Art (ART)

ART 101: Introduction to the Visual Arts
This course is a general introduction to the visual arts including media, techniques, and history. It is designed to offer an appreciation of the creative processes involved in the visual arts. This course reviews two- and three-dimensional art forms, methods and media; examines the visual elements and principal of design; and surveys art styles from the prehistoric to the 20th Century. It is oriented to students who have not been exposed to the formal study of these disciplines.

Credits: 3
Prerequisites: ENG 22 or ENG 24 with a grade of CR or placement in ENG 100 or higher or equivalent

ART 104: Introduction to Printmaking
An introductory printmaking course that is designed for studio experience. This course deals with projects as well as written exams that allows students to demonstrate an understanding of the multiple facets of printmaking. Hands on experience in screen-printing, monotype, intaglio, and relief printmaking will be covered.

Credits: 3

ART 104D: Introduction to Printmaking: Screenprinting
Basic screen printing techniques for fabric and paper. Construction of screens, stencil making and printing will be covered in lectures and demonstrations. Supplies are to be provided by the student.

Credits: 3
Recommended Prep: ART 101

ART 105B: Introduction to Ceramics (Handbuilding)
Studio experience in ceramic hand building techniques. Course includes both lectures and projects.

Credits: 3

ART 105C: Introduction to Ceramics (Wheel Throwing)
Studio experience in ceramic wheel throwing techniques. Course includes both lectures and projects.

Credits: 3
Recommended Prep: ART 105B

ART 107D: Introduction to Digital Photography
This course is an introduction to digital photography. Students will learn basic camera techniques and how to process their images in digital format. This course will provide the student with basic aesthetic principles as well as an extensive range of practical photographic techniques needed for entry into the photographic workplace and/or for artistic expression. It provides experience in traditional and contemporary photographic techniques for art, multimedia, and television.

Credits: 3
Prerequisites: Placement in ENG 100 or instructor consent
Recommended Prep: ART 112

ART 112: Intro to Digital Arts
Introduction to digital technology and its applications to the production of visual art. Emphasis is on the relationship between art, design, and technology. Students develop the capacity for critical thinking and problem solving through project based learning.

Credits: 3
Prerequisites: ENG 22 or ENG 24 with a grade of CR or instructor consent.
Recommended Prep: ICS 100, BUS 101

ART 113: Introduction to Drawing
This beginning drawing course introduces general drawing and compositional principles. Elements of design will be addressed in
depth and a variety of materials and techniques will be used. No prior experience required.

Credits: 3
Recommended Prep: ART 101

ART 113D: Introduction to Digital Drawing
Art 113D is an introductory course for students who are interested in developing communication skills in the area of two-dimensional drawing as it relates to computer based imaging. Fundamental drawing concepts, creative problem solving techniques and basic design principles will be covered. Material covered in this course may be useful to any area of study where visual enhancement may apply. This includes ICS and business.

Credits: 3
Recommended Prep: ART 113, ICS 100

ART 115: Introduction to Design
A foundation course in the two dimensional design aspect of the visual arts. The emphasis is on basic concepts, elements and principles of organization as well as their application and manipulation on problem solving situations.

Credits: 3
Recommended Prep: ART 101

ART 115D: Introduction to 2D Digital Design
A foundation course for students who are interested in developing communication skills in the area of two-dimensional design as it relates to digital imaging. Fundamental design concepts, creative problem solving techniques and design principles and elements will be covered.

Credits: 3
Recommended Prep: ART 112, ART 113D

ART 116: Introduction to Three-Dimensional Composition
A beginning sculpture course which covers techniques, materials and concepts of form/space relation and 3-dimensional design through a variety of projects such as clay modeling, carving, construction and metal casting. Supplies provided by students.

Credits: 3

ART 123: Introduction to Painting
Introduction to the theory and practice of painting. Instruction on the use of painting materials and techniques. This course will cover art historical movements and show parallels in contemporary art practices as well. Designed to serve art majors and non-art majors.

Credits: 3
Prerequisites: ART 113 with a grade of C or better or instructor consent
Recommended Prep: ART 101

ART 156: Digital Painting
ART 156 is an introduction to the use of the computer as a painting tool. Studio experience will explore digital painting techniques as used for personal expression, production design, concept art, matte painting, and texture mapping. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

Credits: 3
Prerequisites: ART 112 with a grade of C or better
Recommended Prep: ART 113, ART 113D, ART 123, ART 214

ART 166: Digital Printmaking
Art 166 focuses on the creation of visual images that combine the use of computer design and digital-printmaking. All facets of digital printmaking, starting with the essentials of good scanning. Photoshop techniques for image refinement, and options for output involving paper and ink combinations will be covered.

