

ART DEPARTMENT (ART)

ART 100 – INTRODUCTION TO ART

3 credits.

Seek answers to the fundamental question "What is art?" from multiple perspectives such as historical, theoretical, critical, conceptual, formal, and experiential. Develop visual literacy, sophisticated observational skills and a formal language to assist in the interpretation of objects and experiences in the context of art. Through both theory and practice, develop an understanding of the ways artists arrive at the ideas that inform their creative processes. Includes a survey of developments in art media and looks broadly at art movements, trends and styles throughout history and in varied world cultures.

Requisites: Not open to students declared in Art BS, Art BFA, or Art Education BS

Course Designation: Breadth - Humanities

Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Repeatable for Credit: No

Last Taught: Summer 2025

Learning Outcomes: 1. Identify major functions, themes, and styles in the visual arts from pre-history to the present.

Audience: Undergraduate

2. Recognize the formal elements and design principles in works of art and analyze their effect on interpretation and meaning.

Audience: Undergraduate

3. Conduct technical exercises as well as open-ended experiments with art tools and media to determine how to articulate an idea visually and conceptually.

Audience: Undergraduate

4. Demonstrate habits for researching, analyzing and creating artworks.

Audience: Undergraduate

5. Communicate the role of art and artists to the larger society.

Audience: Undergraduate

6. See oneself as an active participant in the art world.

Audience: Undergraduate

ART 102 – 2D FOUNDATIONS

3 credits.

Application of 2D design principles for image creation and graphic arrangement, with both analog and digital skills. Provides skillsets for 2D-related content, such as photography, graphic design, drawing, painting, and printmaking.

Requisites: None

Repeatable for Credit: No

Last Taught: Summer 2025

Learning Outcomes: 1. Conduct research to generate multiple solutions to two-dimensional design problems and to inform artistic decisions.

Audience: Undergraduate

2. Gain competency with creative problem solving in digital formats such as Adobe Illustrator, InDesign, and Photoshop and in analog formats such as ink, pencil and collage.

Audience: Undergraduate

3. Analyze and critique two-dimensional work based on the relationship between subject matter, form, and content.

Audience: Undergraduate

4. Explore 2D design within its historical and contemporary contexts through readings, research, artist presentations and/or discussion.

Audience: Undergraduate

ART 104 – 3D FOUNDATIONS

3 credits.

Uses hands-on problem solving to develop an informed understanding of the creation of objects in three dimensions. Provides foundational skillsets for sculpture, ceramics, wood, glass, and metals.

Requisites: None

Repeatable for Credit: No

Last Taught: Summer 2025

Learning Outcomes: 1. Define and apply the terminology, elements, and principles of three-dimensional design.

Audience: Undergraduate

2. Ideate, execute, and iterate three-dimensional objects with a variety of materials, tools, and techniques.

Audience: Undergraduate

3. Demonstrate an understanding of the relationship between form, subject matter and content as they relate to three-dimensional objects and the spaces they inhabit.

Audience: Undergraduate

4. Perform safe and effective studio practices with a variety of tactile materials, hand tools and basic construction techniques.

Audience: Undergraduate

5. Critically analyze one's work and the work of one's peers using appropriate three-dimensional design terminology.

Audience: Undergraduate

6. Successfully engage in collaborative learning through group activities, discussions, and critiques.

Audience: Undergraduate

ART 107 – INTRODUCTION TO DIGITAL FORMS

3 credits.

An introduction to a range of digital media techniques for artists and designers, including digital imaging, vector graphics, web design and 3D digital modeling. Emphasis on creative development along with technical skill building.

Requisites: None

Repeatable for Credit: No

Last Taught: Summer 2025

ART 108 – FOUNDATIONS OF CONTEMPORARY ART

3 credits.

Artists' formal, technical and expressive concerns; the principal ideas of movements which have significantly influenced the major tendencies in contemporary art.

Requisites: None

Course Designation: Breadth - Humanities

Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Repeatable for Credit: No

Last Taught: Summer 2025

ART 112 – DRAWING FOR NON-ART MAJORS

3 credits.

Introduction to basic drawing. Core elements of drawing such as the use of line, shape, composition, space, perspective, value, and texture. Provides foundational skillsets for drawing.

Requisites: None

Repeatable for Credit: No

Last Taught: Summer 2025

Learning Outcomes: 1. Define and apply the elements of art and the principles of design in drawing construction.

Audience: Undergraduate

2. Demonstrate observational and perceptual skills, translating three-dimensional forms in space into two-dimensions using the formal elements of drawing.

Audience: Undergraduate

3. Explore historical and contemporary drawing media and techniques.

Audience: Undergraduate

4. Critically analyze their work and the work of classmates using appropriate terminology related to the elements and principles of drawing.

Audience: Undergraduate

5. Practice a variety of research methods to structure and contextualize drawing projects.

Audience: Undergraduate

ART 176 – DIGITAL PHOTOGRAPHY FOR NON-ART MAJORS

4 credits.

Introduction to the tools, techniques and concepts of digital photography. An emphasis will be placed on the digital photography workflow beginning with composition and image capture, to digital manipulation and enhancement, to the end goal of print or online publication. Develop a robust fundamental skill set in digital photography.

Requisites: Not open to students declared in Art BS or Art BFA

Repeatable for Credit: No

Last Taught: Summer 2025

Learning Outcomes: 1. Identify the fundamentals of digital cameras and their applications (exposure, focus, white balance).

Audience: Undergraduate

2. Develop a proficiency in techniques for raw-file conversion, non-destructive image adjustment & manipulation using Adobe Photoshop and Adobe Bridge software.

Audience: Undergraduate

3. Develop a working understanding of image file types, compression and resolution.

Audience: Undergraduate

4. Explore creative ideas and concepts through photography.

Audience: Undergraduate

5. Develop visual and critical thinking skills.

Audience: Undergraduate

6. Develop understanding of a range of issues in contemporary fine art photography.

Audience: Undergraduate

7. Learn to write about their creative work.

Audience: Undergraduate

8. Discuss and critique photographs and their content and technique in depth.

Audience: Undergraduate

ART 208 – CURRENT DIRECTIONS IN ART

3 credits.

Examination of current artists' motivations, intentions, and processes and their relationship to general developments in contemporary art.

Requisites: None

Course Designation: Breadth - Humanities

Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Repeatable for Credit: No

Last Taught: Summer 2025

ART 212 – DRAWING FOUNDATIONS

3 credits.

Apply the elements of drawing to more exploratory drawing methods and explore a wide variety of drawing concepts and applications in the context of Modern and Contemporary Art. Provides foundational skillsets for drawing and painting, printmaking and book art.

