

Visual Arts

Head of Department:	Professor Blackwood
Professor:	Kennedy
Associate Professors:	Finley-Stansbury, Hood, Tardo
Assistant Professors:	Easterly, Keown, Marshall, Volkmar

VISUAL ARTS (ART)

105. Survey of Western Art History I. Credit 3 hours. One semester chronological survey of art and architecture from the Paleolithic to the High Renaissance. Degree credit will not be given 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. Degree credit will not be given for both Art 105 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 [116]. 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.

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.

161. Basic Digital Design. Credit 3 hours. Prerequisites: Art 111, 151. Introduction to the history and concepts of communication design, including typography, integration of word and image and compositional structures utilizing digital technology.

190. Basic Digital Art. Credit 3 hours. Prerequisite: Art 151. Introduction to basic procedures as applied to the digitally created image. Students will explore vector and raster graphic technology through illustration and photo-based software.

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.

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.

230. Sculpture for Non-art Majors. Credit 3 hours. A studio course designed for the student whose major area is outside the Department of Visual Arts. Includes a general survey of basic approaches to sculptural forms. Six hours of studio a week. May not be used as a credit toward a major in Art and may not be used as prerequisite for any other art course.

231 [331]. 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.

251. Basic 3/D Design. Credit 3 hours. Prerequisites: Visual Arts 111, 112, 151, 152, or permission of the Department Head. 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.

261. Intermediate Digital Design. Credit 3 hours. Prerequisite: Art 161. Continuation in the explorations of digital design with increased complexities with assignments. References will be made to communication design history. Digital pre-press concerns will be emphasized.

280. Painting for Non-Art Majors. Credit 3 hours. Prerequisites: Subject to portfolio review and Permission of Department Head or Instructor. Painting techniques for non-art majors. Similar to and taught in conjunction with Art 281. May not be used as credit toward majoring in art. Six studio hours per week.

281. Basic Painting. Credit 3 hours. Prerequisites: Visual Arts 112 and 152. 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 further explore the applications of digital imaging with introduction to three-dimensional rendering and its application to photo-based software. Advanced peripheral digital image source techniques such as flat/transparency scanning and digital camera techniques will be explored.

315. Advanced Ceramics. Credit 3 hours. Prerequisite: Art 215 or consent of 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.

333 [332]. 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 [431]. 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.

361. Advanced Digital Design. Credit 3 hours. Prerequisite: Art 261. Complex design problems and digital pre-press demanding further exploration of contemporary communication design will be explored. Alternative-to-print output applications such as Web design, animation design, interactive and sound design will be introduced.

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

373. Art Education in the Elementary School. Credit 3 hours. A study of art education purposes, trends, policies, and art education's potential as a viable discipline. Introduction to and exploration of materials available for use by the elementary art educator. Readings, discussions, and laboratory activities. One hour of lecture and four hours of studio a week.

374. Art Education in the Secondary School. Credit 3 hours. Theoretical and practical constructs in curriculum development. Specific methodologies are used to investigate traditional as well as contemporary modes of pedagogy. Exploration of materials appropriate to the secondary art program. One hour of lecture and four hours of studio 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. Prerequisites: Visual Arts 211, 251, and 281. A combined study of the materials and techniques of painting with emphasis on innovative approaches to subject, content, and form. Six hours of studio a week.

384. Advanced Painting. Credit 3 hours. Prerequisite: Visual Arts 383. Advanced studio course with directed studies. Six hours of studio a week.

390. Advanced Digital Art. Credit 3 hours. Prerequisite: Art 290. Introduction to computer generated animation starting the process with storyboard techniques and ending by editing sound and computer generated sequences to video.

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.

415. Problems in 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.

433 [432]. 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 instructor. 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 instructor. 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 instructor. Art, theory, and criticism from circa 1970 to the present. Three hours of lecture a week.

461. Senior Projects: Digital Design. Credit 3 hours. Prerequisite: ART 361. Professional-level assignments with an emphasis on contemporary studio practice including print and alternative- to-print applications such as Web design, animation design, interactive and sound design will be practiced. Print and digital portfolio preparation for entry into the design industry will be introduced. May be repeated for a total of 6 hours.

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, 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. Professional time- based concepts and technologies of digital imaging and animation will be explored, including 3- D

animation techniques. The merging of computer generated animation along with linear, non-linear video editing and interactivity will be introduced. May be repeated for a total of 6 hours.

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.
