

Art (ART)

(Arts & Communication Department)

ART 101—Introduction to Art

3 cr. (Fall/Spring/Summer)

A beginner's course for those interested in learning how to look at, appreciate and enjoy the visual arts. Weekly lectures introduce theoretical concepts that are reaffirmed with discussion and corresponding studio assignments. Students will explore basic concepts of line, shape, mass, color, balance, texture and composition by way of in-class critiques and hands-on projects. A museum trip may be included in this course. (G8A)

ART 103—Drawing 1

1 lect., 2 lab, 2 cr. (Fall/Spring/Summer)

This course is an introduction to the basic principles, aesthetics, and processes related to the practice of drawing. Students will complete a variety of exercises and projects emphasizing the development of perceptual, manual, and conceptual abilities. Objective drawing in line and tone leads the beginning student to understand structure, imaging, and execution. The course will also introduce basic perspective methods. Various drawing media and materials are used. (GE 8A) (G8A)

ART 104—Drawing 2

1 lect., 2 lab, 2 cr. (Fall/Spring/Summer)

Drawings as finished art are developed from preliminary works. Study of media-image, form-content relationships. Develop more complex and subjective drawings.

Prerequisite: ART 103

ART 107—Design 1

2 lect., 2 lab, 3 cr. (Fall/Spring/Summer)

An introduction to the vocabulary and elements of two dimensional design including line, shape, texture, color and typography. Students learn basic design elements and media and master manual dexterity and "craft" through hands-on practice completing drawing, painting, and multimedia projects. Students work with a variety of media in a studio setting, employing fundamental design principles to create successful two-dimensional designs as well as participating in collective and individual critiques and working cooperatively on group design projects. (G8A)

ART 108—Design 2

2 lect., 2 lab, 3 cr. (Spring)

Continuing study of design concepts and development of complex studio projects in various media. Studio methods and processes are discussed and demonstrated. (G8A)

Prerequisite: ART 107

ART 111—Color

1 lect., 2 lab, 2 cr. (Fall/Spring)

This studio course has students assess psychological as well as physical effects of light and color relationships. Additionally, students will examine color content and its use in art, architecture and personal effects. Weekly lectures introduce theoretical concepts that are reaffirmed with corresponding studio projects. A museum trip may be included in this course. (G8A)

ART 113—Painting 1

1 lect., 4 lab, 3 cr. (Fall/Spring/Summer)

Painting 1 is an introductory studio course designed to explore traditional and nontraditional concepts and processes of painting, and the development of style. Students will create various works including still life, landscape, abstraction, and representation. Safe studio practices and protocols will be emphasized. (GE 8A) (G8A)

ART 114—Painting 2

1 lect., 4 lab, 3 cr. (Spring)

Continuing work in still life painting using more complex formal and contextual means of organizing the pictorial surface and space.

Prerequisite: ART 113

ART 117—Figure Drawing 1

2 lect., 4 lab, 4 cr. (Fall)

Drawing from the model: proportion, gesture, form and structure. Work in anatomy and rendering. Various media are employed.

Prerequisite: Permission of instructor

ART 118—Figure Drawing 2

1 lect., 4 lab, 3 cr. (Spring)

Drawing from the model: extended studies, the draped figure, light and shade as structure and content. Lectures and demonstrations of various media and papers.

Prerequisite: ART 117

ART 119—Photography 1

1 lect., 3 lab, 3 cr. (Fall/Spring/Summer)

A workshop course for the novice photographer covering camera basics, negative development, enlargement, and contrast control. Considerable darkroom work with criticism as well as discussion of the history of photography are emphasized.

Note: Students are required to have a 35 mm or larger camera. Lab space, enlargers, and chemicals for paper treatment provided.

Students should expect to spend approximately \$200 for film and film development supplies and materials.

ART 120—Photography 2

1 lect., 3 lab, 3 cr. (Spring)

A workshop course consisting of considerable darkroom work as a basis for learning more advanced print control techniques which include bleaching, spotting, and mounting prints. Emphasis is placed on individual creativity through personalized assignments and critiques. Studies in the history of photography are continued.