Requisites: ART 112, or declared in Art BS, Art BFA, or Art Education BS

Repeatable for Credit: No

Last Taught: Summer 2025

Learning Outcomes: 1. Utilize the knowledge and experience acquired in previous art courses to create drawings that demonstrate increasingly more sophisticated technical and conceptual proficiency.

Audience: Undergraduate

2. Demonstrate experimentation and investigation with a variety of drawing media.

Audience: Undergraduate

3. Develop an index of ideas and research references to support the creation of drawing-based work.

Audience: Undergraduate

4. Apply drawing skills and concepts more broadly as a vehicle for conveying ideas in other media such as printmaking and book art.

Audience: Undergraduate

5. Analyze and critique drawing-based artworks using relevant concepts and terminology.

Audience: Undergraduate

ART 214 – SCULPTURE I

4 credits.

Introduction to techniques and basic sculpture concepts to provide a survey of sculpture studio practices.

Requisites: ART 104

Repeatable for Credit: No

Last Taught: Spring 2025

ART 222 – INTRODUCTION TO PAINTING

3-4 credits.

Introduction to various technical processes and aspects of painting. Studio practice, lectures, discussions, and critiques.

Requisites: ART 102, 112, 212, or 302

Repeatable for Credit: No

Last Taught: Summer 2025

ART 224 – CERAMICS I

4 credits.

Properties of clay and fundamentals of forming; hand-building, throwing, slip-casting, press molding; with emphasis on individual form concepts. Glazing, decorating, firing techniques including reduction, oxidation and primitive methods.

Requisites: None

Repeatable for Credit: No

Last Taught: Summer 2025

ART/DS 226 – TEXTILE DESIGN: OFF-LOOM CONSTRUCTION

3 credits.

Studio design problems in two and three dimensional off-loom constructions; off-loom weaving, looping, and knotting; historical reference and contemporary application.

Requisites: DS 120 and 153**Course Designation:** Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Repeatable for Credit: No**Last Taught:** Spring 2021**ART/DS 229 – TEXTILE DESIGN: WEAVING I**

3 credits.

The relationship of hand weaving to textural surfaces and sculptural forms are examined through the study of problems including structure, pattern, composition, and additional conceptual technical possibilities. Content is explored in the development of individual direction and in relationship to the discussion of historical and contemporary textiles and other works of art. Pursue an advanced investigation of concept and technique of hand-woven cloth.

Requisites: None**Repeatable for Credit:** No**Last Taught:** Fall 2024

Learning Outcomes: 1. Demonstrate understanding of theories, approaches, concepts, and current and historical textile/weaving practices in projects and presentations.

Audience: Undergraduate

2. Utilize the techniques, skills and modern tools/software necessary to create work in the field.

Audience: Undergraduate

3. Examine articles and conduct and present research to inform personal style and concept goals.

Audience: Undergraduate

4. Synthesize knowledge and use insight and creativity to better understand and improve their own design/art

Audience: Undergraduate

5. Communicate effectively through oral presentations, discussion and critiques.

Audience: Undergraduate

ART 232 – LIFE DRAWING I

4 credits.

Anatomical structure and intrinsic forms involved in drawing from different models. Development of technical control in a range of media.

Requisites: ART 212 and (ART 100, 108, or 208)**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 236 – BASCOM COURSE**

3 credits.

A low-enrollment course developing skills in critical reading, logical thinking, use of evidence, and use of library resources. Emphasis on writing in the conventions of specific fields.

Requisites: Satisfied Communications A requirement**Course Designation:** Gen Ed - Communication Part B**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 242 – WATERCOLOR I**

3-4 credits.

Painting with watercolor and mixed media on paper. Experimental and traditional uses of the media will be explored, emphasizing drawing, composition, and imagination. Field trips.

Requisites: ART 112, 212, 222, 316, 326, or 336**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 244 – ART METAL I**

3-4 credits.

Basic jewelry techniques; metal fabrication dealing with piercing, soldering, forming.

Requisites: None**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 302 – COLOR**

4 credits.

Color phenomena and visual perception as applied in art problems. Lectures, readings in theory, philosophy, and history of design.

Requisites: ART 102, 107, 112, 212, 222, 232, 242, 306, 312, 316, 326, 336, or DS 120**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Summer 2025**ART 306 – RELIEF PRINTMAKING**

3-4 credits.

Woodcut, collage print, linoleum cut, and wood engraving; color printing. Studio practice, lectures, discussion, critiques.

Requisites: None**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Summer 2025

ART 307 – MAKING COMICS I

4 credits.

An introduction to making comics as both a subject and means of academic inquiry. This is a rigorous class and the workload is substantial. Students will learn a variety of ways of making pictures and stories using materials that will vary over the course of the semester. Final project will be an original, reproducible, handmade book of at least 32 pages, based on the stories or comics or characters created during the semester. No previous drawing experience necessary, but must be eager to draw seven days per week throughout the duration of the course.

Requisites: None**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Summer 2025**Learning Outcomes:** 1. Translate autobiographical stories, interviews and fictional stories into illustrative comics form.

Audience: Both Grad & Undergrad

2. Illustrate, label, and compose on a daily basis in journaling style.

Audience: Both Grad & Undergrad

3. Identify and apply methodologies for teaching others to create comics.

Audience: Both Grad & Undergrad

4. Read, analyze and discuss a wide variety of comics and comics related articles.

Audience: Both Grad & Undergrad

5. Develop technical facility with materials involved in making comics including basic ink pens, color pencils, watercolor, Chinese ink and brush, and different types of drawing papers.

Audience: Both Grad & Undergrad

6. Design, create and assemble a 32-page publication as a final project

Audience: Both Grad & Undergrad

7. Will use comics as a means of academic inquiry, along with active engagement with the latest research and scholarly activity of the use of comics in their field of study.

Audience: Graduate

ART 309 – DIGITAL ART AND CODE

4 credits.

An introduction to the principles of computer coding in a visual context. Course emphasizes the production of graphical and interactive output delivered on a screen.

Requisites: ART 107 or declared in an Art graduate program**Course Designation:** Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No**Last Taught:** Spring 2024**ART 312 – INTERMEDIATE DRAWING I**

3-4 credits.

The exploration of conceptual drawing in various media. Emphasis on conceptual/formal solutions.

Requisites: (ART 212, 232, 316, or 326), or declared in an Art graduate program**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 314 – SCULPTURE II**

4 credits.

Continued investigation in sculpture studio practices with an emphasis on developing concepts and technique.

