period.

Credits: 3

Attributes: Humanities

Prerequisites: ART 215

## ART 226 - CERAMICS I

A beginning hands-on course assuming no knowledge of clay work. Students learn all necessary technical skills and then create individual works based on these skills. Personal development and creativity emphasized, as are sculpture and hand-building. A variety of clays and glazes are available. The class includes a historical perspective using images that we discuss. Wheel thrown pottery is introduced but not required.

Credits: 3

Attributes: Humanities

**ART 227 - MIXED MEDIA DRAWING**

This course begins with a focus on traditional drawing techniques and materials and then expands into broader conceptions of drawing, including the creation of collage, digital imagery, among other two- and three-dimensional images. It will encourage students to experiment with found and other atypical material as a means of exploring the meaning and creation of mixed media drawing. This course begins with a focus on traditional drawing techniques and materials and then expands into broader conceptions of drawing, including the creation of collage, digital imagery, among other two- and three-dimensional images. It will encourage students to experiment with found and other atypical material as a means of exploring the meaning and creation of mixed media drawing.

Credits: 3

Attributes: Humanities

**ART 232 - CERAMICS II**

Students use hand building techniques to make complex slab, coil and sculpted forms. Wheel throwing requires mastery of a perfect cylinder, simple vase forms, a mug as well as trimmed and untrimmed bowls. Independent ideas are encouraged. Students learn to mix slips and glazes and explore ceramic history.

Credits: 3

Attributes: Humanities

Prerequisites: ART 226

**ART 235 - DIGTL IMAGING**

Digital Imaging is a foundation class that introduces the creation and manipulation of digital images using Photoshop as an imaging and design tool. Emphasis is placed on learning the fundamentals of digital imaging, including image manipulation, compositing and design techniques. Students apply effective design practices in composition and color theory as they relate to photography and develop creative photo-based projects.

Credits: 3

**ART 245 - DESIGN INTERACT**

This course serves as an introduction to the theory and principles of interaction design. Students utilize theories of information architecture, user experience research, content strategy and wire framing to plan user-friendly, accessible sites. User interface planning and design are integrated into a cohesive plan. Students then build functional prototypes. The fundamentals of search engine optimization, image optimization, multimedia files, and font management are integrated into the course structure. (Prerequisite: ART 235)

Credits: 3

**ART 253 - WEB INTERACT**

In this intermediate course, students explore user experience and develop an understanding of digital interaction. The course focuses on project planning, wire framing, interface design, and responsive prototyping. Students research interface design and strategy, beginning with screen-based systems such as web, mobile and tablet, and review pervasive design patterns and emerging trends. Students observe real users and examine prototypes. They learn to plan, discover, interpret, discriminate, revise and justify their design concepts through the utilization of essential web programming languages. (Prerequisites: ART 228 or ART 245)

Credits: 3

Prerequisites: ART 245

**ART 256 - INTERNSHIP 1**

Students serve as interns and apply their skills in real-world employment situations. All internships are project-oriented and directly related to their focus in design. Internships are served under the sponsorship of a faculty advisor. Students are required to document the results of their experience. Course can be repeated up to 12 hours.

Credits: 3

Prerequisites: ART 201

**ART 260 - TOPICS IN RENAISSANCE AND BAROQUE ART**

Credits: 3

Attributes: Humanities

Prerequisites: ART 202

Course Notes: Must have prereq or consent of instructor.

**ART 261 - GRAPHIC DESGN 1**

Students explore various aspects of graphic design with a focus on the design process and production for various media, including print and web. Students learn Adobe InDesign skills as well as apply design principles and concepts relating to typography, page layouts and general graphic design techniques to solve visual communication problems. (Prerequisite: ART 203)

Credits: 3

Prerequisites: ART 203 (may be taken concurrently)

**ART 265 - HISTORY OF GRAPHIC DESIGN**

This course surveys the development of design for print media, beginning with the first systems of written language and hand-illustrated manuscripts. It then spans the evolution of graphic design from the invention of the printing press to the plethora of modernist and contemporary design styles utilizing digital hardware and software.

Credits: 3

Course Notes: Must have prereq or consent of instructor.

