

ARTS HISTORY & STUDIO (ARTS)

ARTS 1100. Art Appreciation. (3 Credits)

Prerequisite: None. Credit Hours: (3-0-3). An introduction to the visual arts, including a study of design principles, media, and a brief history of art. This course is designed for non-art majors.

ARTS 1101. Survey of Art History I. (3 Credits)

Prerequisite: None. Credit Hours: (3-0-3). A survey of the global history of the visual arts and architecture from prehistoric times to the Gothic period. This course offers significant comparative study of art and architecture in a global context.

ARTS 1102. Survey of Art History II. (3 Credits)

Prerequisite: None. Credit Hours: (3-0-3). A survey of the global history of visual arts and architecture from the Renaissance to the 20th Century. This course offers significant comparative study of art and architecture in a global context.

ARTS 1111. Drawing I. (3 Credits)

Prerequisite: None. Credit Hours: (0-6-3). An introduction to basic drawing skills and techniques emphasizing observational drawings from life.

ARTS 1112. Drawing II. (3 Credits)

Prerequisite: ARTS 1111 Credit Hours: (0-6-3). An exploration of traditional and contemporary approaches to drawing and drawing media, including sustained studies from life and live models.

ARTS 1113. Two-Dimensional Design. (3 Credits)

Prerequisite: None Credit Hours: (0-6-3). A study of the elements and principles of design, including a series of related projects to help explore these concepts.

ARTS 1114. Three Dimensional Design. (3 Credits)

Prerequisite: None Credit Hours: (0-6-3). An exploration of design problems in three-dimensional space, including subtractive sculpture and additive constructions in various media.

ARTS 1132. Foundations of Graphic Design. (3 Credits)

Prerequisite: None Credit Hours: (3-0-3) This course is an introduction to the digital methods of image capture, creation, manipulation and research. Students will build skills in the fundamentals of digital technologies in art and design practices.

ARTS 2211. Black & White Photography. (3 Credits)

Prerequisite: None. Credit Hours: (0-6-3). An introduction to black and white photographic darkroom techniques and composition, including a history of photography and an introduction to digital technology.

ARTS 2212. Ceramics. (3 Credits)

Prerequisite: None. Credit Hours: (0-6-3). An introduction to hand building and wheel throwing processes, including an exploration of surface design techniques and various firing methods (including raku).

ARTS 2213. Graphic Design. (3 Credits)

ARTS 2214. Painting I. (3 Credits)

Prerequisite: ARTS 1111 and ARTS 1113 or consent of instructor. Credit Hours: (0-6-3). An introduction to the fundamentals of painting, including sustained studies of the still-life and figure.

ARTS 2215. Painting II. (3 Credits)

Prerequisite: ARTS 2214. Credit Hours: (0-6-3). A further investigation of painting, with emphasis on individual expression. May be taken by the non-transfer hobby painter with the permission of the instructor.

ARTS 2216. Printmaking. (3 Credits)

Prerequisite: ARTS 1111 and ARTS 1113. Credit Hours: (0-6-3). An introduction to relief, intaglio, and silk screen printmaking processes.

ARTS 2221. Digital Photography. (3 Credits)

Prerequisite: None. Credit Hours: (0-6-3) An introduction to the historical, technical, and compositional aspects of digital photography.

ARTS 3610. Intro to Computer Graphics. (3 Credits)

Prerequisite: None. Credit Hours: (3-6-6). This course is an introduction to industry standard image developing software. Students will develop images and ideas on the computer as personal artistic expression for logos, posters, ad layouts, brochures, or as characters and backgrounds for sequential art.

ARTS 3620. Art of Storyboarding. (3 Credits)

In this course students will be introduced to the creation of storyboards for animation. They will be involved with developing ideas and images to use in functional sequential art. Students will be introduced to both traditional approaches and digital media.