

VISUAL ARTS

Head of Department: Professor Sipiorski

Professor: Blackwood, Kennedy

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VISUAL ARTS (ART)

105. Survey of Western Art History I. Credit 3 hours. One semester chronological survey of art and architecture from the Paleolithic through High Renaissance. Credit toward the degree will not be granted for both Art 105 and Art 103, or Art 341, or Art 342. Three hours of lecture per week.

106. Survey of Western Art History II. Credit 3 hours. One semester chronological survey of art and architecture from the High Renaissance to the present. Credit toward the degree will not be granted for both Art 106 and Art 103, or Art 342. Three hours of lecture per week.

107. Survey of East Asian Art. Credit 3 hours. This survey of East Asian art and culture will cover India, China, Japan, the Himalayas, the Korean peninsula, and Southeast Asia, with an introduction to Buddhist and Hindu thought and the transmission of ideas from one culture to another. Three hours of lecture each week.

111. Basic Drawing. Credit 3 hours. An introduction to the materials, skills, and techniques of the drawing process. Six hours of studio a week.

112. Intermediate Drawing. Credit 3 hours. Prerequisite: Visual Arts 111. Exploration of possibilities in pictorial design, the human figure, and composition. Six hours of studio a week.

115. Basic Ceramics. Credit 3 hours. A basic introductory course in the techniques of wheel-thrown and hand-built forms, exploration of glazes and glazing procedures, and firing of clay forms. Six hours of studio a week.

117. Basic Printmaking. Credit 3 hours. Introduction to woodcut, etching, silkscreen and monotype printmaking techniques. Six hours of studio a week.

121. Basic Photography/Photojournalism. Credit 3 hours. Also offered as Communication 121. An introduction to techniques and concepts of photography as it relates to an expressive art form. The course includes basic picture-taking techniques, the beginnings of photographic composition, basic camera-handling, processing black and white film, beginning black and white printing, basic lighting, graphic production, and copying techniques associated with the 35 mm single lens reflex camera. Students may take a parallel track which emphasizes photo documentation and reporter-editor relationships rather than the expressive art form approach. Credit cannot be given for both Visual Arts 121 and Communication 121. Six hours of studio/laboratory a week.

122. Digital Photography. Credit 3 hours. An exploration of photographic visualization and production techniques on a digital platform camera operations such as aperture and shutter speed control as well as ISO selection and file formats will be covered. Image correction, basic digital manipulation, and image output will also be covered.

151. Basic 2/D Design. Credit 3 hours. An introduction to design principles underlying the visual arts. Six hours of studio a week.

152. Intermediate 2/D Design. Credit 3 hours. Prerequisite: Visual Arts 151. Continuation of design techniques including color characteristics, intervals, and mixtures. Six hours of studio a week.

153. [251]. Basic 3/D Design. Credit 3 hours. An introduction to 3/D design principles which provides direct work with mass, surface treatment, planes, and lines in geometric construction. Six hours of studio a week.

160. Digital Typographics. Credit 3 hours. Prerequisites: ART 111, 151. This course will provide a fundamental introduction of letterforms and their application to the art of typography and graphic design. Students will become familiar with a history of typography, type measurement, contemporary usage of type, digitally created and applied issues of typography, artistic esthetics and principles inherent in successful type and image design, selection, appropriate application and cohesion of typography and image.

161. Digital Print Design I. Credit 3 hours. Prerequisites: Art 111, 151. An introduction to the history and concepts of communication design, including typography, integration of type and image and compositional structures utilizing digital technology. Graphic design industry pre-press standards will be introduced.

190. Basic Digital Art. Credit 3 hours. Prerequisite: Art 151. Introduction to theory and practice of digital image manipulation and creation. Students will explore basics of using the computer as an expressive art-making tool including use of vector and raster graphic software, an introduction to basic web page construction as an artistic medium, scanning, and digital photography techniques.

215. Intermediate Ceramics. Credit 3 hours. Prerequisites: Visual Arts 115 or permission of the Department Head. Continuation of ceramic techniques in wheel throwing and hand building, glazing and firing. Six hours of studio a week.

217. Intermediate Printmaking. Credit 3 hours. Prerequisite: Art 117. Exploration of media possibilities in multiple plate color printing of the woodcut, intaglio, and monotype print. Six hours of studio a week.

221. Intermediate Photography. Credit 3 hours. Prerequisite: Visual Arts 121, Basic Photography or permission of the Department Head. Advanced techniques in printing, composition, lighting, and camera handling. Photography as an art form will be emphasized in all areas of the course. Six hours of studio a week.

231. Basic Sculpture. Credit 3 hours. Prerequisite: Visual Arts 251. Introduction to basic concepts and techniques of the sculptural process including construction, modeling, casting, and expressive problems in objective and non-objective form relationships. Six hours of studio a week.

