

Art and Design Course Descriptions

G-AR 101 Drawing I

2 hours

An introduction to the techniques and aesthetics of drawing from observation, with an emphasis on the exploration and application of basic design principles. A variety of media will be presented, including but not limited to pencil, colored pencil, charcoal, and conté crayon. (Fall and Spring)

G-AR 102 Painting I

3 hours

This course provides an introduction to the techniques and aesthetics of opaque painting, with an emphasis on the exploration and application of color theory. Painting medium is acrylic paint. (Spring)

AR 103 Elementary Design

3 hours

This course will focus on the elements and principles of design. With the components of form, line, shape, value, texture, color, and space, students will learn to develop whole, integrated compositions. Emphasis will be placed on the formal and structural elements of design in various 2D and 3D media in order to provide a visual vocabulary for how art works are created. (Fall)

AR 130 Design Software

2 hours

An introduction to graphic design software. Basic operating systems of Macintosh computers and software will be demonstrated as well as print-, photography-, and vector-based design techniques using Adobe Photoshop, Illustrator, and InDesign. (Fall)

G-AR 131 Ceramics I

3 hours

The emphasis of this course is in discovering clay and glaze as an art medium. This will be accomplished through an exploration of: hand building techniques and throwing on the potter's wheel, the various drying stages of clay, slip, stain and glaze application, the firing process, and the historical and contemporary significance of clay as a functional and expressive medium for the ceramicist. This course is level 1 and is required for all art majors; no prerequisites. (Fall and Spring)

G-AR 202 Painting II

2 hours

This course is an introduction to abstract techniques and aesthetics of opaque painting/mixed media, with an emphasis on the exploration and application of color theory and the elements and principles of design. Painting medium is acrylic paint and mixed media. No prerequisites, however, some prior painting experience is helpful. (Fall)

AR 203 Photography I

2 hours

An introduction to photography with an emphasis on developing a working familiarity of the concepts and techniques required to take aesthetic photographs. Camera functions, settings, and manual applications of digital photography primarily using digital SLR cameras will be emphasized. (Spring)

AR 205 Video Editing & Production

2 hours

A working overview of Adobe's Premiere Pro editing software. On mastering the concepts in this course, students will understand the main principles and functionality of audio and visual narrative editing. (Spring)

AR 210 Drawing II

2 hours

A continued experience in the techniques and aesthetics of drawing with an emphasis on the human figure from direct observation. Prerequisite: G-AR 101. (Spring)

G-AR 220 Graphic Design for Non-Art Majors

3 hours

An introduction to graphic design for non-art majors focusing on the foundation of graphics through design principles and elements. Topics will cover branding and advertising basics. Basic operating systems of Macintosh computers will be demonstrated as well as Adobe Photoshop, Illustrator, and an introduction to motion design. No prerequisite; however, G-AR 101 Drawing I and AR 103 Elementary Design strongly recommended. (Fall & Spring)

AR 225 2D Printing Production Processes

2 hours

An introduction to both digital setup and hands-on types of printing production applications. Proper setup of digital files to support various topics including color separations, spot color, preflight, management of color kits and profiles will be covered. Types of digital and hands-on press printing options will be overviewed. Students will have the opportunity of learning how to take digital images and setup files for hands-on printing production applications including block, mono, collagraph, and photo polymer. Additional techniques in chine colle, intaglio, letterpress and types of screen printing will also be covered. The class will use both digital aspects mixed with traditional studio techniques to create 2D prints. (Spring)

AR 230 Graphic Design I

3 hours

An introduction to graphic design focusing on the foundation of graphics through design principles and elements. Topics over conceptual thinking, uses of typography and symbols, layout, advertising, branding, environmental and packaging design, motion and web layout will be covered. Prerequisite: AR 130 Design Software. (Fall)

