

# ART APPLIED (ART)

## Course Descriptions

### ART 201 Beginning Painting 4 Credit Hours

Lectures on the fundamentals of painting along with work in the studio. Basic ideas of structure, composition, and color are explored through individual and group instruction. Students work from still-life and from the model. This is a broad introductory painting course designed for the student unfamiliar with fundamentals of design and color. Material: acrylics. (F, W).

### ART 202 Beginning Drawing 4 Credit Hours

Lectures alternate with studio work in the investigation of drawing fundamentals. Students receive individual and group instruction as they work from still life setups, nature, and from the model. Emphasis is placed on the development of critical skills and perceptual drawing techniques for students with little or no studio experience. Pastel, charcoal, conte, pencil, and inks will be used. (F, W).

### ART 204 Beginning Watercolor 4 Credit Hours

Through lectures and studio work, students will explore the fundamentals of watercolor painting. To demonstrate the dynamics of the medium, a variety of approaches and techniques will be used, including realistic, abstract, and experimental painting. Subject matter includes still life, the figure, possible outdoor sketching and painting from the imagination. All levels of students are given individual guidance. (OC).

### ART 206 Basic Design-Color 4 Credit Hours

Students will be introduced to the complex and diverse subject of color. The areas of study include principles and theories of color, practical application and technique, and the phenomenon of color interaction. The art elements (line, shape, value, space, form, and texture) and design principles will be applied within specific assignments. Compositional concerns and creative problem solving will be emphasized. (F, W).

### ART 210 Beginning Digital Design 3 Credit Hours

This course introduces students to the fundamentals of digital design, and how it fits into our evolving media landscape. It teaches skills in areas of digital illustration, image making, augmented reality, and web design. Methods of both creating and editing creative digital projects will be covered, including color theory, design concepts, layers, tools, optimization of content for web and multimedia content. In addition, students will be able to identify the impact and development of digital technology on everyday life through readings and discussions related to new media history, visual literacy, and critical theory, while allowing students to apply their own specific interests to each project.

### ART 220 Intro to Digital Photography 4 Credit Hours

This course focuses on the creative use of digital imaging software and hardware. Students are exposed to contemporary artists and professionals working in traditional and digital photography. Students also consider critical issues surrounding the aesthetic, ethical and theoretical aspects of digital imaging technology and current photographic practice. Application of these approaches, processes and concepts are discussed in terms of their relevance within and beyond art practices, including art as personal expression and as a professional field. Each assignment engages students' critical thinking as they explore the artistic possibilities of digital photography while expanding their technological and aesthetic knowledge. During project critiques, students practice articulating their thought processes in relation to their own work and the work of their peers. (YR).

### ART 306 Intermediate Design-Color 4 Credit Hours

The design emphasis will be on line and movement, positive/negative space, push/pull dynamics and a study of the nature of grids. The color emphasis will focus on tertiary colors, the effect of variations in color intensity and tonal contrast. There will also be a study of various twentieth century design movements such as the Russian Avant Garde, Constructivism and the Bauhaus, with some assignments modeled on these styles. (F, W).

**Prerequisite(s):** ART 206

**Restriction(s):**

Can enroll if Level is Undergraduate

### ART 320 Intermediate Digital Photo 4 Credit Hours

Full Title: Intermediate Digital Photography Intermediate Digital Photography builds on skills learned in ART 220: Intro to Digital Photography. Students further develop their digital camera and photo editing software skills through a series of creative projects that explore alternative approaches to photography such as new media and artist books. Students continue to investigate issues related to the processes, theory, history, and reception of photographic imagery through readings and discussions. Projects include lessons on advanced photo editing, photo manipulation, and HDR (High Dynamic Range), while allowing students to build a portfolio of works in their specific areas of photographic interest or career paths. (YR).

**Prerequisite(s):** ART 220

### ART 321 Intermediate Painting 4 Credit Hours

Various painting approaches, styles and concepts are explored beyond the basic level through lectures and studio work. Students are encouraged to develop their own personal style as they master new techniques and types of subject matter. This course is repeatable once in order for students to develop their skills. When repeating, the content and assignments are determined in consultation with instructor. (F, W).

**Prerequisite(s):** ART 201

### ART 322 Intermediate Drawing 4 Credit Hours

The fundamentals of drawing are refined beyond the basic level in a variety of media through lectures and studio work. Students are encouraged to develop their own personal style as they master new techniques and types of subject matter. This course is repeatable once in order for students to develop their skills. When repeating, the content and assignments are determined in consultation with instructor. (F, W).

**Prerequisite(s):** ART 202

### ART 323 Figure Drawing 4 Credit Hours

This course is designed to teach students about the complex human form through the act of observation, drawing, and memorization of specific anatomical terms. Emphasis will be on proportion, anatomy, composition, and expression. Students will draw from a live model. (OC).