Requisites: ART 214 or declared in an Art graduate program**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 316 – LITHOGRAPHY**

4 credits.

Direct drawing on stone with crayon and tusche, transfer techniques, color processes; studio practice, lectures, discussions, and critiques.

Requisites: None**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 318 – INTRODUCTION TO VIDEO, PERFORMANCE & INSTALLATION ART**

4 credits.

An introduction to time-based art forms including video, installation, and visual art performance.

Requisites: None**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Fall 2024**Learning Outcomes:** 1. Describe art world practices in video, performance and installation at an introductory level

Audience: Undergraduate

2. Analyze art world practices in video, performance and installation at an advanced level

Audience: Graduate

ART 322 – INTERMEDIATE PAINTING I

4 credits.

Development of technical processes, concepts, historical continuity. Study and application of various media of oils, acrylics, collage materials.

Requisites: ART 222 or declared in an Art graduate program**Repeatable for Credit:** No**Last Taught:** Summer 2025

ART 324 – CERAMICS II

4 credits.

Continued investigation into forming; hand-building, throwing, slip-casting, press molding; with emphasis on individual form concepts. Glazing, decorating, firing techniques including reduction, oxidation and primitive methods.

Requisites: ART 224 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 326 – ETCHING

4 credits.

Introduction to intaglio printmaking techniques. Studio problems in platemaking and printing.

Requisites: (ART 102, 112, 212, 232, 306, 316, or 336) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 332 – LIFE DRAWING II

4 credits.

Further investigation into anatomical structure and intrinsic forms involved in drawing from different models. Development of concepts and technique.

Requisites: ART 232 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 333 – INTRO TO RESPONSIVE WEB DESIGN

4 credits.

Introduction to user-centered, responsive web design for mobile, tablet, and laptop. Write HTML, CSS, and Javascript directly to design and develop fully responsive websites.

Requisites: (ART 102 or 107), ART 346, and ART 438 or concurrent enrollment in ART 438, or declared in (MFA-Art or MS Design + Innovation)

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2024

Learning Outcomes: 1. Critique and apply graphic design principles and functions in web composition.

Audience: Both Grad & Undergrad

2. Demonstrate the capabilities of web typography.

Audience: Both Grad & Undergrad

3. Demonstrate the capabilities of creating responsive web designs.

Audience: Both Grad & Undergrad

4. Enhance responsive web page presentation with HTML5 & CSS3.

Audience: Both Grad & Undergrad

5. Design responsive websites from scratch with HTML5 & CSS3.

Audience: Both Grad & Undergrad

6. Develop complex layouts and effects with advanced CSS.

Audience: Both Grad & Undergrad

7. Design and develop professional research documentation for the Web.

Audience: Graduate

ART 334 – WOOD WORKING

3-4 credits.

Exploration of wood as a medium for constructing creative and functional three-dimensional forms.

Requisites: (ART 104, 112, 212, 214, 224, 244, 354 or DS 220) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 336 – SERIGRAPHY

3-4 credits.

Materials and techniques of silk screen process; silk screen as a fine art form.

Requisites: (ART 102, 112, 212, 222, 232, 306, 316, or 326) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 338 – SERVICE LEARNING IN ART

2 credits.

Students discuss community-based practices in the field, and will work with a community partner in an art-related capacity.

Requisites: None

Course Designation: Workplace - Workplace Experience Course

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART/DANCE 341 – SOUND DESIGN FOR THE PERFORMING AND VISUAL ARTS

3 credits.

Production of audio soundtracks to complement the work of artists. The relationship of sound and music to dance, video, film, computer art, and other interdisciplinary forms.

Requisites: Declared in an Art, Dance, or Communication Arts program

Course Designation: Breadth - Humanities

Level - Intermediate

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 342 – WATERCOLOR II

4 credits.

Continued investigations in watercolor and mixed media works on paper with goal of development of concepts and technical skill.

Requisites: ART 242 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 343 – METAL FABRICATION AND WELDING IN SCULPTURE

3-4 credits.

Reviews common welding and metal fabrication techniques available to artists, including various welding processes, brazing techniques, torch work, cutting devices, bending methods, and finishing techniques. Mild steel will be the primary material of exploration.

Requisites: (ART 214 or 244) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2020

ART 346 – BASIC GRAPHIC DESIGN

4 credits.

Introduces the basic principles of graphic design. Develop an initial understanding of formal, conceptual, and technical aspects of the field. Emphasis will be given to the importance of working process, presentation and craftsmanship.

Requisites: (ART 102 or 107) and declared in Art , Art Education, Certificate in Art Studio, or Certificate in Graphic Design; or declared in Art MFA or Design + Innovation MS

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Summer 2025

Learning Outcomes: 1. Understand the role of design process in creative practice for designers.

Audience: Both Grad & Undergrad

2. Understand basic visual research methodologies used by graphic designers in the field.

Audience: Both Grad & Undergrad

3. Strengthen professional presentation skills.

Audience: Both Grad & Undergrad

4. Develop a body of work that displays your design skills in the best possible light.

Audience: Both Grad & Undergrad

5. Extend knowledge of software used in design practice.

Audience: Both Grad & Undergrad

6. Expand knowledge and use of design terminology and vocabulary.

Audience: Both Grad & Undergrad

7. Appraise these tools, methods, and processes, and learn how to strategically, creatively apply them to your own work and research.

Audience: Graduate

ART 348 – INTRODUCTION TO DIGITAL PRINTMAKING

4 credits.

Provides students with fundamental skills in combining hand printed and digital output. Hybrid print integrates laser plate, monoprint, collograph, stencil, stamping, and embossment with inkjet output. Focuses on enhancement of digital output through integration of hand printed elements.

Requisites: (ART 102, 107, 176, 306, 316, 326, 336, 346, or 376) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 354 – GLASSWORKING

4 credits.

Glassworking toward a personal concept of material.

Requisites: (ART 104, 214, 224, 244, or 334) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 356 – CODING FOR GRAPHIC DESIGN

4 credits.

Explore the aesthetic of computational graphic design and typography with physical interaction, sound, data, and digital fabrication.

Requisites: (ART 102 or 107), ART 346, and ART 438 or concurrent enrollment in ART 438, or declared in (MFA-Art or MS Design + Innovation)

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2023

Learning Outcomes: 1. Apply design and typography principles and functions in computational drawing.

Audience: Both Grad & Undergrad

2. Apply mathematic expressions, computer algorithms, and libraries to create computational illustrations.

Audience: Both Grad & Undergrad

3. Demonstrate image, text, video, sound, and data skills to create computational graphic design and typography.

Audience: Both Grad & Undergrad

4. Demonstrate ability to explore linear and non-linear visual storytelling using computer algorithms and physical interaction.

