

## **ART - ART**

*Department of Art and Design (CAS)*

**ART 101 Introduction to Art** (3-0-3), fall, spring. Fundamentals of visual art pertaining to perceptive viewing and understanding. May be used to satisfy University Requirement.

**ART 105 Two-Dimensional Design** (2-4-3), fall, spring. Fundamentals of visual organization on a two-dimensional plane. Study of value, color, shape, line, and their interrelationships.

**ART 106 Three-Dimensional Design** (2-4-3), fall, spring. Fundamentals of organization in three-dimensional space. Study of space articulated by line, plane, volume, and surface.

**ART 111 Basic Drawing** (2-4-3), fall, spring, summer. Introduction to studio activity. Visual fundamentals as expressed through drawing. Line, value, space, texture, proportion, composition.

**ART 112 Figure Drawing I** (2-4-3), fall, spring, summer. Continued exploration of drawing fundamentals with emphasis on the figure. Prerequisite for art majors: ART 111.

**ART 213 Figure Drawing II** (2-4-3), fall, spring, summer. More complex drawing problems emphasizing the figure. Emphasis on varied material, techniques, and concepts. Prerequisite: ART 112.

**ART 221 Art History: General Survey I** (3-0-3), fall. Art of the Western World from Prehistoric through Gothic. May be used to satisfy University Requirement.

**ART 222 Art History: General Survey II** (3-0-3), spring. Art of the Western World from Renaissance through Modern. May be used to satisfy University Requirement.

**ART 287 Art for Elementary Teachers** (2-4-3), fall, spring. Theory, techniques, materials, and activities appropriate for elementary school art instruction.

**ART 291 Introduction to Black and White Photography** (3-0-3), fall. In-depth introduction to the basic principles and history of black-and-white photography. Course includes the study of small-format cameras, film exposure, basic darkroom techniques, and the fundamental theory and practice of photography such as the meanings

**ART 292 Digital Art Photography** (3-0-3), spring only. Explores digital photography and digital camera operations, covering lighting, composition, exposure, and image editing. Students will study and fundamentals of digital photographic concepts as well as experimental processes. Basic computer skills are required. This course is designed for art and design majors, but non-art majors can register with instructor's approval. Prerequisites: Basic computer skills and fundamentals of photography are required.

**ART 314 Advanced Drawing** (2-4-3), spring, summer. Emphasis on experimentation with concept and media. Prerequisite: ART 213.

**ART 315 Printmaking** (2-4-3), spring. Introduction to printmaking with primary emphasis on relief and intaglio processes. Prerequisites: ART 105, 112.

**ART 317 Introduction to Illustration** (2-4-3), fall. An introduction to illustration as a commercial art field. Explores pictorial problem-solving for a client through utilization of traditional media and processes. Prerequisites: ART 105, 111, 112.

**ART 318 Digital Illustration** (2-4-3), spring. Explores the computer as a medium for creating original images for commercial art outlets. Uses both bitmap and vector programs. Prerequisite: ART 105, 111, 112, 317.

**ART 323 Art History: 20th Century** (3-0-3), fall. Art of the late 19th and 20th centuries in Europe and the United States. **A writing-intensive course.** Prerequisite: ART 222.

**ART 324 Art History: American** (3-0-3), spring. Architecture, painting, and sculpture of the United States from Colonial times to the present.

**ART 331 Sculpture I** (2-4-3), fall, spring. Exploration of sculptural form. Media and processes will vary but may include metal casting, clay portraiture, and stone carving. Prerequisite: ART 106.

**ART 332 Sculpture II** (2-4-3), fall, spring. Continued exploration of sculptural form begun in ART 331. Media and processes will vary but typically include welding processes, mixed media, wood construction, and bronze casting. Prerequisite: ART 331.

**ART 341 Painting I** (2-4-3), fall, spring. Problems in pictorial expression. Oil or acrylics. Prerequisite for art majors: ART 105, 112.

**ART 342 Painting II** (2-4-3), fall, spring. Continuation of ART 341. Development of painting problems in keeping with the student's personal interests and aptitudes. Prerequisite: ART 341.

**ART 351 Typography I** (2-4-3), fall, spring. Introduction to formal resources, systems, conceptual principles and procedures underlying the practice of typography. Particular attention is given to problem solving, the visualization of problems and solutions, and the correlation of forms with their content, function, and context. Prerequisite: ART 105.

