

## VISUAL ARTS (ART)

**105. Survey of World Art History I.** Credit 3 hours. One semester chronological survey of world art and architecture from the Paleolithic to the Late Gothic eras. Emphasis varies with instructor. Three hours of lecture per week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**106. Survey of World Art History II.** Credit 3 hours. One semester chronological survey of the world art and architecture from the Late Gothic to the present era. Emphasis varies with instructor. Three hours of lecture per week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**111. Basic Drawing.** Credit 3 hours. An introduction to the materials, skills, and techniques of the drawing process. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**112. Intermediate Drawing.** Credit 3 hours. Prerequisite: Visual Arts 111. Students will investigate the materials and techniques used in drawing – with emphasis on content, the relationship between media to surface, and presentation. The ability ‘to see’ will be developed through careful observation from life and the human figure, while formal approaches will challenge students to explore a variety of drawing processes. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**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. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**117. Printmaking I.** Credit 3 hours. This course is an introduction to relief, intaglio, silkscreen and lithography printmaking techniques. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**121. Photography II.** Credit 3 hours. Prerequisites: ART 122 or permission of Department Head. This course emphasizes intermediate digital imaging techniques. Students will learn advanced digital capture methods, image manipulation and archival quality digital output. Emphasis will also be placed on refinement of ideas and personal vision. Each student will complete a final portfolio. (Fall, Spring, Summer)

**122. Photography I/Photojournalism.** Credit 3 hours. Also offered at Communication 121. This course introduces students to the techniques and concepts of photography in a digital platform. Students will receive instruction in basic picture making techniques, photographic composition, basic digital image correction and image output. Six hours of studio per week. Credit cannot be given for both Visual Arts 122 and Communication 121. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**123. Photography II.** Credit 3 hours. Prerequisite: Art 122 or permission of Department Head. This course emphasizes intermediate digital imaging techniques. Students will learn advanced digital capture methods, image manipulation and archival quality digital output. Emphasis will also be placed on refinement of ideas and personal vision. Each student will complete a final portfolio. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**151. Basic 2/D Design.** Credit 3 hours. An introduction to design principles underlying the visual arts. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**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. A Laboratory fee is required for this course. (Fall, Spring)

**153. [251]. Basic 3/D Design.** Credit 3 hours. A course introducing spatial and formal techniques pertaining to real space and three-dimensional materials. Students will explore formal elements and principals of design in relation to structure, spatial awareness, sculptural materials and technical processes in the practice of three-dimensional design. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring)

**160. Typography.** Credit 3 hours. Prerequisites: ART 111 and 151 or permission of Department Head. This course introduces the fundamentals of typography and focuses particularly on how typographic form and visual arrangement create and support content. Course work employs both handwork and computer technology. Typographic history and theory are discussed in relation to course projects. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**161. Print Design I.** Credit 3 hours. Prerequisites: Art 111 and 151 or permission of the Department Head. This course is 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 prepress standards will be introduced. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring)

**190. New Media and Animation I.** Credit 3 hours. 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, basic animation, an introduction to the web as an artistic medium and digital photography techniques. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring)

**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. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**217. Printmaking II.** Credit 3 hours. Prerequisite: Art 117. Students will explore the media possibilities of multiple-plate color printing of the relief, intaglio, silkscreen and lithography printmaking techniques. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**218. Screen Printing.** Credit 3 hours. This course is designed to teach students the principles and concepts of the screen printing process. Students will explore the artistic and commercial applications of this process including image preparation, stencil making, screen mesh selection and screen exposure. Students will also explore a variety of printing techniques as well as ink and surface compatibility. Six hours of studio a week. (Fall)

**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. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**231. Sculpture I.** Credit 3 hours. Prerequisite: Art 153. This course is an instruction to concepts and techniques practiced in contemporary sculpture. Through a continuation of experiences gained in ART 153, Three-Dimensional Design, students will expand their knowledge of spatial concepts pertaining to sculpture. Emphasis will be placed on creative problem solving and the development of skills in working with a variety of materials and techniques including welding, wood construction, assemblage and plastic media. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**261. Print Design II.** Credit 3 hours. Prerequisite: Art 160 and 161 or permission of the Department Head. Exploration of intermediate level graphic design for print with references to graphic design history. Emphasis is placed on complex digital pre-press print concerns. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring)

