

# ART (ART)

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## **ART 101 Introduction to the Visual Arts (4 Credits)**

Introduces approaches to the understanding and appreciation of the visual arts. Provides a foundation in basic concepts, vocabulary of the elements of art, and principles of design as well as materials, methods, and processes. Explores a wide variety of artworks from diverse cultures. May include some hands-on experience with various media.

## **ART 101AM Animation History and Current Practices (4 Credits)**

Introduces animation history, production techniques, and current industry practices. Explores its spirit of experimentation and constant iterative renewal, as well as an ever-expanding interplay with industries including architecture, medicine, data science, and education.

## **ART 102 Introduction to Art and Design Careers (3 Credits)**

Introduces a comprehensive range of art and design professions presented by industry professionals. Provides tools and resources for making informed career decisions. Covers assessing skills, values, interests, barriers, education, and training as well as portfolio requirements. Explores essential skills required for successful careers in art and design. Repeatable for credit.

## **ART 110 Beginning Graphic Design (4 Credits)**

**Recommended preparation:** ART 141 or may be taken concurrently. Introduces standard graphic design concepts and principles. Introduces functionality of industry standard graphic design software. Includes projects that use these applications for the purposes of layout for various forms of digital output and print. Repeatable for credit.

## **ART 111 2-D Animation: Basics (4 Credits)**

**Recommended preparation:** ART 101AM, ART 141, and ART 142.

Recommended to be taken with: ART 112.

Introduces 2-D animation principles through practical, iterative exercises, emphasizing techniques that apply to any animation style. Covers visual problem solving for 2-D digital motion using industry standard software. Repeatable for credit.

## **ART 112 2-D Animation: Narrative and Scene Building (4 Credits)**

**Recommended preparation:** ART 101AM, ART 141, and ART 142.

Recommended to be taken with: ART 111.

Introduces principles of narrative story development and professional techniques for generating and presenting storyboards. Focuses on effective shot conception, sequence pacing, and staging methods using industry standard software. Repeatable for credit.

## **ART 113 3-D Animation: Basics (4 Credits)**

**Prerequisites:** ART 111.

**Recommended preparation:** ART 101AM and ART 112. Recommended to be taken with: ART 114.

Introduces 3-D animation principles and techniques for production of shots, sequences, and digital motion graphics using industry standard software. Focuses on efficient workflows and iterative scene development. Repeatable for credit.

## **ART 114 3-D Animation: Modeling (4 Credits)**

**Prerequisites:** ART 111.

**Recommended preparation:** ART 101AM and ART 112. Recommended to be taken with: ART 113.

Introduces 3-D modeling and texturing principles and techniques for primarily hard surface models using industry standard software. Focuses on efficient workflows and iterative model development. Repeatable for credit.

## **ART 115 Basic Design: 2-D (4 Credits)**

Introduces concepts and principles of visual language and basic design in two dimensions. Applies the elements of art and principles of design to communicate ideas and solve problems. Emphasizes critical thinking and creative problem solving in a variety of two-dimensional artistic media. Repeatable for credit.

## **ART 116 Basic Design: Color (4 Credits)**

Introduces concepts and principles of color theory related to the visual arts. Make informed color choices to communicate ideas through studying scientific research (theory) and hands-on projects (practice). Emphasizes critical thinking and creative problem solving in a variety of media. Repeatable for credit.

## **ART 117 Basic Design: 3-D (4 Credits)**

Introduces concepts and principles of visual language and basic design in three dimensions. Applies the elements of art and principles of design to communicate ideas and solve problems. Emphasizes critical thinking and creative problem solving in a variety of three-dimensional artistic media. Repeatable for credit.

## **ART 121 Ceramics: Introduction to Hand Building (4 Credits)**

Introduces basic hand building skills, simple glaze application, and an understanding of fundamental ceramic processes for students with little or no experience. Includes presentation of historical, cultural, and contemporary trends in ceramics. Repeatable for credit.

## **ART 122 Ceramics: Introduction to Wheel Throwing (4 Credits)**

Introduces basic wheel throwing skills, simple glaze application, and an understanding of fundamental ceramic processes for students with little or no experience. Includes presentation of historical, cultural and contemporary trends in ceramics. Repeatable for credit.

