

# ART & DESIGN COURSES (ARTD)

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## ARTD 101 2-D Design Principles (3)

This course introduces the student to the elements and principles of two-dimensional design. In this course the student produces projects that address foundation level design principles including: formal design relationships, Gestalt theory, design terminology, and introductory color practices and theory.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

## ARTD 103 Art & Design Foundations (3)

Provides an introduction to and practice in the synthesized techniques and materials of painting, drawing and mechanical reproduction for the Art & Design major. Student will work with traditional and digital media. May be repeated for up to 2 hours

## ARTD 151 Introduction to Drawing (3)

Provides an introduction to and practice in fundamental drawing techniques and concepts including perspective, model, and still-life practices.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

May be repeated for up to 2 hours

## ARTD 152 Introduction to Painting (3)

Introduces the student to fundamental painting techniques, stylistic trends, and uses of composition in painting.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

May be repeated for up to 2 hours

## ARTD 153 Introduction to Cartooning (3)

Provides an introduction to and practice in fundamental cartooning techniques and concepts including character development, graphic storytelling and visual narrative practices.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

May be repeated for up to 2 hours

## ARTD 194 Topics in Art & Design (1-4)

A course which covers broad themes, practices, and subject content not currently offered in the curriculum. This course is directed primarily at non-majors and may be used for general education where approved.

May be repeated for up to 2 hours

## ARTD 201 3-D Design Principles (3)

**Prerequisite:** ARTD 101 or ARTD 103

Introduces the student to the elements and principles of three-dimensional problem solving and its use to describe three-dimensional form. During the semester, the student is to distinguish a clear understanding between three-dimensional form and that of two-dimensional design by creating 3-D models and projects.

## ARTD 202 Art & Culture Travel Studies (1-3)

Introduces students to aesthetic and historical approaches in the visual arts through first-hand experience. Students study the historical significance that the visual arts (art, architecture, and photography) have played in defining a specific culture during the course of the semester. This experience culminates with an extended visit to a city or country focused upon during the semester. Must be taken for 3 credit hours to be used for general education.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

May be repeated for up to 2 hours

**Restrictions:** Enrollment is limited to students with a major in Art Design. Enrollment is limited to students with a minor in Art Design.

## ARTD 205 Exploring the Fine Arts (3)

Provides students with a study of the visual arts and music within a historical-cultural context; covers Greco-Roman styles to the present. Students become acquainted with significant works of art and music, including artists, architects, and composers in the Western tradition.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

**IAI Course Number:** F1 900, F9 900

## ARTD 209 Typography I (3)

**Prerequisite:** (ARTD 101 or ARTD 103)

Introduces the student to the foundation of typographic communication and its use in two-dimensional design. The focus of the class will be the working with type and formal elements while developing a foundation on how communication and design are affected by the use of varied letterforms, fonts, and type.

## ARTD 215 Photo 1 (3)

This class provides an introduction into the application, history and theory of black-and-white photography. The student will make photographs, discuss and write about the mediums aesthetic practice, and look at its history through a lecture, research and studio format.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

## ARTD 250 Screen Printing (3)

**Prerequisite:** (ARTD 101 or ARTD 103)

Provides each student with the opportunity to develop a dynamic, skillful, and contemporary approach to the medium of serigraphy. Throughout the semester, you will experiment with a variety of serigraphic methods including: hand-painted stencils, photographic emulsion, drawing fluid, multiple-color registration, and editing. Students will also experiment with a variety of alternate methods of mechanical reproduction and printmaking. This course should provide all students with the opportunity to add a valuable technical art-making method to their existing "artistic vocabulary", while also creating unique works of art via an entirely new medium.

**Meets general education requirements:** GE-Aesthetic Awareness

## ARTD 251 Intermediate Drawing (3)

**Prerequisite:** ARTD 151 or VART 151

Provides an intermediary approach to drawing practice and theory in fundamental drawing techniques and concepts including traditional, alternative, and theory-based approaches.

May be repeated for up to 2 hours

**ARTD 252 Intermediate Painting (3)****Prerequisite:** ARTD 152

Provides an intermediary approach to painting practice and theory in fundamental drawing techniques and concepts including traditional, alternative, and theory-based approaches.