**ART 352 Typography II** (2-4-3), fall, spring. An introduction to computer aided design with emphasis on InDesign and Photoshop. Continuing emphasis on problem solving in relation to electronic message making. Prerequisite: ART 351.

**ART 353 Identity and Brand Design** (2-4-3), spring. Examination of the problems and possibilities using design to interpret information. Exploration of how difficult concepts and abstract ideas can be made visible and understandable to an audience. Prerequisites: ART 352 and junior standing in art.

**ART 361 Ceramics I** (2-4-3), fall, spring. Introduction to ceramics. Construction of pottery forms by hand building and on the potter's wheel.

**ART 362 Ceramics II** (2-4-3), fall, spring. Development of proficiency on the potter's wheel. Concentration on design and introduction to glazes. Prerequisite: ART 361.

**ART 371 Jewelry/Metals I** (2-4-3), fall. Designing and making jewelry and small objects with various metals and alternate materials. Casting and constructed forms. Prerequisite for art majors: ART 105, 106.

**ART 372 Jewelry/Metals II** (2-4-3), fall. Exploration of the plasticity of metal by smithing. Jewelry work in fabrication or casting. Emphasis on design and craftsmanship. Prerequisite: ART 371.

**ART 433 Sculpture III** (2-4-3), fall, spring. Advanced sculpture problems with emphasis on content. The student is encouraged to experiment with new materials and techniques. Prerequisite: ART 332.

**ART 434 Sculpture IV** (2-4-3), fall, spring. Problems involving larger scale forms with medium and technique chosen by the student. Prerequisite: ART 433.

**ART 443 Painting III** (2-4-3), fall, spring. Increased emphasis on student initiative and experimentation in problems of content, style and technique. Prerequisite: ART 342.

**ART 444 Painting IV** (2-4-3), fall, spring. Continuation of ART 443. The student will be expected to develop a personal style of pictorial expression. Prerequisite: ART 443.

**ART 454 Information Graphics** (2-4-3), fall. Investigation of publication design, particularly that of magazines and books. Emphasis on marketing and directing reader's emotional and intellectual response. Prerequisite: ART 352.

**ART 455 Persuasive Graphics** (2-4-3), fall. Introduction to package design; investigation of materials and production methods. Projects include revitalization of existing packaging and packaging of new products. Prerequisite: ART 352.

**ART 456 Graphic Design Portfolio** (2-4-3), spring. Advanced problem solving activities structured to increase graphic design awareness and skills. Internship with local design firms. Course work culminates in a mini-exhibition or presentation. Prerequisite: ART 353, 454, 455 or permission of instructor.

**ART 457 Interactive Design** (2-4-3), spring. Introduces interactive Web design; reviews current visual communication practices on the Internet, considering the basic concepts of information architecture, developing core technical and design competencies, and exploring the fundamentals of interaction design. The class challenges students to expand the creative potential of the medium. Prerequisites: ART 352, 353 and 454 or permission from instructor for non-art majors.

**ART 463 Ceramics III** (2-4-3), fall, spring. Further development of proficiency on the wheel. Special projects in technique and form. Experiments with glazing and firing. Prerequisite: ART 362.

**ART 464 Ceramics IV** (2-4-3), fall, spring. Individual problems and assignments. Prerequisite: ART 463.

**ART 473 Jewelry/Metals III** (2-4-3), fall. Casting, fabrication and forging continued. Chain making. Historical studies of style and function of jewelry. Prerequisite: ART 372.

**ART 474 Jewelry/Metals IV** (2-4-3), fall. Fabrication, forming, exploration of non-traditional materials. Experimental approach to form and material. Prerequisite: ART 473.

**ART 488 Art Education: Secondary** (3-0-3), on demand. History, theory, and curriculum for the junior high and high school art teacher. Prerequisite: ART 323 and junior standing.

**ART 490 Advanced Studio Problems** (2-4-3), on demand. Specific problems in various media. Course content and media to be determined by the instructor. May be repeated for 3 hours credit. Prerequisite: junior standing and permission of instructor and department chair.