## **ART 131 Beginning Drawing (4 Credits)**

**Recommended preparation:** ART 115.

Emphasizes observing and developing fundamental drawing and composition skills. Uses still life material extensively. Covers historical and cultural approaches to drawing and drawing materials. Repeatable for credit.

## **ART 132 Intermediate Drawing (4 Credits)**

**Recommended preparation:** ART 131.

Builds on drawing fundamentals from ART 131. Introduces use of color in drawings. Create and analyze projects that demonstrate critical and creative thinking. Demonstrate individual exploration of process and content. Repeatable for credit.

## **ART 140 Sequential Art: Non-Digital (4 Credits)**

**Recommended preparation:** ART 115 or may be taken concurrently.

Covers the development and fundamentals of sequential storytelling using traditional media and techniques. Includes narrative structure, character and environment interaction, and working with color and composition. Complete work in style and genre preferred. Repeatable for credit.

## **ART 141 Vector Art Illustration (4 Credits)**

**Recommended preparation:** ART 115 or may be taken concurrently.

Introduces professional techniques for generating vector art and graphics. Covers visual problem solving and the process of creating vector illustrations using industry standard software through the use of reference and research. Repeatable for credit.

**ART 142 Digital Painting: Basic Techniques (4 Credits)**

**Recommended preparation:** ART 115 or may be taken concurrently. Translate traditional drawing and painting techniques using digital tools on the computer. Includes use of pressure-sensitive electronic pen tablets, stylus, and industry-standard software to create digital art that implements various traditional mediums. Emphasizes concept and personal style development. Repeatable for credit.

**ART 143 Scientific Illustration: Basic Techniques (4 Credits)**

**Recommended preparation:** ART 131 and ART 234. Learn the basic techniques to visually interpret scientific principles. Attention to the tools and skills essential for creating accurate and effective scientific illustrations. Emphasis on keen observational skills and communicating accurate information using a variety of media. Repeatable for credit.

**ART 157 Metal Arts: Basic Techniques (4 Credits)**

Introduces basic hand-tool knowledge, soldering, and fabrication of metalworking, adornment, and vessels. Covers historical and contemporary art, jewelry, and metal smithing. Repeatable for credit.

**ART 158A1 Metal Arts: Surfaces (4 Credits)**

Includes methods used to change the surface of non-ferrous metals. Techniques used for projects may include reticulation, keum-boo, patinas, embossing, overlay, and fusing. Repeatable for credit. Prerequisite: ART 157.

**ART 158B1 Metal Arts: Beginning Casting (4 Credits)**

**Prerequisites:** ART 157. Introduces centrifugal, lost-wax casting process. Cast, sprue, and invest small-scale wax models sculpted using additive and subtractive methods. Repeatable for credit.

**ART 158B2 Metal Arts: Intermediate Casting (4 Credits)**

**Prerequisites:** ART 158B1. Builds on the skills learned in ART 158B1. Includes centrifugal, vacuum, cuttlebone, and sand casting. Explores the use of molds to duplicate textures to transfer onto wax, creating stone settings in wax, and controlling the wax burn-out. Repeatable for credit.

**ART 159A1 Metal Arts: Forming (4 Credits)**

**Prerequisites:** ART 157. Create non-ferrous metal projects using forming methods. Projects include jewelry, containers, and small-scale sculptures fabricated using folding, scoring, chasing, repousse, and other metalworking techniques used to form metal. Repeatable for credit.

**ART 159C1 Metal Arts: Enameling (4 Credits)**

**Prerequisites:** ART 157. Explores the use of color in various metals through the application of enameling techniques and processes. Repeatable for credit.

**ART 159C2 Metal Arts: Setting (4 Credits)**

**Prerequisites:** ART 157. Explores the use of color in metalwork through stone selection and setting techniques. Repeatable for credit.

**ART 161 Photography: Darkroom Basics (4 Credits)**

**Recommended preparation:** ART 115. Introduces traditional black-and-white photography, including camera operation, composition, film processing, printing, presentation, and developing personal voice as an artist. Repeatable for credit.

**ART 165 Videography: Basic Techniques (4 Credits)**

**Recommended preparation:** ARH 270 and ART 265. Covers the basic aspects of video production, while emphasizing students' personal and creative expression. Includes the theory and practice of visualization, the grammar of visual storytelling, the aesthetics of various video production styles, camera techniques, lighting, sound recording, video editing post-production, and other fundamentals related to learning the craft of video production. Repeatable for credit.