May be repeated for up to 2 hours

**ARTD 253 Ceramics (3)**

Surveys in a hands-on format fundamental ceramic practices and history.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

May be repeated for up to 2 hours

**ARTD 254 Figure Drawing (3)****Prerequisite:** ARTD 151

Utilizes drawing foundations to address anatomical drawing practices from a traditional standpoint. Students render live models using a variety of medias to better understand line, shape, texture, and space relationship as applied to human form.

**ARTD 255 Mechanical Reproduction (3)**

This course will investigate the aesthetics, application, history and theory of mechanical reproduction through analyzing, discussing, and writing upon medium specific topics in a comparative format. In this course, students will be introduced to a summative history that looks at the inception of printmaking, industrial & commercial applications, technical terminology & concepts, as well as printmaking's contemporary application and theory.

**Meets general education requirements:** GE-Aesthetic Awareness

**ARTD 257 Ancient, Medieval & Non-European Art History (3)**

This course provides an overview of Ancient, Medieval, and Non-European visual arts (specifically architecture, crafts, painting, and sculpture). An introduction of the aim of art history, forms of classification, cultural influences and trends, and the problems of representation are the central focus during this survey.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

**ARTD 258 Renaissance to Modern Art History (3)**

Provides an overview of Renaissance, Baroque, and Modern visual arts (specifically architecture, painting, photography, and sculpture) in a format which contrasts historical and cultural events with aesthetic and technical advancements.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

**ARTD 259 Art Now (3)**

This class provides an introduction into contemporary art theory and practice via a comparative approach to past artistic pursuits in architecture, music and visual arts. A collection of architects, artists, and composers offering a global perspective will be addressed in this course. The student will develop an understanding of why specific art-forms are made today through lectures and projects contrasting contemporary and historically significant works. Further, students will be required to do in-depth research and writing upon a topic in contemporary artistic pursuit as a major paper of his/her choice in architecture, art or music.

**Meets general education requirements:** GE-Literary/Aesthetic Studies

**ARTD 297 Introduction to Individual Studio Practice (3)****Prerequisite:** (ARTD 101 or ARTD 103)

Offers an intensive introduction to fine art students concentrating in the Studio area. It is intended that the student would take the class multiple times in order to build a body of work in preparation for Individual Studio Practice. Each week the student will meet with the instructor individually, and together they will map out a series of projects to be completed in that semester. Students will also write extensively about their process and will be given related research assignments.

May be repeated for up to 3 hours

**ARTD 301 Advanced Drawing (1-3)****Prerequisite:** (ARTD 151 or ARTD 251)

Provides an in-depth analysis and hands-on approach to trends in contemporary drawing for advanced students. Students will study relevant concepts and critical theory while practicing current drawing methods.

May be repeated for up to 2 hours

**ARTD 302 Advanced Painting (1-3)****Prerequisite:** (ARTD 152 or ARTD 252)

Provides in a seminar/workshop format, extensive study of current trends and practices using various painting mediums (watercolor, encaustic, assemblage, or oil).

May be repeated for up to 2 hours

**ARTD 309 Typography II (3)****Prerequisite:** ARTD 101 or ARTD 103

Provides an in-depth approach to typographic application, practice and theory. Students address conceptual and formal typographic function through the creation of a broad body of work utilizing text in traditional and unconventional formats. May be repeated once.

**ARTD 311 Digital Art (3)****Prerequisite:** (ARTD 101 or ARTD 103)

Introduces the student to intermediate approaches in the use of the Photoshop application and its use as a Fine Arts and Illustration tool. The student should develop a clear understanding of how this application can be used as a tool to create a consistent body of work addressing aesthetic and conceptual methods.

**ARTD 312 Packaging Design (3)****Prerequisite:** (ARTD 101) or (ARTD 103) and (ARTD 209)

This course will focus upon conceptually based 3-D package design and product graphics within the scope of identity and branding systems. The course is studio based with emphasis put upon the creating of packaging design. Over the course of the semester the student will execute 3-4 packaging design projects while learning the foundations, application, and theory of this area of graphic design.