Prerequisite: ART 119

Note: Students are required to have a 35 mm or larger camera. Lab space, enlargers, and chemicals for paper treatment provided.

Students should expect to spend approximately \$200 for film and film development supplies and materials.

ART 121—Digital Photography 1

2 lect., 2 lab, 3 cr. (Fall/Spring/Summer)

This course provides the student with an introduction to the fundamentals of digital photography with an equal emphasis on technical, aesthetic, and conceptual skills sets. The convergence of photography and digital media is explored through projects, lectures, photographic practice, readings, videos, and class critiques. Topics covered include basic digital camera functions, the history of photography, manipulation of photographs, composition, and color correction. The class highlights developing personal intention and artistic vision with an emphasis on the elements and principles of art and design. Different careers in photography are explored. Students are required to have their own digital camera, either DSLR or cell phone with a high-resolution camera. (GE 8A) (G8A)

Prerequisite: Successful completion (DVP) of MAT 010 or MAT 040 or placement into MAT 020 or placement into MAT 092 or higher.

ART 122—Digital Photography 2

2 lect., 2 lab, 3 cr. (Spring/Summer)

Students will continue to explore creative areas while building on more specific technical skills required for professional production of digital photographs. Projects will expand students' perceptions of digital imaging in both creative and applied areas. Students will gain a deeper understanding of editing processes, image manipulation, and will create a portfolio of images by the end of the semester. Students will develop skills for camera techniques that can be used in the field and on professional assignment to achieve their desired aesthetic goals. Students are required to have their own digital camera, either DSLR or cell phone with a high-resolution camera. (GE 8A) (G8A)

Prerequisite: ART 121 or permission of instructor

ART 123—Visual Communications and Graphic Design 1

2 lect., 2 lab, 3 cr. (Fall/Spring/Summer)

Explore the idea that memorable visual messages with text have the greatest power to inform, persuade, and entertain an individual. Learn about current Visual Communications theories, graphic design principles, elements, typography, influential persons, and contemporary digital media, including page layout, digital imaging, and illustration software. (G8A)

ART 124—Visual Communications and Graphic Design 2

2 lect., 2 lab, 3 cr. (Spring/Summer)

The Viscom 2 student will learn the fundamentals of visual communications and graphic design through Viscom problem solving, graphic design projects, and exploration into the graphic communications industry today. Digital media skills will be acquired through projects and exercised utilizing page layout (Quark XPress and Adobe InDesign), digital imaging (Adobe Photoshop), and vector drawing software.

Prerequisite: ART 123 or permission of instructor and department chair

ART 125—Sequential Art: Comics Illustration

2 lect., 2 lab, 3 cr. (Fall/Spring)

Sequential Art: Comics Illustration offers instruction in the creation of comic books and comic strips as well as topical discussion on the operation of the comic book industry. Students learn about the pitfalls of working in comics, their rights as creators, and how to approach publishers. Course material includes the design of comic book characters, comics illustration and storytelling, self-publishing, submitting work to editors, comic book Creator's Rights, web comics, and strong emphasis on comic book inking. Prerequisite: ART 103 or permission of instructor

ART 127—History of Art 1

3 cr. (Fall/Spring)

A survey course covering the major movements of art from prehistoric times through the beginning of the early Italian Renaissance. Architecture, painting, decorative arts, sculpture and textiles will be studied within social, political and religious context. Special attention will be paid to evolution of style, technique and medium. A museum trip may be included in this course. (G7A)

ART 128—History of Art 2

3 cr. (Fall/Spring)

A survey course that addresses the major movements of art from the early Italian Renaissance to Post-Modernism of the late twentieth century. Architecture, painting, sculpture and photography will be studied within social, political and religious context. Special attention will be paid to evolution of style, technique and medium. A museum trip may be included in this course. (G7A)

ART 131—History of Animation

1 cr. (Fall/Spring)

A five-week survey of the history of animation traced from early twentieth century origins based in photography. The seminar will culminate with an examination of computer-generated animation. Special attention will be paid to traditional methodology of classic cartoon production, full-length features as well as non-traditional animators and avant-garde animation techniques.