**281. Basic Painting.** Credit 3 hours. Prerequisite: Visual Arts 111. Introduction to painting techniques, canvas preparation, and basic framing. Six studio hours per week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**288. Special Topics – Painting and Drawing.** Credit 3 hours. Prerequisites: Art 111, 151 and 281 or permission of Department Head. May be repeated as topics change, for a maximum of six credits. Six hours of studio a week. A Laboratory fee is required for this course. (As Needed)

**290. New Media and Animation II.** Credit 3 hours. Prerequisite: Art 190 and registration in or prior credit for Art 151 and Art 111 or permission of the Department Head. A continuation in the study of computer generated imagery, animation, interactive media and the internet as an artistic medium. The course will focus on hypernarratives and an exploration of how electronic media are expanding and changing the role of the artist and the world in which s/he creates. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring)

**299. Sophomore Review.** No Credit. Prerequisites: Art 105, 106, 151, 152, 153, 111, 112 or permission of Department Head. An assessment of student progress through foundation level classes. A committee of Visual Arts faculty will provide feedback on the students' progress and provide guidance in the selection of a specialty area. Students must present a selection of drawings, 2D and 3D artworks, and examples of artworks completed in their focus area. Graded Pass/Fail. (Fall, Spring)

**300. Special Topics – Studio.** Credit 3 hours. Prerequisite: Art 299 or permission of Department Head. An inquiry into selected topics in visual art, including the theoretical and practical aspects of studio production. Content may vary from semester to semester. May be repeated for a total of nine credit hours, as topics vary. Six hours of studio a week. A Laboratory fee is required for this course. (As Needed)

**311. Advanced Drawing.** Credit 3 hours. Prerequisites: Art 112 and 299 or permission of Department Head. Investigation and involvement in a variety of materials and techniques. Emphasis is placed on the inter-relationship of fundamentals, creative techniques, and exploration. Six hours of studio per week. May be repeated for a total of six hours. A Laboratory fee is required for this course. (Fall, Spring)

**315. Advanced Ceramics.** Credit 3 hours. Prerequisite: Art 215 and 299 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. May be repeated for a total of six credit hours. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**317. Printmaking III.** Credit 3 hours. Prerequisite: Art 217 and 299 or permission of Department Head. Advanced and specialized study within the printmaking processes of intaglio, relief, silkscreen and lithography. 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. May be repeated for a total of six hours. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**321. Photography IV.** Credit 3 hours. Prerequisites: ART 221 and 299 or permission of Department Head. This course investigates the artistic aspects and technical procedures used in advanced image making. Students will employ advanced techniques in chemical and digitally assisted imagery. Each student will complete a self-directed, exhibition quality final portfolio. Class includes bi-weekly critiques, lab work and lectures, and readings on various photographic techniques and the history of photography. Six hours of studio per week. (Fall, Spring, Summer)

**333. Sculpture II.** Credit 3 hours. Prerequisites: Visual Arts 231 and 299 or permission of Department Head. This course will explore major sculptural traditions. Students begin defining and developing their visual vocabulary and technical skills while completing studio assignments in traditional media. Students will research sculptural concepts and participate in discussions and critiques. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**334. Sculpture III.** Credit 3 hours. Prerequisites: Art 333. Individual studies in selected media. Emphasis is placed on individual development in contemporary methodologies, research, concepts and technical skills in order to produce a resolved body of work. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**340. Greek and Roman Art.** Credit 3 hours. Prerequisites: Art 105 or 106 and ENGL 101 or permission of department head. This course surveys the art and architecture of the ancient Greeks and Romans and provides brief introductions of Aegean and Etruscan art. Course content is presented chronologically and considers the styles, techniques, and historical context of the art works. Three hours of lecture a week. (As Needed)

**343. Art in Context.** Credit 3 hours. A variable content course. This course is an in-depth study of the art from a geographical region and/or historical period conducted as part of a study abroad program. May be repeated as topics vary. (As Needed)