**ART 270 - TOPICS IN MODERN ART**

Credits: 3

Attributes: Humanities

Prerequisites: ART 202

**ART 270R - TYPOGRAPHY 1**

This course introduces the history of the printed word, type development, anatomy, classification, usage, and legibility. Text hierarchies and type family characteristics are explored and applied to design projects. Production skills for type utilization and file preparation for print and web design are emphasized. (Prerequisite: ART 203)

Credits: 3

Prerequisites: ART 203 (may be taken concurrently)

**ART 291 - GRAPHIC DESGN 2**

Continuing the use of InDesign, this course introduces multiple-page documents and preparation for multi-media campaigns. Students continue to apply design principles and concepts of typography, color theory, composition, and print production as they expand to dimensional design through prototypes and physical mock-ups.

Credits: 3

Prerequisites: ART 203 and ART 261

**ART 295 - MM WEB DESIGN**

This course introduces the essential structure of various web-programming languages. Students learn basic hand coding for HTML5, CSS3, and JavaScript. Coverage includes designing for web standards, accessibility, usability and workflow for web design.

Credits: 3

**ART 301 - IPHONEOGRAPHY AND THE DEMOCRATIC CAMERA**

Everyone is a photographer and cameraphones are everywhere. This course will explore the creative and ethical implications of using the iPhone as an artistic and journalistic tool. Students must have an iPhone X or newer to enroll in the course, and will be expected to download various photography apps for use in the class. We will use the iPhone to create, edit, and post photographic work online. Students will learn a new set of photographic standards, applications, and practices through individual and group shooting assignments, readings, and examples of contemporary photographic work.

Credits: 3

Attributes: Humanities

**ART 305 - DOCUMENTARY VIDEO STORYTELLING**

A beginning course in documentary storytelling, including planning the project, shooting video, editing and completion of the project.

Credits: 3

Attributes: Humanities

**ART 307 - ADV DIGIT PHOTO**

This advanced digital imaging course facilitates mastery of concept-driven image creation for artistic and client-based projects. Students refine composition, color correction, use of layers and masking, advanced retouching techniques, and the use and integration of type to create refined and complex image-driven design work. (Prerequisite: ART 235)

Credits: 3

Prerequisites: ART 235

**ART 310 - ADVANCED DRAWING I**

Credits: 3

Attributes: Humanities

Prerequisites: ART 211

**ART 311 - ADVANCED DRAWING II**

Credits: 3

Attributes: Humanities

Prerequisites: ART 310

**ART 311R - BUS OF ART/DES**

This class focuses on the administrative side of artistic business. Students will explore business concepts and theories and how they apply differently to artistic services. The theories presented will better prepare them for moving into management positions and/or run their own business. Content includes: financial issues and terminology, marketing, personnel and business organization.

Credits: 3

**ART 312R - 2D ANIMATION**

Students are introduced to the theory and principles of animation for design interaction, including storyboarding and the development of time-based animation techniques for web, app design, digital publishing, and video. (Prerequisites: ART 203, ART 108)

Credits: 3

Prerequisites: ART 108 and ART 203

**ART 315 - ADVANCED PAINTING I**

Credits: 3

Attributes: Humanities

Prerequisites: ART 108

**ART 316 - ADVANCED PAINTING II**

Credits: 3

Attributes: Humanities

Prerequisites: ART 315

**ART 319 - INDEPEND STUDY**

Independent studies allow a student to explore a topic or area of interest. Students will propose a topic for tutorial study under the guidance of a supervising faculty member. Course can be repeated up to 12 hours.

Credits: 3

**ART 320R - PACKAGING DESIGN**

In this advanced course, students develop sophisticated packaging systems through the study of the science and art of package design. They learn the value of packaging, through consumer research, branding and positioning, and gain an understanding of how to develop successful packaging for a variety of client needs. Students will understand structural design and packaging solutions, from concept and ideation to the production of prototypes and physical mock-ups. (Prerequisite: ART 291)

Credits: 3

Prerequisites: ART 291

**ART 321 - PHOTOBOK HISTORY & PRACTICE**

History and practice of the photobook. Students will photograph a major subject over the course of the semester, edit the photographs, and layout and publish a photobook. Basic Photoshop, camera technique, and the history of the photobook will also be covered. Both film and digital cameras can be used for the course.

Credits: 3

Attributes: Humanities

**ART 325 - PHOTOGRAPHY**

Introduction to black & white film photography covering basic camera and darkroom techniques. Students will shoot and develop black and white film, and make prints using traditional darkroom equipment. Cameras will be provided by the department.