**ARTD 315 Photo 2 (3)****Prerequisite:** ARTD 215

Provides an intermediate approach into the application, history and theory of black-and-white photography. The student will make photographs, discuss and write about the mediums aesthetic practice, and look at its history through a lecture, research and studio format.

May be repeated for up to 2 hours

**ARTD 316 Studio Lighting (3)****Prerequisite:** ARTD 215 or VART 215

Introduces the student to studio lighting for photography as it is applied in product, portrait, interior, and artistic projects. The class introduces the student to spot, flood, strobe, flash and natural lighting techniques and professional equipment. Through a series of lighting exercises, the student develops a foundation knowledge on how specific forms of lighting and equipment are used for specific results in commercial and fine art projects. In addition, students will work with digital, medium, and large format cameras over the course of the semester.

**ARTD 317 Documentary Photography (3)****Prerequisite:** ARTD 215

Introduces students to the foundations (application, history, and theory) of documentary photography. Utilizing basic photographic knowledge, students are introduced to the origins, practices, terminology, and current digital trends of documentary photography in a studio format. Over the course of the semester, students execute a number of specific projects related to discussions, produce a body of work, discuss the intent and understanding of the photographs, and build a vocabulary related to documentary photography.

**ARTD 318 Portrait Photography (3)****Prerequisite:** ARTD 215

Introduces students to the foundations (application, history, and theory) of portrait photography. Utilizing basic photographic knowledge, students are introduced to the origins, practices, terminology, and current digital trends of portrait photography in a studio and seminar format. Over the course of the semester, students execute a number of specific projects related to discussions, produce a body of work, discuss the intent and understanding of the photographs, and build a vocabulary related to portrait photography.

**ARTD 319 Color Photography (3)****Prerequisite:** ARTD 215

Introduces students to the foundations of color photography. Utilizing basic photographic knowledge, students are introduced to the origins, practices, terminology, and current digital trends of color photography in studio and seminar format. Students will execute a number of specific projects, produce a body of work, discuss the intent and understanding of the photography, and build a vocabulary related to color photography.

**ARTD 320 Alternative Photo Practices (3)****Prerequisite:** ARTD 215

Introduces students to alternative photographic practices in both conceptual and technical arenas. Utilizing basic photographic knowledge, students are introduced to experimental and theory-based practices in a studio-seminar format. Students are to utilize the varied practices and techniques to develop a consistent body of photo-based work over the course of the semester.

**ARTD 321 Contemporary Art Practices I (3)****Prerequisite:** ARTD 101

Will introduce students to the various strategies and materials common in contemporary art. Installation, video and performance activities will be treated individually through the semester. The conceptual, material and perceptual skills required to successfully manipulate the various media will be of primary importance through an applied and theory-based approach.

**ARTD 322 Sculpture (3)****Prerequisite:** (ARTD 101 or ARTD 201)

Introduces the student to alternative and traditional approaches to sculpture practice, terminology, and theory. In this course, the student produces 3-Dimensional works utilizing varied materials including: aluminum, wood, steel, ceramic castings, and found objects. May be repeated for up to 2 hours

**ARTD 323 Installation Art (3)****Prerequisite:** (ARTD 101 or ARTD 201)

Introduces the student to artistic application, practice, and the history of site-specific art. In this studio course, traditional and non-traditional art making practices and theory are utilized to transform an environment into a place that can address aesthetic, political, social, and self-discovery issues.

**ARTD 324 Performance Art (3)****Prerequisite:** (ARTD 101 or ARTD 103)

Will explore the body and its relationship to time and space as a fundamental element in art making. Students will be introduced to a range of technologies for gathering material, which may be used in class projects. The course will discuss the history and theory of performance, as well as introduce various approaches to 'non-theatrical' performance methods.

**ARTD 354 Ceramics II (3)****Prerequisite:** ARTD 253

Introduces students to ideas and materials for hand-building and wheel-techniques while addressing ceramic's creative origin and how it is applied to art history in the 21st century. During the course of the semester, the student will work upon hand-building, throwing pots and tableware upon the wheel. In addition, the course will cover material that looks into how ceramics has been applied in contemporary art.