**344. Special Topics in Art History.** Credit 3 hours. Prerequisites: Art 105 or 106, and ENGL 101 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. Three hours of lecture a week. A Laboratory fee is required for this course. (As Needed)

**345. Survey of Graphic Design History.** Credit 3 hours. Prerequisites: Art 105 or 106 and ENGL 101 or permission of department head. Investigation of graphic design, with the examination of its beginning to its current visual communication role. Included in this analysis will be its relationship to visual art, cultural influences, and technological developments. (Spring)

**346. Italian Renaissance Art.** Credit 3 hours. Prerequisites: Art 105 or 106 and ENGL 101 or permission of department head. This course is a chronological introduction to the major developments in painting, sculpture and architecture of Italy from the beginning of the fourteenth century to the end of the sixteenth century. Along with the careers and styles of the Renaissance' most brilliant artists, consideration will be given to the political, social, and religious dimensions of the art created. Three hours of lecture a week. (As Needed)

**347. History of Photographic and Electronic Imaging.** Credit 3 hours. Prerequisites: Art 105 or 106 and ENGL 101 or permission of department head. A chronological examination of the significant developments in photography leading up through the development of electronic means of creating and manipulating images. The course will explore the nature of this evolving medium, its relation to the culture in which it exists with emphasis on its reciprocity with other mediums in visual arts. Three hours of lecture a week. A Laboratory fee is required for this course. (As Needed)

**348. Baroque Art.** Credit 3 hours. Prerequisites: Art 105 or 106 and ENGL 101 or permission of department head. This course presents European art of the seventeenth century by region, beginning with Italy and followed by Flanders, Spain, France, and the Netherlands. In conjunction with stylistic developments of individual artists, issues such as political geography, religious conflict, and changing social structures are addressed. Three hours of lecture a week. (As Needed)

**361. Print Design III.** Credit 3 hours. Prerequisite: Art 261 and 299 or permission of Department Head. Complex print design problems and digital pre-press exploration of contemporary communication in graphic design. These may include multi-page publication and package design. Six hours of studio per week. A Laboratory fee is required for this course. (Fall, Spring)

**362. Motion Design.** Credit 3 hours. Prerequisites: Art 261 and 299 or permission of Department Head. 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 branding, animation and contemporary communication design as applied to the movie and television industries. Six hours of studio per week. A Laboratory fee is required for this course. (Spring)

**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. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**373. Art Education in the Elementary School.** Credit 3 hours. Prerequisite: Art 299. 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. A Laboratory fee is required for this course. (Fall, Spring)

**374. Art Education in the Secondary School.** Credit 3 hours. Prerequisite: Art 299. 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. A Laboratory fee is required for this course. (Fall, Spring)

**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. (As Needed)

**383. Intermediate Painting.** Credit 3 hours. Prerequisite: Art 281 and 299 or permission of Department Head. 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. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**384. Advanced Painting.** Credit 3 hours. Prerequisites: Art 299 and 383 or permission of Department Head. Advanced studio course with directed studies. Six hours of studio a week. May be repeated for a total of six hours. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**388. Special Topics – Drawing and Painting.** Credits 3 hours. Prerequisites: Art 112 and 281 or permission of Department Head. An in-depth exploration of specific topics relation to drawing and/or painting. content will change from semester to semester. May be repeated as topics change for a total of six hours. Six hours of studio a week. A Laboratory fee is required for this course. (As Needed)

**390. New Media and Animation III.** Credit 3 hours. Prerequisites: Art 290 and Art 299 or permission of Department Head. An exploration of 2D Interactive Multimedia Technologies for the creation and distribution of content over the internet and as stand-alone desktop applications. Course work will concentrate on the creative pipeline for the development of interactive audio and video, interactive narratives, and game production. There will be a focus on both asset creation and scripting for these types of applications. Readings and discussions will focus on technical, aesthetic, and theoretical issues relating to this evolving art medium Six hours of studio a week. May be repeated for a total of 6 credit hours. A Laboratory fee is required for this course. (Summer)

**393. Three Dimensional Digital Media and Animation.** Credit 3 hours. Prerequisite: Art 299 or permission of Department Head. A studio course focusing on the production and animation of three-dimensional objects on the computer and in real space. Students will be introduced to concepts of 3-D animation for cinema, video, sculpture, 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. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring)