261. Digital Print Design 2. Credit 3 hours. Prerequisite: Art 161. Exploration of intermediate level digital graphic design for print with references to graphic design history. Emphasis on complex digital pre-press print concerns.

281. Basic Painting. Credit 3 hours. Prerequisite: Visual Arts 111. Introduction to painting techniques, canvas preparation, and basic framing. Six studio hours per week.

290. Intermediate Digital Art. Credit 3 hours. Prerequisite: Art 190. This course will concentrate on the world wide web as an artistic medium and will introduce computer generated animation and interactive media. Students will explore advanced web page authoring, animation, sound, and user interactivity. The course will focus on hypertexts and an exploration of how electronic media are expanding and changing the role of the artist and the world in which s/he creates.

311 [211]. Advanced Drawing. Credit 3 hours. Prerequisites: Visual Arts 111, 112. Investigation and involvement in a variety of materials and techniques. Emphasis is placed on the interrelationship of fundamentals, creative techniques, and exploration. Six hours of studio a week.

315. Advanced Ceramics. Credit 3 hours. Prerequisite: Art 215 or permission of the Department Head. A continuation of hand-built and wheel-thrown forms, emphasis on glaze formulation and calculation kiln-firing and experimentation. Six hours of studio a week.

317. Advanced Printmaking. Credit 3 hours. Prerequisite: Art 217. Advanced and specialized study within the printmaking processes of intaglio, relief (woodcut and linoleum) and silkscreens. Digital images will be adapted to traditional processes. Emphasis on refinement of technique and individual creative expression with the printmaking process will be stressed. The exploration of content and the development of student ideas will be addressed. An advanced studio course with directed studies. Six studio hours a week.

321. Advanced Photography. Credit 3 hours. Prerequisite: Art 221. This course investigates the artistic aspects and technical procedures used in advance image making. Students create a body of artwork exploring a single or related themes. Students will employ advanced techniques in chemical, non-silver and digitally assisted imagery. Class includes bi-weekly critiques of student's images, lab work, and lectures on the history and aesthetics of photography.

333. Intermediate Sculpture. Credit 3 hours. Prerequisites: Visual Arts 111, 112, 151, 152, 211, 251, and 231. Continuation of three-dimensional forms, media exploration, and technical processes. Emphasis is placed on the refinement of basic techniques and individual development. Six hours of studio a week.

334. Advanced Sculpture. Credit 3 hours. Prerequisites: Visual Arts 111, 112, 151, 152, 211, 251, 333. Individual studies in selected media. Six hours of studio a week.

344. Special Topics in Art History. Credit 3 hours. Prerequisites: Art 105 or 106 or permission of the Department Head. The course is a detailed examination of a selected topic. Content may vary from semester to semester. Offerings will include such diverse subjects as specific styles, themes, techniques, media, or artists and their art works. The material is presented as lectures, a research paper, and field trips as applicable. May be repeated once for credit.

361. Digital Print Design 3. Credit 3 hours. Prerequisite: Art 261. Complex print design problems and digital pre-press demanding further exploration of contemporary communication in graphic design. These may include multi-page publication and package design.

362. Digital Motion Typographics. Credit 3 hours. Prerequisites: Art 160, 161, 261, and 361. This course will investigate the use of motion within the context of typography and image in graphic design as this applies to client and product promotion and communication. Exploration will include animated logo design, animated signage, kiosk and movie and television typographic usage as this applies to this contemporary medium. CD and DVD formats will be explored.

371. Art for the Elementary Teacher. Credit 3 hours. Prerequisite: Junior standing. Designed specifically for majors in Elementary Education. A critical analysis of past and present concepts of art education and a study of materials, techniques, activities, and curricula suitable for use in the elementary school program. Lecture, studio, and field experience, 5.25 contact hours a week.

373. Art Education in the Elementary School. Credit 3 hours. This course is a study of art education purposes, trends, policies, and art education's potential as a discipline. This course is an introduction to and exploration of media available for use by the elementary art educator. Students will earn a minimum of twenty (20) hours of direct teaching experience outside of class time. Lecture, lab, and field experience, 5.25 contact hours a week.

374. Art Education in the Secondary School. Credit 3 hours. Theoretical and practical constructs in art curriculum development will be highlighted. Specific methodologies will be used to investigate traditional as well as contemporary modes of pedagogy. Media explorations appropriate to the secondary art program will also be highlighted. Students will earn a minimum of twenty (20) hours of direct teaching experience outside of class time. Lecture, lab and field experience, 5.25 contact hours a week.