**ART 495 Life and Career in Art** (3-0-3), spring. A study of the culture of the art world, the marketplace for art and art services, and the professional practices required for a career in fine or applied arts. Special emphasis is given to developing skills, practices, and values for an artistic life of leadership and influence. Prerequisites: seniqt ucwpl ipi "cpf "qpg'qh'CTV'53: . '655.'665.'677.'685.'695.'qt'6; 2'lp'f tcy lpi 0'

## **DSGN – DESIGN**

*Department of Art and Design (CAS)*

**DSGN 102 Introduction to Interior Design** (2-4-3), fall, spring. Exploration and application of interior design theory and design process techniques using problem solving methodology with emphasis on human needs, values, context, and resources. Creative application of design principles for planning and furnishing interior environments.

**DSGN 111 Design Drawing I** (2-4-3), fall, summer. Introduces the basic skills and techniques of monochromatic drawing with emphasis placed on gesture, line, value, texture, shape, form and delineation. Black and white media.

**DSGN 201 Fundamental Design I** (2-4-3), fall only. Fundamentals of design concepts and processes utilizing transformation, abstraction and organization of form, space and light. Exploring connection between site, building, interior, human perception, historical and contemporary precedents. Prerequisites: DSGN 111 or equivalent.

**DSGN 202 Fundamental Design II** (2-4-3), spring only. Fundamentals of design concepts and processes through place-making and universal design. Human factors, building envelope and spatial development applied to varied building typologies. Design responses informed by historical and contemporary precedents. Prerequisite: DSGN 201.

**DSGN 211 Design Drawing II** (2-4-3), fall. Development of design drawings and rendering skills to illustrate interior and architectural concepts. Emphasize color, value, tone and presentation. Prerequisites: DSGN 111 and ART 105.

**DSGN 221 History of Architecture and Design I** (3-0-3), fall. Study of architecture, design, furniture, and environs from antiquity to the 18<sup>th</sup> century. May be used to satisfy University Requirements.

**DSGN 222 History of Architecture and Design II** (3-0-3), spring. Study of architecture, design, furniture, and environs from the 18<sup>th</sup> century to the present. May be used to satisfy University Requirements.

**DSGN 232 Digital Design Communication** (2-4-3), spring. Processes and procedures for studying and communicating spatial design ideas utilizing digital media.

**DSGN 251 Construction I: Materials and Methods** (3-1-3), fall. Introduction to building construction materials, methods and structures, as well as building envelope performance and sustainability considerations.

**DSGN 301 Intermediate Interior Design I** (2-4-3), fall. Creative and technical problem solving relative to various residential and commercial interior applications. Human dimension and its relationship to space planning. Emphasis on technical aspects such as working drawings, lighting design and presentation techniques. Prerequisite: DSGN 202.

**DSGN 302 Intermediate Interior Design II** (2-4-3), spring. Creative and technical problem solving relative to a variety of residential or commercial interiors. Application of codes and standards, programming, specifications, working drawings, space planning, and three-dimensional drawing. Prerequisites: DSGN 301: Intermediate Design I. Co-requisite: DSGN 352: Building Systems or Professor Approval.

**DSGN 351 Interior Components** (3-0-3), fall. Selection and specification of interior materials and finishes based on performance, decision-making criteria, resources, and estimating processes. **A writing-intensive course.**

**DSGN 352 Building Systems** (3-0-3), spring. Investigation and application of building codes and standards that affect the functionality, comfort, and health, safety and welfare of building occupants. Exploration and integration of methodologies in heating/cooling, plumbing, electricity, lighting, and communication systems within building structures through lecture and assignments. Service learning component when possible. Concurrent enrollment in DSGN 302 required. For interior design or architecture majors only.

**DSGN 401 Advanced Interior Design** (2-4-3), fall. Students demonstrate competency skills in capstone course with solutions to a residential or commercial design project. Includes research, client interaction, and contract documentation presentation. Prerequisites: DSGN 302 and DSGN 351.

**DSGN 402 Design, Construction and Details for Interiors** (2-4-3), spring. Students demonstrate comprehensive understanding of interior design, responding to contemporary issues such as socio-economic, cultural and environmental factors. Team-based project for a residential or commercial typology. Emphasis on research, programming, regulatory criteria, contract documents and coordination with other disciplines. Prerequisites: DSGN 401

**DSGN 461 Professional Principles and Practices (for Design Practitioners)** (3-0-3), fall. Establishment of an interior design business. Legal and financial concerns, client relationships, written agreements, contracts, budgeting, business form use, fee/compensation methods, record keeping. Also includes legal and compensation concerns related to custom designs and product designs.