**394. Time-Based Digital Media.** Credit 3 hours. Prerequisites: Art 290 and 299 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 multi-element 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. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring)

**395. Independent Study.** Variable Credit: 1, 2, or 3 hours. Prerequisite: Art 299 or permission of 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 any studio area. Option 2-Art History: The selection and investigation of a specific art history topic. May be repeated for credit. A Laboratory fee is required for this course. (Spring)

**396. Advanced Web Arts.** Credit 3 hours. Prerequisites: Art 290 and 299 or permission of Department Head. 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. Six hours of studio a week. A Laboratory fee is required for this course. (As Needed)

**397. The Digital Print.** Credit 3 hours. Prerequisites: Art 299 and Art 221, or Art 290, or Art 217, or Art 261 or permission of department head. An advanced course examining mechanical means of creating a fine art print. Various format digital print methods will be explored. Students will be encouraged to utilize digital tools to create prints and to combine these with traditional printmaking and photographic practices. Six hours of studio a week. May be repeated for a total of six credit hours. (As Needed)

**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. A Laboratory fee is required for this course. (Fall, Spring)

**415. Senior Project: Ceramics.** Credit 3 hours. Prerequisite: Visual Art 315 or permission of Department Head. Intense study of advanced studio problems in clay with emphasis on development of professionalism and high performance. May be repeated for a total of 6 credit hours. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**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. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**421. Senior Project Photography.** Credit 3 hours. Prerequisite: ART 321 or permission of Department Head. This course teaches students to develop a long-term body of work. Students will shape and edit their project with the aid of targeted reading and writing assignments, research on the history of art and bi-weekly classroom critiques. Each student will ultimately create an exhibition quality portfolio, a selection of which will be featured in his or her senior exhibition. An emphasis will also be placed on career development and professional practice. May be repeated for a total of 6 credit hours. The two sections of ART 421 required for the Photography concentration must be taken consecutively. Six hours of studio per week. (Fall, Spring, Summer)

**426. Internship: Photography.** Credit 3 hours. Prerequisites: ART 421 and permission of Department Head. Field placement within the photography industry will be implemented under the direct supervision of a professional staff member. This internship will give the student practical experience with the realities of the profession. (Fall, Spring, Summer)

**433. Senior Project: Sculpture.** Credit 3 hours. Prerequisites: Art 334 or Department Head approval. This course is an intense involvement with a particular sculptural idea resulting in an ambitious body of work for the senior exhibition. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**434. Sculpture IV.** Credit 3 hours. Prerequisite: Art 334 or permission of Department Head. An advanced course requiring a strong commitment to sculptural practices resulting in a cohesive body of work. Emphasis is placed on contemporary methodologies including kinetic sculpture, installation, and public and site specific art. Course may be repeated for up to six credit hours. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring, Summer)

**440. Nineteenth Century Art.** Credit 3 hours. Prerequisite: ART 106 and ENGL 101 or permission of Department Head. Study of art, theory, and criticism in a cultural context from Neo-Classicism through the late 19th century. Three hours of lecture a week. A Laboratory fee is required for this course. (As Needed)

**442. Early Twentieth Century Art.** Credit 3 hours. Prerequisite: ART 106 and ENGL 101 or permission of Department Head. Study of art, theory, and criticism in a cultural context from the late 19th century to circa 1945. Three hours of lecture per week. A Laboratory fee is required for this course. (Fall)

**443/543. Contemporary Art, Theory, and Criticism.** Credit 3 hours. Prerequisite: ART 106 and ENGL 101 or permission of Department Head. Study of art, theory, and criticism from circa 1945 to the present. Three hours of lecture per week. A Laboratory fee is required for this course. (Fall, Spring)

**444. Seminar in Art History.** Credit 3 hours. Prerequisite: Nine hours in art history, with three hours at the 300-level or above, ENGL 102, or permission of Department Head. The course is an in depth examination of a selected advanced art historical 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 taught as lectures and readings in research and Methodologies, and includes a position paper. Instructors may also include presentations by visiting lecturers or field trips as they apply. May be repeated for a total of 6 credit hours. A Laboratory fee is required for this course. (Spring)