375/575. Arts and Crafts for Teachers of Special Education. Credit 3 hours. Prerequisite: Junior standing and Visual Arts 371 or permission of the Department Head. Experience with art materials and techniques for the physically handicapped, mentally retarded, learning disabled, and gifted children. Course structure also includes practical experience with special children. One hour of lecture and four hours of studio a week.

383. Intermediate Painting. Credit 3 hours. Prerequisite: Visual Arts 281. A combined study of the materials and techniques of painting with emphasis on innovative approaches to content and form. Six hours of studio a week.

384. Advanced Painting. Credit 3 hours. Prerequisites: Visual Arts 112, 152, 251, and 383. Advanced course with directed studies. Six hours of studio a week.

390. Advanced Digital Art. Credit 3 hours. Prerequisite: Art 290. An exploration of advanced digital artworks that incorporate interactivity, virtual spaces, motion, still images, and sound. Course will concentrate on three-dimensional rendering, non-linear video techniques, and sound editing. Readings and discussions will focus on technical, aesthetic, and theoretical issues relating to these evolving art mediums.

393. Three Dimensional Digital Media and Animation. Credit 3 hours. Prerequisites: Art 290 and 251 or permission of the Department Head. A studio course focusing on the production and animation of three-dimensional objects on the computer. Students will be introduced to concepts of 3-D animation for cinema, video, or interactive and Web markets. Movement in three dimensional XYZ coordinate space, timelines and intervals will be studied as well as modeling, lighting, and texture mapping. Students will learn to render virtual objects on the computer and in real space using CNC mill technology. Students will become familiar with the history of the medium and contemporary art practice through the presentation of works by various artists, discussions and readings.

394. Time-Based Digital Media. Credit 3 hours. Prerequisites: Art 290 or permission of the Department Head. A studio course focusing on the production of digital video within a fine art context. Students will be introduced to basic video shooting skills, non-linear digital video, image animation, and the creation of multielement imagery for video. Students will create their own digital video works, with an emphasis on artistic expression and experimentation in the use of the video medium for projection, or performance/installation works. Students will become familiar with the history of the video medium and contemporary art practice through screenings of works by various artists, discussions and readings.

395. Independent Study. Variable Credit: 1, 2, or 3 hours. Prerequisite: All fundamental Visual Art courses through 281 or Department Head Approval. A written proposal of the subject area and procedures, to be approved by the Department Head and the instructor. Option 1-Studio: Private instruction directed to expand the student's technical and innovative skills. Student may select from any studio area. Option 2-Art History: The selection and investigation of a specific art history topic. May be repeated for credit.

396. Advanced Web Arts. Credit 3 hours. Prerequisite: Art 290. an advanced computer art course that focuses on creating art for presentation on a computer screen or the Internet. Advanced web based artworks, 2D animation, scripting, and streaming video will be explored. Students will examine the changing dynamics of the computer and the Web as artistic mediums that challenge contemporary notions of how art is presented and understood.

411. Senior Project: Drawing. Credit 3 hours. Prerequisite: Art 311 or permission of Department Head. An intensive study in drawing or related two-dimensional media intended to develop independence, professionalism and a personal vision in drawing. Six studio hours a week. May be repeated for a total of six credit hours.

415. Senior Project: Ceramics. Credit 3 hours. Prerequisite: Visual Arts 315. Intense study of advanced studio problems in clay with emphasis on development of professionalism and high performance.

417. Senior Project: Printmaking. Credit 3 hours. Prerequisite: Art 317 or permission of Department Head. An intensive study in printmaking intended to develop independence, professionalism, and a personal vision of printmaking. Six studio hours a week. May be repeated for a total of six credit hours.

421. Senior Projects Photography. Credit 3 hours. Prerequisite: Art 321. An intense study of advanced studio problems in Photography with an emphasis on the development of professionalism and one's personal form of expression within a student's area of interest. Class includes bi-[weekly critiques of student's images, lab work, and discussions on the aesthetics of photography. Class designed to allow students to create a portfolio of work of exhibition quality in preparation for their senior exhibition.

433. Senior Project: Sculpture. Credit 3 hours. Prerequisite: Visual Art 334. An intense involvement which is intended to strengthen the understanding of the third dimension. Professional attitude and a high level of performance are priorities. Department Head approval required. Six hours of studio a week.

440. 19th Century Euro-American Art. Credit 3 hours. Prerequisite: ART 103 or ART 106 or permission of the Department Head. Study of Euro-American art, theory, and criticism in a cultural context from Neo-Classicism through the late 19th century. Three hours of lecture per week.

442. Art History: Modern Art. Credit 3 hours. Prerequisite: ART 103 or ART 106 or permission of the Department Head. Study of Euro-American art, theory, and criticism in a cultural context from the late 19th century to circa 1970. Three hours of lecture per week.