**ART 166 Photography: Lighting Techniques (4 Credits)**

**Prerequisites:** ART 265. **Recommended preparation:** ARH 270. Recommended to be taken with: ART 267.

Explores the basic fundamentals of photography lighting. Introduces lighting setups for various genres of photography, including fine art and commercial. Examines the concept of artistic vision, lighting styles, conditions, exposure, and composition. Repeatable for credit.

**ART 180 Co-op Work Experience Art (1-4 Credits)**

**Prerequisites:** Instructor approval. Provides experience in which students apply previous classroom learning in an occupational setting. Credits depend on the number of hours worked. Repeatable for credit. P/NP grading.

**ART 181 Beginning Painting (4 Credits)**

**Recommended preparation:** ART 115 and ART 131. Introduces materials and techniques of painting, using alkyd oil, acrylic, and/or water-soluble oil paints. Provides essential painting skills such as building canvas supports, stretching canvas, and preparing painting grounds. Employs multiple subject matter opportunities for paintings. Repeatable for credit.

**ART 184 Beginning Watercolor (4 Credits)**

Explores the unique qualities of watercolor as a painting medium. Emphasizes fundamental skills, color, and composition while painting from a variety of subjects. Repeatable for credit.

**ART 185 Intermediate Watercolor (4 Credits)**

**Recommended preparation:** ART 131 and ART 184. Continues exploration watercolor's unique qualities as a painting medium. Emphasizes fundamental skills, color, and composition while painting from a variety of subjects. May be repeated for credit.

**ART 190 Figurative Clay Sculpture (4 Credits)**

**Recommended preparation:** ART 121 and ART 234. Introduction to modeling the human form in clay from clothed and unclothed models using traditional additive and subtractive processes. Historical treatments of the figure and contemporary approaches will be referenced. Repeatable for credit.

**ART 191 Sculpture (4 Credits)**

**Recommended preparation:** ART 117. Introduces the 3D format and exposes students to an overview of processes, tools, and materials used in sculpture. Explores the relationship of ideas to materials and construction techniques using additive, subtractive, and construction processes. Repeatable for credit.

**ART 199 Selected Topics: Art (1-3 Credits)**

This course is in development.

**ART 230 Intermediate Graphic Design (4 Credits)**

**Prerequisites:** ART 110 and ART 141.

**Recommended preparation:** ART 115 and ART 116 or may be taken concurrently.

Explores developing innovative solutions to problems of visual communication in graphic design. Emphasizes concept and creation of designs with targeted intention. Introduces graphic design practice, theory, methodologies, and delivery systems including branding, typography, print and digital advertising, packaging, and promotional design. Builds upon technical skills gained in ART 110 and ART 141. Repeatable for credit.

**ART 234 Figure Drawing (4 Credits)**

**Recommended preparation:** ART 131.

Introduces drawing the clothed and unclothed figure using a variety of techniques and media. Uses models for the study of the human figure and portrait. Addresses representational and expressive approaches. Repeatable for credit.

**ART 240 Digital Illustration: Concept (4 Credits)**

**Prerequisites:** ART 141 and ART 142.

**Recommended preparation:** ART 115 and ART 116 or may be taken concurrently.

Explores visual communication, the process of concept illustration, and rendering with industry-standard software. Introduces character, environmental, and storyboard illustration. Emphasizes development of preliminary art. Repeatable for credit.

**ART 241 Digital Illustration: Narrative (4 Credits)**

**Prerequisites:** ART 141 and ART 142.

**Recommended preparation:** ART 115 and ART 116 or may be taken concurrently.

Explores visual communication, the process of narrative illustration, rendering with industry standard software. Introduces companion (book), sequential (graphic novel/comics), and editorial illustration. Focuses on developing illustrations in conjunction with written concepts. Emphasizes professional presentation of work. Repeatable for credit.

**ART 243 Digital Illustration: Scientific (4 Credits)**

**Prerequisites:** ART 141, ART 142, and ART 143.

**Recommended preparation:** ART 110, ART 115, and ART 116 or may be taken concurrently.

Explores the intersection of traditional and digital scientific illustration using industry-standard software. Emphasizes advanced observational accuracy and effective communication. Builds on the foundations learned in ART 143 and digital techniques covered in ART 141 and 142. Repeatable for credit.