Audience: Both Grad & Undergrad

5. Demonstrate ability to develop ideas from conceptualization to implementation in computational graphic design and typography.

Audience: Both Grad & Undergrad

6. Demonstrate ability to extend visual output from cyberspace to physical space using digital fabrication.

Audience: Both Grad & Undergrad

7. Develop professional documentation for generative graphic design systems.

Audience: Both Grad & Undergrad

8. Cultivate and develop graphic design research and practices with various new mediums, including computation, sound, data, self-portraits, and digital fabrication.

Audience: Graduate

ART/THEATRE 366 – STAGE LIGHTING I

3 credits.

Application of lighting design to the stage and natural environment.

Color principles, lighting instruments, and control equipment. Production participation and labs.

Requisites: THEATRE 130, ART 100, or DS 120

Course Designation: Level - Intermediate

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Repeatable for Credit: No

Last Taught: Fall 2024

Learning Outcomes: 1. Observe light in its natural, artistic, and theatrical environments, and discuss its controllable qualities and functions.

Audience: Undergraduate

2. Summarize the role of a lighting designer and the roles of other members of a production team.

Audience: Undergraduate

3. Understand theatrical lighting production planning and implementation methods, including: lighting hang and focus, lighting control, instrument design and selection.

Audience: Undergraduate

4. Develop the analytical skills needed to read a script, communicate ideas, and establish a design aesthetic and personal design process.

Audience: Undergraduate

5. Design the lighting for a play and produce all relevant paperwork and documentation, including drafting a full light plot.

Audience: Undergraduate

ART/THEATRE 372 – SET DESIGN I

3 credits.

Principles of composition, scale, perspective, and color applied to the stage; production of ground plans, elevations, sketches, and models.

Requisites: None

Course Designation: Level - Intermediate

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Fall 2024

ART 376 – DARKROOM PHOTOGRAPHY

3–4 credits.

Emphasizes the basic aesthetic grammar of photography while providing a historical and critical context for looking at and making photographs. Techniques, philosophies, and concepts in photography as an art form. Emphasis on personal expression and relationship to other media.

Requisites: ART 100, 102, 104, 107, 108, 176, 208 or declared in Art MFA

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

Learning Outcomes: 1. Describe the basic functions of a film camera.

Audience: Both Grad & Undergrad

2. Explain visual history and grammar of photography.

Audience: Both Grad & Undergrad

3. Demonstrate the ability to approach B&W film photography in a serious problem solving manner.

Audience: Both Grad & Undergrad

4. Demonstrate skill to edit and discuss both your own work as well as other visual artists in the field of contemporary photography.

Audience: Both Grad & Undergrad

5. Examine the technical, mechanical and history of photography for future instructional skills.

Audience: Graduate

ART 393 – INTERSHIPS IN ART

1 credit.

This online course allows students who have found outside art-related internships to earn academic credit in connection with their work experience.

Requisites: None

Course Designation: Workplace - Workplace Experience Course

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2022

ART 409 – DIGITAL FABRICATION STUDIO

4 credits.

Introduction to the practice and application of digital fabrication technologies in an artistic context with an emphasis on extending and integrating with traditional material approaches to art production. Includes theoretical readings devoted to the implications of digital and machine technologies on art practice.

Requisites: ART 107 or declared in an Art graduate program

Repeatable for Credit: No

Last Taught: Fall 2024

ART 414 – ART FOUNDRY

3 credits.

Traditional and nontraditional methods of fine art foundry.

Requisites: (ART 104, 214, 224, 244, 314, 334, 343, or 354), or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 428 – DIGITAL IMAGING STUDIO

4 credits.

Explore current and historical practices in the digital fine arts while refining conceptual and technical understanding of digital art forms as powerful tools for generating and communicating images and ideas. Students will create and manipulate both static and moving imagery, with implications for digital drawing, painting, print-making, video editing/post-production, and narrative or non-narrative 2D animation in a fine art context.

Requisites: (ART 107, 176, 318, 429, or 529) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Summer 2025

ART 429 – 3D DIGITAL STUDIO I

4 credits.

Introduction to three-dimensional modeling in the computer, in particular the use of 3D digital models for the creation of images and objects.

Requisites: ART 107 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Summer 2025

ART 438 – HISTORY OF GRAPHIC DESIGN AND TYPOGRAPHY

3 credits.

Examines the major developments in graphic design and typography as the fields slowly emerged and began to define themselves during the 19th, 20th, and 21st centuries.

Requisites: (ART 102 or 107), and ART 346 or concurrent enrollment; or declared in Art MFA or Design + Innovation MS

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Summer 2025

Learning Outcomes: 1. Foster respect and appreciation for the achievements of graphic designers and typographers.

Audience: Both Grad & Undergrad

2. Identify the major designers and graphic works of each period covered.

Audience: Both Grad & Undergrad

3. Recognize the major aesthetic movements and ideas that have influenced graphic design and typography.

Audience: Both Grad & Undergrad

4. Understand the social, cultural, and political contexts that have shaped graphic design and typography.

Audience: Both Grad & Undergrad

5. Appraise these influences and learn how to strategically, creatively, apply them to your own work and research.

Audience: Graduate

ART 442 – ICONS, SYMBOLS, AND PICTOGRAMS

4 credits.

Addresses basic visual communication principles that include semiotics, gestalt, form, and context, and applies them to the design of icons, symbols, and pictograms. Cultural, psychological, social, and historical interpretations of these forms are analyzed through design projects, readings, discussion, and research.

Requisites: (ART 102 or 107), ART 346 and 438

Repeatable for Credit: No

Learning Outcomes: 1. Apply basic visual communication principles to the design process.

Audience: Undergraduate

2. Explore semiotics analysis in relation to forms and messages intended for diverse audiences.

Audience: Undergraduate

3. Identify the various contexts and functions for which icons, symbols, and pictograms can be designed.

Audience: Undergraduate

4. Practice the specific techniques and processes that are used in the construction of icons, symbols, and pictograms.

Audience: Undergraduate

5. Extend knowledge of software used in design practice.

Audience: Undergraduate

6. Strengthen collaboration and presentation skills.

Audience: Undergraduate

ART 443 – GRAPHIC DESIGN FOR EXHIBITIONS

4 credits.

Provides an introduction to exhibition design from spatial typography, posters, banners, and wayfinding to online exhibition design, including virtual reality for the Web.