Credits: 3
Prerequisites: ART 112 with a grade of C or better or instructor consent
ART 175: Survey of Global Art I
This course is an introduction to the major developments in Global Art from prehistory to 1500.
Credits: 3

ART 176: Survey of Global Art II
This course will examine artistic production of major societies from 1500 to the present.
Credits: 3

ART 202: Digital Imaging
Studio experience in intermediate-level digital imaging concepts and techniques including image capture, manipulation and output using industry standard imaging editing software.
Credits: 3
Prerequisites: ART 112 and ART 107D with a grade of C or better or instructor consent
Recommended Prep: Basic computer, Internet and keyboarding skills.

ART 207D: Intermediate Digital Photography
This course is an intermediate level digital photography course intended for students who are serious photographers or who intend to pursue a career involving digital photography. The course will cover photography history, theory and aesthetics more comprehensively than the introductory level Art 107D. It will develop composition skills as well as emphasize current trends in advanced, professional level digital photography techniques. It will provide a foundation for digital photography for students who wish to pursue it or related fields such as art, multimedia and television production.
Credits: 3
Prerequisites: ART 107D with a grade of B or better or equivalent based on portfolio review and interview by the instructor
Recommended Prep: ART 112

ART 213: Intermediate Drawing
A continuation and development of skills and ideas introduced in ART 113. Contemporary concepts and techniques will be explored and applied. Students will engage in art historical disco

Credits: 3
Prerequisites: ART 113 with a grade of C or better or instructor consent
Recommended Prep: ART 101

ART 214: Introduction to Life Drawing
ART 214 is an investigation of the figure concerning anatomical construction, light, space, diagrammatic analysis, and thematic content through the process of drawing.

Credits: 3
Prerequisites: ART 113 or instructor consent
Recommended Prep: ART 101, ART 213

ART 221: Design for Print and Web
Introduction to the development principles related to graphic design terminology, tools and media, and layout design concepts. Emphasis on typesetting and composing for print and web products.

(A student cannot earn credit for both DMED 113 and ART 221.)

Credits: 3
Prerequisites: ART 112 with a grade of C or better or instructor consent
Recommended Prep: ART 113D

ART 223: Intermediate Painting
ART 223 is an extension of the observational foundation established in Art 123 (Introduction to Painting) to address
contemporary, conceptual and expressive approaches to painting. Oil painting will be the primary medium used in this course. Students will further develop their knowledge of mediums and substrates.

Credits: 3
Prerequisites: ART 123 with a grade of C or better or instructor consent
Recommended Prep: ART 101

**ART 229: Interface Design I**
ART 229 Interface Design I provides a foundation of interface design skills, techniques, and principles necessary to design visually effective, user-friendly web sites. Through lessons, demonstrations, and hands-on projects, this course explores how the fundamental elements and principles of graphic design are applied through the design process for creating interactive interfaces. Students go through the analysis, information architecture, conceptual planning, and visual layout designing stages of the web design process and document their findings through client documentation and presentations.

(A student cannot earn credit for both DMED 121 and ART 229)

Credits: 3
Prerequisites: ART 112 with a grade of C or better or equivalent or instructor consent
Recommended Prep: DMED 120

**ART 243: Intermediate Ceramics, Hand Building**
Sculptural and vessel concepts in clay using hand-building techniques, emphasizing the development of constructive skills and an understanding of form, surface, and firing possibilities. Repeatable

Credits: 3
Prerequisites: ART 105B or equivalent experience and instructor consent

**ART 244: Intermediate Ceramics, Wheel Throwing II**
Vessel and sculptural concepts in clay using wheel-throwing techniques, emphasizing the development of construction skills and an understanding of form, surface, and firing possibilities. Repeatable

Credits: 3
Prerequisites: ART 105C or equivalent and instructor consent

**ART 249: Interface Design II**
ART 249 integrates the foundation level visual interface design skills introduced in ART 229 with the technical interface programming skills introduced in DMED 120. Students go through the full creative design process for interaction design of analyzing, planning, designing, coding, testing, and launching a custom designed web standard compliant HTML/CSS static web site for a proposed client. Students document their findings through client documentation and defend their design decisions via presentations and critiques.

(A student cannot earn credit for both DMED 220 and ART 249.)

Credits: 3
Prerequisites: DMED 120 and ART 229 with a grade of C or better or instructor consent

**ART 277D: Studio Photography**
The course is a survey of studio and available light photography. Students will learn professional-level lighting techniques using continuous lights, strobe and flash for studio and available lighting situations. Students will learn lighting methods for various subjects, aesthetic principles concerning light, and technical processes for digital photography.

Credits: 3
Prerequisites: ART 112 and ART 107D with a grade of C or better or instructor consent
Recommended Prep: ART 207D

**ART 290: The Arts of Africa, Native Americas, and the Pacific**
Art 290 focuses on formal and contextual study of art from selected areas in Africa, the Pacific, and Native Americas.

Credits: 3
Prerequisites: ART 176 with a grade of C or better or equivalent or instructor consent