**445. Western Medieval Art.** Credit 3 hours. Prerequisites: Art 105 or 106 and ENGL 101 or permission of department head. Medieval Art surveys the visual arts from the end of the Ancient world to the Gothic period. Emphasis is place on the original function of art works and the historical, cultural, and religious factors that informed their existence. Three hours of lecture per week. (As Needed)

**446. Northern Renaissance Art.** Credit 3 hours. Prerequisites: Art 105 or 106 and ENGL 101 or permission of the department head. This course examines the development of art in Northern Europe (the Low Countries, Germany, and France) from the late fourteenth century to the mid-sixteenth century. Focusing on signifi-

cant artists and art works, emphasis is placed on changing circumstances in artistic practices, function, iconography and patronage. Three hours of lecture per week. (As Needed)

**449. Senior Thesis: Art History.** Credit 3 hours. Prerequisites: Senior standing and completion of ART 443. Option 1: Directed research, based on contact with an art historical object or event, leading to the completion of a written thesis based on a specific investigation of the agreed upon topic. Topics are open and will be mutually agreed upon by directing faculty and student. Students are required to observe the chosen object or event in person. Option 2: Internship in an appropriate art historical setting, resulting in a paper documenting an art historical issue or inquiry, relating to the field work. Students are required to present their final paper in a departmental forum. A Laboratory fee is required for this course. (Fall, Spring)

**459. Internet Design.** Credit 3 hours. Prerequisites: Art 261 and 299. 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. Six hours of studio a week. A Laboratory fee is required for this course. (Fall)

**460. Interactive and Environmental Design.** Credit 3 hours. Prerequisites: Art 361 or permission of the Department Head. This course will explore client based information systems for product introduction, demonstration, and promotion. Environmental and information design systems will be explored as they apply to contemporary technological media such as motion display and digital projection. Six hours of studio a week. A Laboratory fee is required for this course. (Fall)

**461. Senior Project: Graphic Design.** Credit 3 hours. Prerequisite: ART 361. Professional-level contemporary communication design assignments including print, motion, internet, interactive, sound and environmental design. This will be the culminating studio course which will include the creation of a print and digital portfolio for entry into the graphic design industry. Six hours of studio a week. A Laboratory fee is required for this course. (Fall, Spring)

**466. Internship: Graphic Design.** Credit: 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. A Laboratory fee is required for this course. (Fall, Spring)

**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. (As Needed)

**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 credit hours. A Laboratory fee is required for this course. (Fall, Spring)

**490. Senior Project: New Media and Animation.** Credit 3 hours. Prerequisite: Art 390, or Art 393, or Art 394, or Art 396, or Art 397 or permission of the Department Head. An intensive study of new media 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, motion graphics, 3-D animation, large-format imagery, or web-based artworks. Students will work on developing a body of work for exhibition, and application to graduate study, or professional activity. May be repeated for a total of 6 hours. A Laboratory fee is required for this course. (Fall, Spring)

**492. Senior Seminar in the Visual Arts.** Credit 2 hours. Prerequisite: Registration in or prior credit for Senior Project (Art 411, 415, 417, 433, 461, 483, or 490) and concurrent enrollment in ART 499. 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. (Fall, Spring)

**493. 3D Digital Modeling and Animation II.** Credit 3 hours. Prerequisites: Art 393 or permission of Department Head. A study of 3D computer modeling and animation with an emphasis on modeling for gaming content creation or digital sculpture applications. Students will work with game engines and rapid prototyping technology to create 3D artworks. Six hours of studio a week. May be repeated for a total of six credit hours. (Fall, Spring)

**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. A Laboratory fee is required for this course. (Fall, Spring)

**499. Thesis Exhibition.** Credit 1 hour. Prerequisites: Senior Projects or Permission of Department Head. A course designed to prepare students to present an extensive and visually cohesive body of artwork that demonstrates conceptual maturity, technical proficiency, and an understanding of contemporary artistic practice. Graded: Pass/Fail. (Fall, Spring)

#### **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.