Requisites: (ART 102 or 107), ART 346, and ART 438 or concurrent enrollment in ART 438, or declared in (MFA-Art or MS Design + Innovation)

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Learning Outcomes: 1. Define the fundamental elements of two and three-dimensional typography.

Audience: Both Grad & Undergrad

2. Apply those fundamental elements in developing a typographic system for environmental settings.

Audience: Both Grad & Undergrad

3. Analyze existing way-finding problems and apply design to the practice of exhibit design.

Audience: Both Grad & Undergrad

4. Explore environmental graphic venues, materials, and applications to produce visual components for exhibition design.

Audience: Both Grad & Undergrad

5. Demonstrate how innovative concepts, branding, and custom exhibition design can improve showroom design and function.

Audience: Both Grad & Undergrad

6. Practice exhibition design for the Web and virtual reality.

Audience: Both Grad & Undergrad

7. Develop the complete functional exhibition design for the Web and virtual reality.

Audience: Graduate

ART 446 – ARTISTS' BOOKS

4 credits.

The multiple and sequential visual imagery of the non-printed book, including its design and creation.

Requisites: (ART 306, 316, 326, 336, 346, or 376) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 448 – SPECIAL TOPICS

1-4 credits.

Various beginning-level special topics courses in Art.

Requisites: None

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Summer 2025

ART 452 – INTERMEDIATE PAINTING: NEW FIGURATION I

4 credits.

The human figure as a source for creative and independent viewpoints in painting and other media. Students work together in the painting studio from a live model and from other figural sources.

Requisites: (ART 222, 232 or 322) or declared in an Art graduate program

Course Designation: Level - Intermediate

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 454 – NEON: LIGHT AS SCULPTURE

4 credits.

Introduction to light as sculptural medium including techniques for creating art using luminous tubes.

Requisites: None

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Summer 2025

ART 458 – GRAPHIC DESIGN FOR BRANDING AND IDENTITY

4 credits.

This is an advanced graphic design course with an emphasis on corporate brand identity development. Topics can include mark development, product packaging, marketing and advertising collateral, web branding, and broadcast advertising development. Special attention is given the application of semiotics and other forms of basic communication theory to the design process.

Requisites: (ART 102 or 107 or declared in an Art graduate program), ART 346, and 438

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Summer 2025

ART 463 – INFORMATION GRAPHICS

4 credits.

This course examines the theory and practice of visual representation of information. Students will learn to create effective and illuminating graphical displays of data based on four basic formulations -- location, time, category, hierarchy, and index.

Requisites: (ART 102 or 107), ART 346 and 438

Repeatable for Credit: No

Last Taught: Spring 2025

ART 465 – GRAPHIC DESIGN FOR PACKAGING

4 credits.

Defines the role of packaging in product identification, presentation, and production. The unique challenges of adapting typography, illustration, design and materials to three-dimensional forms are explored. Research includes marketing objectives, structural integrity and display aesthetics.

Requisites: (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** No**Last Taught:** Spring 2022**ART 466 – PAPERMAKING: HISTORY, ELEMENTS AND TECHNIQUES**

4 credits.

Investigation and explanation of papermaking by hand as it relates to printmaking, drawing, and sculpture. History of papermaking stressing the last hundred years. Techniques of the craft, traditional sheet forming and use of paper pulp as pure plastic material with same educational goals as metal, ceramics, and wood.

Requisites: None**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Fall 2024**ART 467 – GRAPHIC DESIGN FOR POSTERS**

4 credits.

Examines the design of posters as a mode of communication. Students will learn to create effective combinations of words and images that mobilize principles of composition, perception, and rhetoric. Projects will encourage students to further explore graphic design as a means of communication, artistic expression, and information organization.

Requisites: (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 470 – SPECIAL TOPICS IN 4D ART**

3-4 credits.

Topics courses exploring historical, theoretical and studio components surrounding time-based art forms including digital animation, video, installation, and visual art performance.

Requisites: None**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025**ART 476 – INTERMEDIATE PHOTOGRAPHY**

4 credits.

Introduction to advanced digital printing techniques, critical analysis, and discussion of history of photography and current trends.

Requisites: ART 107, 176, or declared in Art MFA**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Spring 2025**Learning Outcomes:** 1. Describe the visual history and grammar of digital photography.

Audience: Both Grad & Undergrad

2. Demonstrate the ability to approach photography in a serious problem-solving manner.

Audience: Both Grad & Undergrad

3. Demonstrate the skill to edit and discuss both your own work as well as other visual artists.

Audience: Both Grad & Undergrad

4. Demonstrate the ability to understand your own work in the context of contemporary photography.

Audience: Both Grad & Undergrad

5. Examine the technical, mechanical and history of photography for future instructional skills.

Audience: Graduate

ART 486 – LETTERPRESS PRINTING: BOOKS AND MULTIPLES

4 credits.

Covers materials and techniques used in contemporary letterpress printing of both text and image with a focus on letterpress printing as an art medium. Learn how to print using handset type, photopolymer plates and other printmaking techniques suitable for letterpress. Design and letterpress print broadsides and artist's books.

Requisites: None**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, for 3 number of completions**Last Taught:** Spring 2025**Learning Outcomes:** 1. Master a range of letterpress printing techniques to complete original artwork.

Audience: Both Grad & Undergrad

2. Engage in creative and design thinking in the development of creative projects that include text and image.

Audience: Both Grad & Undergrad

3. Develop ability to work both independently and collaboratively on creative projects.

Audience: Both Grad & Undergrad

4. Develop written and visual ideas that address issues in the world around them.

Audience: Both Grad & Undergrad

5. Apply problem-solving techniques needed to work with letterpress printing tools and equipment.

Audience: Both Grad & Undergrad

6. Develop oral and written communication skills and critical thinking during critique sessions of work and the work of peers.

Audience: Both Grad & Undergrad

7. Develop creative work that is directly connected to their wider creative practices

Audience: Graduate

8. Develop a familiarity and understanding of the artist's book collection at the Kohler Art Library through research for class that will influence their wider creative practices.

Audience: Graduate

ART 506 – ADVANCED RELIEF PRINTMAKING

4 credits.

Emphasis on color problems, surface qualities; studio practice, discussion, critiques.

Requisites: ART 306 or declared in an Art graduate program**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025**ART 507 – MAKING COMICS 2**

4 credits.