443/543. Contemporary Art, Theory, and Criticism. Credit 3 hours. Prerequisite: ART 103 or ART 106 or permission of the Department Head. Art, theory, and criticism from circa 1970 to the present. Three hours of lecture a week.

444. Special Topics in Art History. Credit 3 hours. Prerequisite: Nine hours in art history, with three hours at the 300-level or above, or permission of Department Head. The class is an in depth examination of a selected advanced art historical topic. Content may vary from semester to semester. Offerings will include diverse subjects such as specific eras, styles, themes, media, techniques, or artists and their art works. The material will be taught as lectures and readings, and will include a position paper. Instructors may also include presentations by visiting lecturers or field trips as they apply. May be repeated once for credit.

459. Digital Internet Design. Credit 3 hours. Prerequisites: Art 160, 161, 261, 361, and 362. This course will explore World Wide Web design as it applies to graphic design. Successful integration of typography and image and a focus on integrity of design, client satisfaction, successful navigation of web sites and technological mastery will be emphasized.

460. Digital Interactive and Environmental Design. Credit 3 hours. Prerequisites: Art 160, 161, 261, 361, 362 and 459. This course will explore interactive typography and image as these apply to client based information format systems for product introduction, demonstration and promotion in CD, DVD and Internet formats. Environmental and kiosk information design systems will also be explored as they apply to contemporary technological media such as motion display and digital projection.

461. Senior Projects: Digital Design. Credit 3 hours. Prerequisite: ART 361. Professional-level contemporary communication design assignments including print, motion typographics, internet, animation, interactive sound and environmental design. This will be the culminating studio digital design course which will include the creation of a print and digital portfolio for entry into the graphic design industry.

466. Internship: Digital Design. Variable Credit: 1, 2, or 3 hours. Prerequisite: ART 461 and permission of program coordinator. Field placement within the design industry will be implemented, under the direct supervision of a professional staff member. This assignment will give the student a hands-on experience with the realities of the profession.

471/571. Arts and Crafts for the Elementary School. Credit 3 hours. Prerequisites: Visual Arts 371 or Graduate standing. An in-depth exploratory course dealing primarily with methods and media used in teaching elementary arts and crafts. Media to be covered: clay, fiber, wood, and graphics. One hour of lecture and four hours of studio a week.

483. Senior Project: Painting. Credit 3 hours. Prerequisite: Visual Arts 384 or Department Head approval. An intensive study in painting or related two-dimensional media intended to develop independence and professionalism. Six studio hours per week. May be repeated for a total of six hours.

490. Senior Projects: Digital Art. Credit 3 hours. Prerequisite: Art 390. An intensive study of digital art intended to develop a cohesive body of computer based artworks. Through individualized assignments and group critiques students will develop a body of work in one of the following areas: Digitally based still imagery, advanced interactive artworks, digital video, 3-D animation, large-format imagery, or web based artworks. Students will work on developing a body of work for exhibition, application to graduate study or professional activity. May be repeated for a total of six hours.

492. Senior Seminar in the Visual Arts. Credit 1 hour. Prerequisite: Registration in or prior credit for Senior Project (Art 411, 415, 417, 433, 461, 483, or 490). This course provides a forum for the examination of fine art issues as they relate to the preparation of artwork for exhibition and the marketing of an artist's work. Students will be taught how to document artwork, write an artist statement, create a resume, develop an exhibition proposal and create slide portfolios. The class will explore differences in exhibition forums, such as profit and non-profit galleries; university galleries; and museums. Various graduate programs will be explored and the application process reviewed.

495/595. Independent Study. Variable Credit: 1, 2, or 3 hours. Prerequisites: All fundamental Visual Art courses through 281 and at least Junior standing or approval of the Department Head. A written proposal of the subject area and procedures, to be approved by the Department Head and the instructor. Option 1-Studio: Private instruction directed to expand the student's technical and innovative skills. Student may select from studio area. Option 2-Art History: The selection and investigation of a specific art history topic. Option 3-Art Education: Research into relationships to teaching and learning in the Visual Arts. Undergraduates may repeat the course for a total of 6 credit hours. Twelve credit hours of Visual Arts 595 will permit the graduate student to complete a selected cognate area.

DEPARTMENTAL HONORS COURSE (ART)

491. Honors in Art. Credit 3 hours. Prerequisites: Senior standing, a written project proposal, recommendation of the Art Faculty, and consent of the Head of the Department. An honors course in the Department of Art is designed for students who have demonstrated outstanding ability in studio or art history courses. The course will allow a student to choose one of the following areas: (1) select a concentration in one of the studio areas, (2) research a specific period of art history and/or artistic style, and (3) design and implement a research project which investigates artistic processes and techniques.