**ARTD 359 Twentieth Century Art (3)**

Provides an overview of 20th century visual arts (specifically architecture, design, painting, and sculpture). In addition, contemporary photography, video, and performance practices will be covered in-depth during the latter part of the semester.

**ARTD 360 Film & Photo Visual Culture (3)**

Provides an overview of film, photography, and video (specifically contrasting the conceptual, historical and social influences encountered by the general public) in a seminar format. Students view, analyze, and discuss influential and seminal American and international films, photography, and video throughout the semester. This class will cover material from each of the three mediums dating back to 1839 and looking forward to contemporary trends (2000's) focusing upon important aesthetic, cultural, political, and social topics.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

**ARTD 361 Comics & Graphic Novels: A Seminar (3)****Prerequisite:** ENGL 111

Comics and graphic novels have matured into a serious mode of expression in recent time that has a global impact. This course will look at this cultural shift in representing cartooning, comics, graphic novels, and visually illustrated narrative. In a seminar format, the student will be introduced to a history and seminal works looking specifically at the aesthetic, cultural, political, philosophical, and social issues related to the noted art forms. This course meets the Writing Intensive Requirement for Art & Design.

**Meets general education requirements:** GE-Aesthetic Awareness, GE-Literary/Aesthetic Studies

**ARTD 362 Video Game Seminar (3)**

This course will investigate the aesthetics, history and theory of video gaming through analyzing, discussing, playing and writing upon ongoing video game specific topics and the medium's development as an art form. In this course, students will be introduced to aesthetic constructs (art and design), technological innovations, historical and philosophical precursors, and the medium's social and economic impact upon our broader society as an art form.

**Meets general education requirements:** GE-Aesthetic Awareness

**ARTD 363 Women in Art (3)**

This course will investigate the aesthetics, history and theory of video gaming through analyzing, discussing, playing and writing upon ongoing video game specific topics and the medium's development as an art form. In this course, students will be introduced to aesthetic constructs (art and design), technological innovations, historical and philosophical precursors, and the medium's social and economic impact upon our broader society as an art form.

**Meets general education requirements:** GE-Aesthetic Awareness

**ARTD 364 Graphic Design History (3)**

This course will investigate the aesthetics, application, history and theory of graphic design through analyzing, discussing, and writing upon medium specific topics in a comparative format. In this course, students will be introduced to a summative history that looks at the inception of graphic design, early handwriting, typographic innovations, Modernist vs. Post-Modernist trends, and present-day application and theory.

**Meets general education requirements:** GE-Aesthetic Awareness

**ARTD 389 Methods of Teaching Elementary Visual Arts (3)**

**Prerequisite:** EDUC 220

This course provides an overview of the materials, content, and methodologies utilized by visual arts teachers in the elementary school. Students will explore methodological and pedagogical principles and apply them by developing lesson plans, learning experiences, assessments, and teaching materials. The course is taken concurrently with intermediate field experience where students will be able to apply their knowledge, skills, and depositions in a classroom.

**ARTD 390 Methods of Teaching Middle and Secondary Visual Arts (3)**

Provides an overview of the materials, content, and methodologies utilized by visual arts teachers in the middle and high school. Teacher candidates will explore methodological and pedagogical principles and apply them by developing lesson plans, learning experiences, assessments, and teaching materials.

**ARTD 410 Typography II (3)**

**Prerequisite:** (ARTD 101 or ARTD 103)

Provides an in-depth approach to typographic application, practice, and theory. Students address conceptual and formal typographic function through the creation of a broad body of work utilizing text in traditional and unconventional formats.

**ARTD 411 Digital Studio (3)**

**Prerequisite:** (ARTD 101 or ARTD 103)

Provides an introduction into advanced digital art making practices and theory. Through lectures, readings, and the development of a personal project related to contemporary digital art practices, students are to translate traditional art approaches into a digital arrangement or into a print format. Students are required to produce a consistent body of artwork utilizing various digital programs for a portfolio and presentation. In addition, students are to obtain a clear understanding on how and why digital media effects their aesthetic production. Topics covered include: Current trends in Digital Art, Streamlining Output and Presentation, Digital Complexity vs. Simplicity, Electronic Art Theory, and Contemporary Art Presentation Strategies.