Builds on the work begun in Making Comics 1. Students will already be comfortable working on deadline, with applying previous comics-making experience to a variety of story styles, both fictional and non-fictional, and with using a variety of materials. This class is just as rigorous and demanding as Art 307. You'll be required to write and draw in your journal every day. Homework is substantial. Students will finish a 3-4 page comic strip each week, even when feeling uninspired. Readings will include more long-form comics. Students will identify a theme present in their own work to be explored through drawing and writing. In the last part of the semester, students will create a 'zine with a focused narrative. It will be an original, reproducible, handmade book of at least 32 pages, comprised of both visual and written elements. Everything created will be drawn, painted and written by hand.

Requisites: ART 307**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, for 3 number of completions**Last Taught:** Summer 2025**Learning Outcomes:** 1. Increase facility with using dip pens, manga ink and manga paper

Audience: Both Grad & Undergrad

2. Continue developing technical facility with materials involved in making comics including basic ink pens, color pencils, watercolor, Chinese ink and brush, and different types of drawing papers.

Audience: Both Grad & Undergrad

3. Translate academic articles, autobiographical stories, interviews with others, and works of fiction into longer form comics

Audience: Both Grad & Undergrad

4. Illustrate, label and compose in a journal on a daily basis.

Audience: Both Grad & Undergrad

5. Identify and apply methodologies for teaching others to create comics

Audience: Both Grad & Undergrad

6. Read, analyze and discuss a wide variety of long-form comics, graphic novels and comics-related articles

Audience: Both Grad & Undergrad

7. Design, create and assemble a 32-page book with a single theme as a final project.

Audience: Both Grad & Undergrad

8. Use comics as a means of academic inquiry, along with active engagement with the latest research and scholarly activity of the use of comics in their field of study.

Audience: Graduate

ART 508 – COLLOQUIUM IN ART

1 credit.

Prominent artists, curators critics present their work through lectures and visual presentations.

Requisites: None

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 511 – ART PERFORMANCE

3–4 credits.

An exploration of art genres that often incorporate a form of time-based performance, including but not limited to elements found in theater, dance, music, spoken word/poetry, etc.

Requisites: None

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Fall 2024

ART 512 – ADVANCED DRAWING I

4 credits.

Advanced level drawing course taught in a structured format where students work on various problems/issues in drawing.

Requisites: ART 312 and (ART 100, 108 or 208) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 514 – ADVANCED SCULPTURE WORKSHOP 1

4 credits.

Instruction in the use of various materials as required by the individual in terms of the formal and conceptual basis of the work. Emphasis on independent research and development of studio projects.

Requisites: ART 314 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 516 – ADVANCED LITHOGRAPHY

2–3 credits.

Development of advanced concepts and techniques in lithography, to include drawing on stone with crayon and tusche, transfer techniques, color processes; studio practice, lectures, discussions, and critiques.

Requisites: ART 316 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 518 – ARTIST'S VIDEO

4 credits.

Principles and techniques in video art.

Requisites: (ART 208 and 318) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2021

ART 521 – INSTALLATIONS AND ENVIRONMENTS

4 credits.

Studio projects in site-specific art making supplemented by readings and examples of relevant contemporary artists' work.

Requisites: ART 214 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 522 – ADVANCED PAINTING I

4 credits.

Technical processes; emphasis on personal expression, concepts, in various approaches to painting.

Requisites: (ART 322 or 452) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Summer 2025

ART 524 – ADVANCED CERAMICS I

4 credits.

Thrown and hand-built forms, clay bodies, glazes, firing, general studio procedure; emphasis on development of personal concepts.

Requisites: ART 324 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 525 – ADVANCED TYPOGRAPHY

4 credits.

An advanced investigation of typography for visual communication and expression. Emphasis is placed on the analysis of meaning as conveyed through, materials, technology, and design. Projects are experimental and are designed to challenge you to expand your understanding of the function typography plays in design, art, and culture.

Requisites: (ART 102 or 107), ART 346 and 438

Repeatable for Credit: No

Last Taught: Fall 2024

ART 526 – ADVANCED ETCHING/INTAGLIO

4 credits.

Research in advanced intaglio techniques. Color printing.

Requisites: ART 326 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 529 – 3D DIGITAL STUDIO II

4 credits.

Intermediate/advanced class covering the theory and practice of 3D digital modeling and animation software as a tool for making art.

Requisites: ART 429

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

Learning Outcomes: 1. Use keyframe animation, motion paths and "Set Driven" keys.

Audience: Both Grad & Undergrad

2. Use a variety of deformers.

Audience: Both Grad & Undergrad

3. Develop and create an effective animation from sketching and storyboarding through final video delivery.

Audience: Both Grad & Undergrad

4. Demonstrate knowledge about contemporary practice in the field, including the use of 3D digital technology in fine art, design and entertainment.

Audience: Both Grad & Undergrad

5. Incorporate techniques and information covered by the class into their own research.

Audience: Graduate

ART 531 – SCREEN PERFORMANCE

3-4 credits.

Focuses on performance made for the screen including first person narrative, spoken word, video dance, fictional cinema, experimental documentary and other forms of mediated performance practice.

Requisites: None

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2023

ART 532 – ADVANCED LIFE DRAWING I

4 credits.

Further examination of the percepts of drawing with the human figure. Emphasis on formal elements. Problems of structure. Intense studio practice working from the model.

Requisites: ART 332 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 534 – ADVANCED WOOD WORKING

4 credits.

Development of advanced concepts and techniques in wood-based functional and/or fine art forms.

Requisites: ART 334 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 536 – ADVANCED SERIGRAPHY

4 credits.

Development of advanced concepts and techniques using silk screen processes to create fine art forms.

Requisites: ART 336 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 542 – ADVANCED WATERCOLOR I

4 credits.

Transparent and opaque watercolor media; studio practice, critiques, field trips.

Requisites: ART 342 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2025

ART 544 – ADVANCED ART METAL I

4 credits.

Advanced techniques in creating functional and/or fine art metal objects.

Requisites: ART 244 or 344 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 546 – GRAPHIC DESIGN FOR PUBLICATIONS

4 credits.

Covers the theory and practice of designing newspapers, magazines, books, and other narrative forms. Emphasis will be placed on advanced typographic theory, and advanced digital and manual production skills.

Requisites: (ART 102 or 107 or declared in an Art graduate program), ART 346, and 438

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 548 – SPECIAL TOPICS: ADVANCED LEVEL

1-4 credits.

Topical courses in art at an advanced level.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 552 – ADVANCED PAINTING: NEW FIGURATION II

4 credits.

Advanced work in depicting the human figure as a source for creative and independent viewpoints in painting and other media.

Requisites: ART 452 or declared in an Art graduate program

Course Designation: Level - Advanced

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Spring 2023

ART 554 – ADVANCED GLASSWORKING

4 credits.

Advanced concepts and techniques in fine art glass.