Credits: 3

Attributes: Humanities

Prerequisites: ENG 102

**ART 325R - BRAND IDENTITY DESIGN**

Students explore advanced principles of visual communication theory, including applications of typographic design, logo design and the creation of symbolic visual systems, such as pictorial icons, navigation and corporate identity. Students research how graphic identity systems support branding. (Prerequisite: ART 291)

Credits: 3

Prerequisites: ART 291

**ART 326 - ADVANCED CERAMICS I**

Students engage in personal independent work as well as in-depth study of general sculpture, ceramic history and glaze chemistry, which includes discussion of glaze ingredients and how to formulate glaze recipes. Students pursue individual projects in hand-building, emphasizing individual style and content, and develop increasingly sophisticated wheel thrown forms, including but not limited to 4"-5" tall forms, a pitcher and plate.

Credits: 3

Attributes: Humanities

Prerequisites: ART 232

**ART 328 - DOCUMENTARY PHOTO**

An exploration of documentary photography consisting of camera usage, shooting assignments, slide lectures, and computer work using Photoshop. No previous photography experience required. Cameras will be provided for the semester. This course will introduce the computer as a powerful tool for the photographer. We will discuss the ethical, philosophical and practical considerations regarding digital imaging. We will be using flat-bed scanners, 35mm slide and negative scanners, and digital cameras for inputting images into the computer. Adobe Lightroom will be our primary imaging program.

Credits: 3

Attributes: Humanities

**ART 328R - DIGITAL MARKETING DESIGN**

In this advanced course, students extend their knowledge of publication design into digital media. They are introduced to industry tools and techniques for delivering publication content such as newsletters, magazines and email blasts for electronic devices. Students will develop typography, imagery, graphics and color schemes appropriate for digital media and will promote the project using industry-standard electronic marketing. (Prerequisite: ART 291)

Credits: 3

Prerequisites: ART 291

**ART 329 - TEXTILE ARTS AND MATERIAL ARTS**

On- and off-loom techniques employing various media.

Credits: 3

Attributes: Humanities

**ART 330 - ADVANCED TEXTILE AND MATERIAL ARTS**

Continuation of Art 329.

Credits: 3

Attributes: Humanities

Prerequisites: ART 329

**ART 331 - WORLD TEXTILES**

This course will investigate the historic roots of knitting and apply traditional techniques to 21st century design and fashion concepts. The focus will be on eco-sustainability and repurposing fabrics/garments.

Credits: 3

Attributes: Humanities, Women Gender Studies

**ART 332 - ADVANCED CERAMICS II**

Students develop personal style using all appropriate techniques with work expected to be ambitious and students conversant in modern and historical trends in ceramic art. Opportunity to personalize glazes. Wheel thrown pots include forms 6"-10" tall, lidded vessels, and 2-part forms, such as goblets, and wide forms, if earlier stages have been mastered. Students may also create a bust, autobiographical teapot, or visual ode to a person, place or thing.

Credits: 3

Attributes: Humanities

Prerequisites: ART 326

Course Notes: Consent of instructor

**ART 337 - SPECIAL TOPICS: ADVANCED COURSES IN ART HISTORY**

Credits: 3

Attributes: Humanities

**ART 337R - MOBILE INTERACT**

This advanced course will develop students' ability to work collaboratively in team situations to develop a responsive application for mobile devices. Students continue to explore information architecture, develop content strategy, design prototypes, and execute user testing across platforms. (Prerequisite: ART 253)

Credits: 3

Prerequisites: ART 253

**ART 338 - DIG VIDEO SOUND**

This course is designed to provide students with hands-on training in digital video and sound production, with emphasis on creating video content for digital publications, the internet, and mobile and wireless delivery. Students develop video production skills, lighting, sound, camera operations and editing. They work collaboratively to develop and produce a video project. Students are introduced to multi-camera shooting and the crew roles necessary to produce live streaming productions. Professional acquisition, post-production, and media content creation tools will be used for students to gain real world knowledge of best practices in the field. (Prerequisite: ART 108)