ART 201—American Art 1700 to 1945

3 cr. (Spring)

A survey course examining the development of American painting, sculpture, architecture, folk art and decorative arts begins with the tribal art of Native Americans, encompasses the artistic adaptations of early American settlers and concludes with Modern American art of the 1940s. Special attention will be paid to evolution of style, technique and medium over the course of American history. A museum trip may be included in this course.

ART 203—Modern Art: The 20th Century

3 cr. (Fall/Summer)

An in-depth, chronological examination of the art movements of the twentieth century as shaped by the age of technology and information. Subject matter will be presented decade by decade with attention paid not only to developing technology but also to social and cultural issues. Specific examples of architecture, painting, graphic art, sculpture and photography will be set in perspective to the world events that have helped shape modern artist's approach to art and creativity in the twentieth century. A museum trip may be included in this course. (G7A)

ART 205—Women in Art History

3 cr. (Spring)

This survey of women artists throughout history begins by examining images of females of antiquity as represented in art and then examines the social, economic and political context of women artists in art history concluding with working women artists of the twenty-first century. Works of painting, sculpture, textile, decorative arts, and photography and installation art created by women with careful consideration of the political, social, economic and religious constraints women artists have faced. Special attention will be paid to evolution of style, technique and medium. A museum trip may be included in this course.

ART 207—Non-Western Art

3 cr. (Fall/Spring)

This survey course focuses on the history, development and current influences of non-western art. Particular emphasis is on objects, images and architecture from South East Asia, China, Korea, Japan, the Islamic world, Native North and South America, African and the Pacific Basin as well as contemporary Latin art. A museum trip may be included in this course.

ART 213—Painting 3

3 cr.

Intermediate-level problems in painting modes and media emphasizing conceptual development from preliminary studies.

Prerequisite: ART 114

ART 214—Painting 4

3 cr.

Pictorial problems concentrating on the relation of spatial structure, morphology, and symbology. Work includes landscape painting done outdoors alla prima.

Prerequisite: ART 213

ART 215—Portrait Painting

3 cr.

Studio course treating the portrait as an art form with emphasis on structure and likeness. Various media are employed. Models are used.

ART 223—Visual Communications and Graphic Design 3

2 lect., 2 lab, 3 cr. (Fall)

The Viscom 3 student will develop a personal approach to visual communication in this experiential problem solving course.

More advanced technical skills will be achieved using a flatbed scanner, Adobe Photoshop, Adobe Illustrator, and Quark XPress, presentation and page layout software.

Prerequisite: ART 124 or permission of instructor and department chair

ART 224—Visual Communications and Graphic Design 4

1 lect., 2 lab, 2 cr. (Spring)

The Viscom 4 student will produce a professional portfolio for entry level employment in visual communications or for further education. The student will complete one semester-long multi-disciplinary group project and will hone personal style in visual communication and refine technical skills in using page layout, vector-based and image manipulation graphics software.

Prerequisite: ART 223 or permission of instructor and department chair

ART 225—Web Design 1

2 lect., 2 lab, 3 cr. (Fall/Spring)

Students master the key design strategies of the best professional web designs and design and build fully functional web pages and web sites using Adobe Dreamweaver. Course covers both design concepts and practical, technical abilities, including psychology of perception, color theory and human vision, typography, interface design, technology and new trends in this fastest-moving of all media. Class projects include surfing the web, finding great examples of both good and bad web pages, and learning what works-and what doesn't work-in the real world.

ART 226—Web Design 2

2 lect., 2 lab, 3 cr. (Fall/Spring)

Students design, create and build interactive web sites incorporating moving graphics, sound and video using Adobe Flash and Dreamweaver. Emphasis is placed on merging the creative process and design skills with the technical aspects of producing Web sites. Course includes both drawing vector art and writing ActionScript code to make interactive banner ads and games.

Prerequisite: ART 225

ART 230—Arts and Communication Practicum

1 lect., lab, 2 cr. (Fall/Spring)

Students develop and complete individual projects/internships in music, art, graphic design, communication, media and theatre.

Projects may be performed on campus or by arrangement in community facilities. The course includes a lecture component which involves portfolio building, presentation, and marketing.

Prerequisite: Permission of instructor and department chair

Note: Students may repeat this course for a total of four credits