**Prerequisite(s):** ART 202

### ART 324 Intermediate Watercolor 4 Credit Hours

Various watercolor painting approaches, styles and concepts are explored beyond the basic level through lectures and studio work. Students are encouraged to develop their own personal style as they master new techniques and types of subject matter (still life, the figure, landscape and painting from the imagination). This course is repeatable once in order for students to develop their skills. When repeating, the content and assignments are determined in consultation with instructor. (OC).

**Prerequisite(s):** ART 204

**ART 325 The Art of Animation 4 Credit Hours**

This course introduces students to the fundamentals of animation in film, video, advertising, comics, and diverse web applications. Students develop skills in composition and editing, employing software such as Animate, After Effects, Illustrator, Photoshop, and Premiere. This course allows students to apply their own specific interests to each project. In addition, students study the impact and development of new media technologies on animation through readings and discussions. (OC).

**ART 327 ART 327 Scientific Illustration 4 Credit Hours**

You will learn the fundamental principles of illustration, its history, and why it is different from other forms of drawing and visual representation. This introductory course offers students the opportunity to observe, study, analyze, and visually illustrate what is found in biology, medicine, engineering, and botany. Students learn to illustrate in multiple media including pencil, ink, watercolor, gouache, and conte. The class will use different campus resources, such as the Environmental Interpretive Center for projects and assignments. Prerequisite: ART 202 Beginning Drawing or permission of instructor. (OC).

**Prerequisite(s):** ART 202

**ART 330 Intro to Graphic Design 4 Credit Hours**

This course introduces students to the fundamentals of graphic design in an ever evolving media environment. A special emphasis rests on logo design, page layout, and the creation of interactive media. Methods of creating and editing artistic digital projects are also covered, including new design concepts and the optimization of web and multimedia content. In addition, students learn about the development and impact of digital technology through readings and discussions related to the history of graphic design. (OC).

**ART 332 Creating the Graphic Novel 4 Credit Hours**

This course focuses on the creation of a storyboard from inception to a fully developed story. Students work on character, plot development, storyboarding, dialogue, drawing style, and layout planning, and are encouraged to introduce any cross-disciplinary techniques such as digital applications when appropriate. Lectures and readings will consider contemporary media. During the semester, students work on a variety of projects that will culminate in a fully realized storyboard or graphic novel. The core of the work will explore a range of traditional comic media as a requirement, and digital media as an optional supplement (OC).

**Prerequisite(s):** ART 202 or ART 206 or ART 210

**Restriction(s):**

Can enroll if Class is Freshman or Sophomore or Junior or Senior

**ART 360 Introduction to Printmaking 4 Credit Hours**

This studio course is an introduction to the fundamentals of printmaking. The basic techniques of intaglio, lino-cut, chine chole, lithography and monotype printing methods are utilized in projects. As a deeply interdisciplinary practice, printmaking engages with other artistic media of drawing, painting, and collage. Each student is encouraged to incorporate other materials based on her/his major, interests or expertise. (OC).

**Prerequisite(s):** ART 201 or ART 202 or ART 204 or ART 206

**ART 390 Topics in Applied Art 4 Credit Hours**

Study of various media and techniques in selected areas of applied art. Title as listed in the Schedule of Classes will change according to content. Course may be repeated for credit when the topics differ. (OC).

**Restriction(s):**

Can enroll if Level is Undergraduate

**ART 399 Independent Studies in App Art 1 to 4 Credit Hours**

Readings or analytical assignments in applied art in accordance with the needs and interests of those enrolled and agreed upon by the student and the instructor. (F, W, S).

**ART 410 Advanced Digital Design 3 Credit Hours**

This course requires students to create advanced digital design projects while exploring foundational creative principles in processes of artistic production. Students learn about the development of digital art and the impact of technology on the arts, business, education, engineering, and manufacturing. Students consider ideas and issues that define the role of art and design in the community and in society while working on independent projects that aid in the development of professional portfolios. (F, W).

**Prerequisite(s):** ART 210

**ART 420 Advanced Digital Photography 4 Credit Hours**

Advanced Digital Photography builds on skills learned in ART 320: Intermediate Digital Photography. Students learn advanced skills with a digital camera, practice the nuances of working in the field, and acquire skills in photo editing software through a series of creative, artistic projects that prepare them for pursuing commercial applications. Students learn to identify and investigate issues related to the processes, theory, history, and reception of the development and reception of photographic imagery through lectures and discussions. (OC).

**Prerequisite(s):** ART 220 and ART 320

\*An asterisk denotes that a course may be taken concurrently.

## Frequency of Offering

The following abbreviations are used to denote the frequency of offering: (F) fall term; (W) winter term; (S) summer term; (F, W) fall and winter terms; (YR) once a year; (AY) alternating years; (OC) offered occasionally