**ART 253 Ceramics: Intermediate Ceramics (4 Credits)**

**Recommended preparation:** ART 121 and ART 122.

Builds upon technical skills gained in ART 121 and ART 122 with attention to design elements. Includes presentation of historical, cultural, and contemporary trends in ceramics. Develops a unique body of work for presentation or exhibition. Repeatable for credit.

**ART 261 Photography: Intermediate Darkroom (4 Credits)**

**Prerequisites:** ART 161.

Builds on darkroom basics in traditional black-and-white photography, including camera operation, composition, film processing, printing, presentation, and developing personal voice as an artist. Repeatable for credit.

**ART 265 Photography: Digital Basics (4 Credits)**

Introduces the photographic process including camera settings and techniques with an emphasis on creative expressions. Emphasizes exposure, depth-of-field, motion, composition, and image quality using a DSLR or Mirrorless camera. Repeatable for credit.

**ART 266 Ceramics: Raku (2 Credits)**

**Recommended preparation:** ART 121 or ART 122.

Introduces basic hand-building and wheel-throwing techniques, glazing, and firing processes for raku firing ceramics. Includes presentation of historical, cultural, and contemporary trends in raku fired ceramics. Repeatable for credit.

**ART 267 Photography: Digital Editing (4 Credits)**

**Prerequisites:** ART 265.

**Recommended preparation:** ARH 270. Recommended to be taken with: ART 166.

Introduces industry-standard photo editing software and techniques including manipulating, enhancing, retouching digital images. Prepares students for career requirements through development of suitable images for portfolios and retouching tests. Repeatable for credit.

**ART 268 Videography: Intermediate (4 Credits)**

**Prerequisites:** ART 165.

**Recommended preparation:** ARH 270; ART 166; and ART 265.

Builds on the the skills learned in ART 165 including camera techniques, sound, and editing. Explores development of an independent short film production in the roles of writer, producer, videographer, and editor. Emphasizes taking a film project through the production process, including pre- and post-production. Repeatable for credit.

**ART 269AC Photography: Fine Art & Commercial (4 Credits)**

**Prerequisites:** ART 265 and ART 267.

**Recommended preparation:** ARH 270 and ART 166.

Introduces two pathways in photography for career development, Fine Art and Commercial. Focuses on artistic and conceptual aspects of photography, employing photography as a medium of self-expression and creativity in fine art. Utilizes technical skills in the service of commercial photography to photograph material for print, sales, or digital advertising. Repeatable for credit.

**ART 269PJ Photography: Photojournalism (4 Credits)**

**Prerequisites:** ART 265 and ART 267.

**Recommended preparation:** ARH 270 and ART 166.

Develops basic skills needed for effective online and print photography for use in newspapers, magazines, web journals, and blogs. Focuses on developing appropriate behavior and craft needed to meet publication deadlines. Presents a variety of photojournalistic work, such as news photographs, human interest and feature pictures, political campaigns, live performances, press conferences, sporting events, or as stories that explore contemporary social issues. Emphasizes importance of print quality, picture editing, image content, captioning, journalistic ethics, and business practices for freelance and staff photojournalists. Repeatable for credit.

**ART 270 Beginning Printmaking (4 Credits)**

**Recommended preparation:** ART 131.

Introduces relief printmaking techniques and the art of producing multiple prints. Distinguishes the hand-pulled print from mechanical duplication, situating the art of printmaking within a historic context. Integrates drawing, design principles, and conceptual frameworks as a uniquely independent form of artistic communication. Repeatable for credit.

**ART 271 Intermediate Printmaking (4 Credits)**

**Recommended preparation:** ART 131 and ART 270.

Builds on relief printing fundamentals from ART 270. Introduces color processes to relief printmaking. Addresses site-specificity in the context of the multiple. Includes working collaboratively, while promoting the exploration of individual ideas and concepts. Repeatable for credit.

**ART 273 Printmaking: Mixed Media Monotype (4 Credits)**

**Recommended preparation:** ART 270 and ART 271.

Introduces experimental printing methods in single and multiple colors. Incorporates bookmaking into the art of printmaking. Emphasizes individualized, personal expression and exploration. Repeatable for credit.