Requisites: ART 354 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 556 – GRAPHIC DESIGN FOR INTERACTIVE MEDIA

4 credits.

Explore creative visual interface and interactive storytelling for the Web.

Requisites: (ART 102 or 107), ART 346, 438, and one of: (ART 443, 458, 463, 465, 467, 546, 563, 565, 568 or 575); or declared in MFA Art or MS Design + Innovation.

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Fall 2022

Learning Outcomes: 1. Critique and apply visual principles in the design of expressive/communicative digital interactions.

Audience: Both Grad & Undergrad

2. Analyze and apply relevant screen-based interaction theories, processes, and methodologies.

Audience: Both Grad & Undergrad

3. Apply appropriate software and coding skills to create and publish a fully functional website.

Audience: Both Grad & Undergrad

4. Apply dynamic web design skills using user interaction, sound, and video.

Audience: Both Grad & Undergrad

5. Interact, critique, and collaborate through group critiques, discussions, writing, and visual works.

Audience: Both Grad & Undergrad

6. Design and develop spatial web design including virtual reality or augmented reality.

Audience: Graduate

ART 558 – PRODUCT DEVELOPMENT FOR GRAPHIC DESIGN

4 credits.

Focuses on developing an understanding of design processes through the utilization of specific fabrication materials and methods. Experience is gained in giving form to objects and products. Prototyping techniques and digital design tools will be explored. In addition, investigates the movements in the history of product design and the development of materials, production, technologies, consumption and other social and cultural concerns that impact the field. A special focus on the identification and use of sustainable materials and processes.

Requisites: (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** No**Learning Outcomes:** 1. Apply creativity, design thinking, and design process to bring new ideas, products, and value to companies, communities, and people.

Audience: Undergraduate

2. Integrate the notion of sustainability into a more holistic understanding of the interdependency of people, functional disciplines, socio-cultural systems and physical resources.

Audience: Undergraduate

3. Demonstrate comfort with complex, ambiguous problems and the uncertain path towards specific, viable solutions

Audience: Undergraduate

4. Understand the importance of the design process to guide your thinking without constraining it.

Audience: Undergraduate

5. View graphic design as an entrepreneurial practice.

Audience: Undergraduate

ART 560 – GRAPHIC DESIGN SENIOR THESIS PROJECT AND EXHIBITION

4 credits.

A capstone experience for seniors in the Graphic Design Program. A hybrid of studio and seminar, course work will combine inquiry, research, creative problem-solving, and design prototyping. Students will use research to launch a comprehensive graphic design thesis project which will be exhibited at the end of the term.

Requisites: (ART 102 or 107), ART 346, 438, and two of: ART 458, 463, 465, 467, 546, 556, 565, 568**Repeatable for Credit:** No**Last Taught:** Spring 2025**ART 563 – GRAPHIC DESIGN FOR GAMES**

4 credits.

Game design is a subdiscipline in which graphic designers create meaningful play and interactive experience through words, images, structure, process, and the study of user experience. This course, which explores both digital and non-digital games, aims to provide you with a critical vocabulary and historical context for analyzing games, as well as the skills and techniques necessary to incorporate game design into your ongoing design practice.

Requisites: (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** No**Last Taught:** Fall 2020**ART 564 – GRAPHIC DESIGN FOR ACCESSIBILITY**

4 credits.

An introduction to designing for accessibility and inclusion including visual design research, design thinking, and digital fabrication.

Requisites: (ART 102 or 107), ART 346, and (ART 458, 463, 465, 467, 546, 565 or 568), or declared in Art MFA or Design + Innovation MS**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Fall 2024**Learning Outcomes:** 1. Gather meaningful information about users and their experiences by asking, observing, learning, and surveying

Audience: Both Grad & Undergrad

2. Understand the importance and the impact of designing for accessibility and inclusion

Audience: Both Grad & Undergrad

3. Analyze design problems and propose design interventions based on the user-centered process

Audience: Both Grad & Undergrad

4. Apply an iterative design process, including prototyping skills with various analog and digital methods and testing for user experience design

Audience: Both Grad & Undergrad

5. Prepare high-quality professional documentation of the design process and presentation for a professional portfolio

Audience: Both Grad & Undergrad

6. Develop an abstract for conference presentations and a gallery plan for an exhibition using the final projects

Audience: Graduate

ART 565 – TYPEFACE DESIGN

4 credits.

Examine conceptual and technical processes used for designing fonts and typefaces in a digital environment.

Requisites: (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2023

ART 568 – MOTION TYPOGRAPHY

4 credits.

Examines conceptual and technical processes used setting type in motion in a digital environment using digital video, computer graphic, and digital photo technologies. Students must take ART 107 and ART 346 prior to enrolling in this course.

Requisites: (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** No**Last Taught:** Fall 2019**ART 570 – ADVANCED TOPICS IN 4D ART**

3-4 credits.

Topics courses exploring advanced concepts in historical, theoretical and studio practices in the discipline of time-based art forms, including but not limited to: digital animation, video, installation, and visual art performance.

Requisites: ART 470 or declared in an Art graduate program**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Fall 2019**ART/THEATRE 572 – SET DESIGN II**

3 credits.

Historical survey of visual theatre, painting, and architectural styles adapted to various dramatic forms. Application of design elements and styles to contemporary theatre productions.

Requisites: THEATRE/ART 372**Course Designation:** Breadth - Humanities

Level - Advanced

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No**Last Taught:** Fall 2019**ART 575 – USER EXPERIENCE FOR GRAPHIC DESIGN**

4 credits.

A project-based introduction to the examination of user experience, and is oriented toward practical methods for approaching a design problem. The focus of the course is to develop conceptual design based on the needs of users. Students will receive grounding in user research methods, design sketching, and design validation.

Requisites: (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** No**Last Taught:** Summer 2025**ART 576 – ADVANCED PHOTOGRAPHY**

4 credits.

Emphasis on advanced techniques, color, personal concepts and expression, criticism, communicative potential of photography.

Requisites: ART 476 or declared in an Art graduate program**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025**ART 608 – INTERDISCIPLINARY CRITIQUE IN THE VISUAL ARTS**

3 credits.

Group critique for advanced students working in the various disciplines of the visual arts.

Requisites: Senior standing and declared in BS-Art, BFA-Art or BS-Art Ed degree program or declared in an Art graduate program**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Summer 2023**ART 612 – ADVANCED DRAWING II**

3-4 credits.

Continuation of advanced level drawing. Focus on advanced techniques and conceptual development in conversation with contemporary drawing practices.