Credits: 3

Prerequisites: ART 108

**ART 338R - DESIGN CAPSTONE**

In this advanced course, students utilize concept development, design, photography, illustration, and video to create an interactive digital publication for tablet devices that demonstrates a mastery of interactive tools and techniques. Students write a creative brief, design appropriate graphics and navigational elements, develop a library of photographs and illustrations, produce video, and develop all other aspects of the final publication. (Prerequisite: ART 291)

Credits: 3

Prerequisites: ART 291

**ART 340R - PROF PORTFOLIO**

Students examine methods and techniques for presenting print, web and interactive design work to prospective employers and clients. Students will produce multiple presentations of their portfolio; throughout the course, they develop and design a personal branding package, ready to present their work in a professional manner. (Prerequisite: Must have Senior status)

Credits: 3

**ART 342 - ADV TYPOGRAPHY**

Students apply their knowledge of typography towards creative and technical projects designed to explore systems of text-based visual communication. Styling type for content is emphasized, as are both contemporary and historical typographic design trends and preparation of files of pre-press production. (Prerequisite: ART 270)

Credits: 3

Prerequisites: ART 270

**ART 343 - PRODUCING THE DOCUMENTARY PHOTOGRAPHY EXHIBITION**

Conceptualizing, editing, and producing a documentary photography exhibition using student and/or professional work. Working together, students will generate ideas for an exhibition in the Gage Gallery, locate/produce work, and install the project in the gallery. The class will focus on the practice of curating a photography exhibition, which will include developing a theme and choosing work, writing statements/artist biographies, and promoting the exhibit to the community.

Credits: 3

Attributes: Humanities

Prerequisites: ENG 102

Course Notes: Sophomore Standing.

**ART 346 - ADV DIGIT ILLUSTRATION**

Students learn advanced digital illustration skills through a variety of client-driven, creative projects. Students research illustration styles and techniques and incorporate both historic and contemporary trends into their work. Through concept development and ideation, students create sophisticated, professional-quality pieces.

Credits: 3

Prerequisites: ART 203

**ART 348 - PINHOLE TO CAMERAPHONE: PHOTOGRAPHY'S HISTORY AND PRACTICE**

The history and practice of early, middle-period, and contemporary photography. Slide examples of the history of photography; hands-on work with pinhole cameras, large format cameras, digital cameras, and camera phones. Field trips to galleries and/or museums in the city to view examples of work presented in the class.

Credits: 3

Attributes: Humanities

**ART 352 - PUBLICATION DESIGN**

This advanced class focuses on the development and production of multi-page print publication integrating typography techniques, vector and raster images, and graphic elements. Students research and work collaboratively to develop and design content for a large-scale professional quality publication. (Prerequisites: ART 270 & ART 291)

Credits: 3

Prerequisites: ART 291

**ART 356 - ADV INTERNSHIP**

Students serve as interns and apply their skills in real-world employment situations. All internships are project-oriented and directly related to their focus in design. Internships are served under the sponsorship of a faculty advisor, and students will be required to document the results of their experience. Course can be repeated up to 12 hours. (Prerequisite: Junior status)

Credits: 3

Prerequisites: ART 355

**ART 360 - ART AND ACTIVISM**

Various forms of representation (art, artifacts, discourse, media, performance, style, texts) with emphasis on historical and intersectional feminist approaches to gender and sexuality. Focus on practices of production and consumption, formation of identities, circulation of ideologies, and networks of power.

Credits: 3

Attributes: Humanities

Course Notes: Sophomore standing

**ART 380 - SR INTERNSHIP**

Graphic Design students are required to complete an internship during their senior year of study in order to create professional portfolio pieces, understand workflow, develop project management skills, and gain experience working with clients. Students will shadow senior designers, build self-confidence, and transition from school to the professional world. Internships last approximately ten weeks, and students must complete 100 hours of work during that time. (Prerequisite: Senior status)

Credits: 3

**ART 390 - INTERNSHIP**

In-service training with an arts organization, design or graphics company, or gallery. Student gains knowledge and skills in area of special interest. Offered in conjunction with faculty advisor by consent only.

Credits: 1-6

Attributes: Humanities

Course Notes: Consent

**ART 395 - INDEPENDENT STUDY FINE ARTS OR ART HISTORY**

Advanced work in any area of fine arts or art history; opportunity to do independent creative work. Students and professor define work to be done during semester.

Credits: 1-6

Attributes: Humanities

Course Notes: Consent