**ART 281 Intermediate Painting (4 Credits)**

**Recommended preparation:** ART 181.

Continues exploration of the materials and techniques of painting with alkyd oil, acrylic, and/or water-soluble oil paints. Emphasizes color theory and personal expression. Repeatable for credit.

**ART 289 Custom Framing for Art (4 Credits)**

Introduces the art of custom framing for all types of artwork. Techniques for identifying types of art and how to properly display and protect them. Create custom frames, hand-cut mats, glazing, and mounting using framing-specialized tools. Conversational practices will be emphasized. Repeatable for credit.

**ART 291 Mold Making for Sculpture (4 Credits)**

**Recommended preparation:** ART 117, ART 191, and/or ART 121.

Emphasizes development of intermediate skills and technical knowledge in mold making processes. Includes a variety of molds, such as plaster molds for ceramic slip casting, block molds, two-part molds, and complex molds. Examines themes that include Mold Making and Casting in Art and Industry, Historical Uses of Mold Making, and Contemporary Materials and Processes. Repeatable for credit.

**ART 295 Portfolio Development and Business Practices (4 Credits)**

**Recommended preparation:** ART 110, ART 141, ART 265.

Develop a visual art portfolio and other written materials suitable for professional opportunities. Introduces strategies appropriate for all types of visual artists and the business of art and entrepreneurship, as well as strategies for work-place and/or client communication including preparation for job interviews and portfolio reviews. Recommend an already-developed body of artwork for course success. Repeatable for credit.

**ART 296 Creative Team (1 Credit)**

**Prerequisites:** Instructor Approval Required.

**Recommended preparation:** ART 110, ART 141, and ART 265.

Provides experience for students to apply previous classroom learning as a creative team to develop art, designs, illustrations, and photography for various assigned professional work. Repeatable for credit. P/NP grading.

**ART 297 Capstone Project: All Media (1 Credit)**

**Recommended preparation:** Completion of secondary level course in chosen medium.

Provides advanced, individualized development in visual arts. Develop a unique project in chosen medium. Provides opportunity for in-depth concept, research, development, and final presentation of long term project. Repeatable for credit.

**ART 297GD Capstone Project: Graphic Design (1 Credit)**

**Prerequisites:** ART 110.

**Recommended preparation:** ART 230 or may be taken concurrently.

Provides advanced, individualized development in graphic design. Develop a unique design project. Provides opportunity for design campaign to go through marketing strategy, development, and final presentation. Repeatable for credit.

**ART 297IL Capstone Project: Illustration (1 Credit)**

**Prerequisites:** ART 141 and ART 142.

**Recommended preparation:** ART 143 or 240 and ART 241 or 243 or may be taken concurrently.

Provides advanced, individualized development in illustration. Develop a unique concept, narrative, or scientific illustration project. Provides opportunity for in-depth concept, research, development, and final presentation of long term project. Repeatable for credit.

**ART 297MA Capstone Project: Metal Arts (1 Credit)**

**Prerequisites:** ART 157.

Provides advanced, individualized development in metal arts. Develop a unique project or series. Provides opportunity for in-depth concept, research, development, and final presentation of long-term project. Repeatable for credit.

**ART 297PM Capstone Project: Printmaking (1 Credit)**

**Prerequisites:** ART 270.

**Recommended preparation:** ART 271.

Provides advanced, individualized development in printmaking. Develop a unique project or series. Provides opportunity for in-depth concept, research, development, and final presentation of long-term project. Repeatable for credit.

**ART 297PV Capstone Project: Digital Photo/Video (1 Credit)**

**Prerequisites:** ART 265.

**Recommended preparation:** ART 267.

Provides advanced, individualized development in digital photography and/or video production. Provides opportunity for in-depth concept, research, development, and final presentation of long-term project. Repeatable for credit.

**ART 298 Independent Study: Art (1-6 Credits)**

**Prerequisites:** Instructor approval.

**Recommended preparation:** prior coursework in the discipline.

Individualized, advanced study to focus on outcomes not addressed in existing courses or of special interest to a student. P/NP grading.

**ART 299 Selected Topics: Art (1-6 Credits)**

This course is in development.