May be repeated for up to 2 hours

**ARTD 412 Contemporary Art Practices II (3)**

**Prerequisite:** (ARTD 101) or (ARTD 103) or (ARTD 321)

Presents an intensive survey of contemporary performance, site, and installation art from an anthropological point of view. Specifically, the course focuses on artist's works that were constructed to be experienced live and/or through photographic and video documentation of the work. Students will be given workshops on sound, digital photography, and video editing. Students will be required to produce and present a performance, site, or installation work of their own for their final project as well as photographic and/or video artworks based on their piece.

May be repeated for up to 2 hours

**ARTD 413 The Photobook (3)**

**Prerequisite:** ARTD 215 or VART 215

Introduces the primary tool used to present work to the general public by serious artists addressing artistic, conceptual, and documentary content and practices today. In this course, students will work with preexisting bodies of photography to produce a Photobook. In addition, the students will be introduced to the history of the Photobook through looking at and discussing seminal photo-based artist produced publications.

**ARTD 414 Publication Design (3)**

**Prerequisite:** (ARTD 101) or (ARTD 103) and (ARTD 209)

This course will focus upon conceptually based book and publication design as an art form. The course is studio based with emphasis put upon the creating of a series of small publications coupled with an introduction to the history of book and publication design. Over the course of the semester the student will execute 3-4 book/publication design projects while learning the foundations and theory of this area of graphic design.

**ARTD 450 Portfolio Development (3)**

Provides an overview of business aspects and packaging concerns for graphic design and studio art majors. This class will cover the processes of building a professional level portfolio in a multimedia and traditional format. Students work with digital programs (e.g. Illustrator, Photoshop, and Flash) to build a portfolio. A preexisting body of work and course assignments will be used to advance the portfolio material over the term of the semester. The portfolio produced in this course is to be used to search for an internship, approach terminal art degree programs, and make the student competitive in the marketplace. Permission of the instructor is required.

**ARTD 451 Art & Design Seminar (3)**

Designed to be a forum for advancing a preexisting body of work in aesthetic and conceptual terms for upper level students with a concentration in the Visual Arts (Arts Administration, Graphic Design, and Studio Arts). The student formulates a clear thesis for presentation purposes. Persons will work in a team-format to address contemporary topics outlined in the course description and syllabus. Topics covered include: exhibition systems, presentation strategies, artist statements, contemporaneous visual culture issues, and the process for refining a body of work. Permission of the instructor.

May be repeated for up to 2 hours

**ARTD 452 Art & Design Thesis (1)**

Covers materials and practices for completing the visual arts thesis exhibition in written and applied formats. Students will write a thesis statement and execute this in an exhibition format for the general public to view and assess.

**ARTD 492 Topic in Photography (1-3)**

**Prerequisite:** ARTD 215

A supplemental courses focusing on a specific method, topic, history, or intensive group project in photography.

**ARTD 494 Topic in Art (1-4)**

A course which covers specific themes, practices, and subject content not currently offered in the curriculum. This course is directed primarily to student majoring in the subject area and could be used to complete major requirements. The course will provide an in-depth study of a specific topic.

**Meets general education requirements:** GE-Literary/Aesthetic Studies

May be repeated for up to 4 hours

**ARTD 495 Directed Study (1-3)**

An intensive directed study and practice of any of the sub-fields of the visual arts in either an individual or small group setting. Permission of instructor required.

**ARTD 496 Independent Study (1-3)**

Designed by the student and overseen by a faculty advisor, this course is an intensive independent study and practice of any of the sub-fields of the visual arts. Permission of instructor required.

**ARTD 497 Individual Studio Projects (1-6)**

Requires advanced visual arts majors to develop a consistent and proficient body of work paralleled with written statement describing background and intent for a portfolio or exhibition. The student and mentor determine the subject matter. Permission of the faculty advisor is required.

May be repeated for up to 3 hours

**ARTD 498 Art & Design Internship (1-16)**

**Prerequisite:** (ARTD 101) or (ARTD 103)

Is a supervised, practical experience designed to utilize the advanced student's knowledge in the workplace. The student is required to spend a minimum of 30 hours in the field per semester hour of credit. The student will be developing hands-on skills outlined in conjunction with the faculty advisor.