Requisites: ART 512 or declared in an Art graduate program**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025**ART 614 – ADVANCED SCULPTURE WORKSHOP 2**

3-4 credits.

Continuing instruction in the use of various materials as required by each student in terms of the formal and conceptual basis of their work. Emphasis on the development of individually directed studio projects, professional art practices, and preparing work for exhibition.

Requisites: ART 514 or declared in an Art graduate program**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Fall 2024**ART 622 – ADVANCED UNDERGRADUATE PAINTING WORKSHOP**

3 credits.

Continuation of 522. Entrance is by consent through competitive portfolio review, held in the final week of the fall and spring semesters. Qualified applicants will have completed Art 222, 322, and at least one of the following: Art 312, 332, 342, 452, 512, 522, 542; or have transferred equivalent coursework. Not open to graduate students.

Requisites: Consent of instructor**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025**ART 624 – ADVANCED CERAMICS II**

4 credits.

Advanced concepts and practices using clay/ceramics to create fine art objects.

Requisites: ART 524 or declared in an Art graduate program**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025

ART 629 – 3D DIGITAL STUDIO III

4 credits.

An advanced project based class in 3D Digital Animation. Students will complete a single major animation project based on their own proposal as approved by the instructor.

Requisites: ART 429 or 529

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 632 – ADVANCED LIFE DRAWING II

3-4 credits.

Advanced work and examination of the percepts of drawing with the human figure. Emphasis on conceptual development in conversation with contemporary life drawing practices.

Requisites: ART 532 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2019

ART 636 – COMPUTER AUGMENTED PRINTMAKING

4 credits.

Advanced computer imaging for printmaking. Emphasis is on self-initiated projects that combine printmaking or photographic techniques with digital output.

Requisites: (ART 306, 316, 326, 336, or 348) or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 642 – ADVANCED WATERCOLOR II

4 credits.

Advanced concepts and processes in transparent and opaque watercolor media.

Requisites: ART 542 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Fall 2020

ART 644 – ADVANCED ART METAL II

4 credits.

Further advanced study in the art of metalsmithing.

Requisites: ART 544 or declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 656 – DESIGN PORTFOLIO AND PROFESSIONAL PRACTICE

4 credits.

Advanced level graphic course designed to prepare senior level students for entrance into the design profession. Portfolio and resume preparation will be the primary emphasis. Legal and professional practice topics also will be addressed.

Requisites: (ART 102 or 107), ART 346, 438, and two of: ART 458, 463, 465, 467, 546, 556, 565, 568

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2022

ART 663 – GRAPHIC DESIGN PRACTICUM

2 credits.

Gives students direct experience in the field of graphic design by working on actual client-based projects. Projects vary each term, and include both on and off campus clients. The course operates as professional design studio doing work for university, local and regional clients.

Requisites: (ART 102 or 107), ART 346 and 438

Repeatable for Credit: Yes, unlimited number of completions

ART 699 – INDEPENDENT STUDY

1-3 credits.

Independent undergraduate work in advanced area of study under direction of art faculty.

Requisites: Consent of instructor

Course Designation: Level - Advanced

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Summer 2025

ART 700 – INTRODUCTION TO GRADUATE STUDIES IN ART

3 credits.

Introduction to graduate study in art. Will explore the relationships between the contemporary art world, research and studio practice, theoretical issues, and education in the arts. Also addresses building and sustaining a career in the arts.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: No

Last Taught: Fall 2024

ART 706 – TEACHING FOUNDATIONS OF COLLEGE ART

1 credit.

Practical tools and techniques for teaching the foundations of college art and effectively managing the classroom.

Requisites: Declared in Art MFA

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, for 2 number of completions

Learning Outcomes: 1. Identify and apply key teaching methods in college-level art instruction.

Audience: Graduate

2. Examine key issues in teaching of college-level art foundations.

Audience: Graduate

3. Reflect and collaborate on challenges that arise in the teaching and learning of college-level art.

Audience: Graduate

4. Develop resources and support peers in the teaching and learning of college-level art.

Audience: Graduate

ART 722 – GRADUATE PAINTING I

2-3 credits.

Graduate level instruction in all painting media.

Requisites: Declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Fall 2021

ART 726 – GRADUATE INTAGLIO PRINTMAKING I

2-3 credits.

Graduate level investigations of advanced intaglio methods; exploration toward an individual and mature imagery in graphics materials.

Requisites: Declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 736 – GRADUATE GRAPHICS WORKSHOP I

2-6 credits.

Graduate level study in advanced graphics media. Emphasis on development of personal concepts.

Requisites: Declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Fall 2024

ART 740 – INTERDISCIPLINARY GRADUATE CRITIQUE

1 credit.

Present studio research to peers and faculty and engage with collaborative audience representing multiple artistic disciplines. Provides a holistic understanding of the creative process as it relates to practice and research. Diverse array of skills-sets and the opportunity to influence and enhance the creative process strengthening abilities in performing analysis and critical inquiry into practice and research.

Requisites: Declared in Art MFA

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, for 3 number of completions

Last Taught: Spring 2025

Learning Outcomes: 1. Position the student's artistic research within contemporary landscape of visual art

Audience: Graduate

2. Demonstrate understanding of research as it relates to a pluralistic approach outside a singular medium

Audience: Graduate

3. Present the complexities of their work to professionals in the field

Audience: Graduate

ART 908 – SEMINAR-ART

3 credits.

Special topics in grad-level seminars.

Requisites: Declared in an Art graduate program

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 912 – ADVANCED RESEARCH-DRAWING

1-4 credits.

Graduate level instruction in all drawing media processes.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Fall 2020

ART 914 – ADVANCED RESEARCH-SCULPTURE

1-4 credits.

Graduate level instruction in all sculpture processes.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 922 – ADVANCED RESEARCH-PAINTING

1-4 credits.

Graduate level instruction in all painting processes.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2022

ART 924 – ADVANCED RESEARCH-CERAMICS

1-4 credits.

Graduate level instruction in all ceramics processes.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 944 – ADVANCED RESEARCH-ART METAL

1-4 credits.

Graduate level instruction in metalsmithing.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2021

ART 996 – ADVANCED RESEARCH-GRAPHICS

1-4 credits.

Graduate level instruction in all printmaking and photography processes.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Spring 2025

ART 999 – INDEPENDENT STUDY

1-4 credits.

Independent graduate work in advanced area of study under direction of art faculty.

Requisites: Consent of instructor

Course Designation: Grad 50% - Counts toward 50% graduate coursework requirement

Repeatable for Credit: Yes, unlimited number of completions

Last Taught: Summer 2025