AR 231 Ceramics II

2 hours

An advanced experience in exploring clay and glaze as an art medium. This will be accomplished through an exploration of: hand building techniques and/or throwing on the potter's wheel, the various drying stages of clay, slip, stain and glaze application, the firing processes, and the historical and contemporary significance of clay as a functional and expressive medium for the ceramicist. Prerequisite: G-AR 131 (Spring)

AR 235 Graphic Design II

3 hours

A course focusing on using design principles and elements for three-dimensional packaging in relation to print and advertising media. Photoshop and Illustrator will be used. Prerequisite: AR 230 Graphic Design I (Spring)

AR 245/HI 245 The History of Automotive Design

3 hours

Discover and examine the technological and stylistic evolution of automotive design. This course will explore ways in which automobiles, by way of their design, reflect the technology and communicate the values of the culture that produced them. Prerequisites: None. (Fall)

AR 260 UX/UI Prototyping

2 hours

Build the expertise needed to design interactions between the consumer and the product. Create more natural and intuitive user experiences through analysis, prototyping, usability testing, and evaluation. (Fall, even years)

AR 265 UX/UI Application

2 hours

Learn to apply techniques and tools to improve the usability, accessibility, and pleasure with which people interact with digital interfaces. Using a project-based approach, become skilled at interaction design, information architecture, and interface design. (Fall, odd years)

AR 303 Photography II

3 hours

A continuation in the study of photography with a focus on lighting techniques, advanced Adobe Photoshop and Lightroom editing, contemporary photography practices and professional presentation. Prerequisite: AR 203 Photography I or consent of the instructor. (Fall)

G-AR 310 Art History I*

4 hours, Language Intensive

A worldwide survey of art, its meanings and functions in society, and major trends in the evolution of art. Encompasses prehistoric art through the Middle Ages. Interrelates art to diverse aspects of society, and explores meaning and function of art as an integral part of life. (Fall)

G-AR 311 Art History II*

4 hours, Language Intensive

A worldwide survey of major art movements and individual artists from the Renaissance to contemporary art. Interrelates art to diverse aspects of society, and explores meaning and function of art as an integral part of life. (Spring)

AR 312 Themes in Contemporary Art

3 hours

This course is a study of a variety of themes in contemporary visual art of the late 20th and early 21st centuries, designed for art majors and all

students interested in contemporary art issues. Students will study works produced by contemporary artists beginning with the postmodern period through to the present day. The students will also begin to find their own place as artists in today's art world. (Spring)

AR 315 Metalsmithing and Jewelry Making

3 hours

This studio course is an introduction to the techniques, materials, and aesthetics of jewelry and small metal sculpture design and fabrication. Students will design and fabricate jewelry and small sculpture utilizing stones and metals such as silver, copper, and brass. Basic metalsmithing techniques will be covered such as forging and shaping, silver solder, casting, enameling, as well as a variety of other assemblage methods. (Fall)

AR 320 Typography and Logo Branding

2 hours

A course focusing on type design with an emphasis on design techniques using typography in layout and logo branding. Glyphs, a font editing program and Adobe Illustrator will be used. Prerequisite: AR130 Design Software (Fall)

AR 323 Analog Photography

3 hours

A further study in photography including alternative processes and analog techniques, including black and white 35-mm film developing and photographic print developing in the darkroom, including photograms and medium/large-format film cameras. Prerequisites: Photography I and II or consent of instructor. (Spring, odd years)

AR 330 Graphic Design III

3 hours

A course focusing on advanced projects in graphic design, including print, packaging and motion design. This course functions as a preparatory experience leading into AR 475G Graphic Design IV. Prerequisite: AR 235 Graphic Design II. (Fall)

AR 333 Commercial Photography

3 hours

This course focuses on important aspects of commercial photography, including but not limited to: professional practice, workflow, advanced use of digital camera, advanced lighting techniques for shoots. Prerequisites: Photography I and II or consent of instructor. (Spring, even years)

AR 335 Design Software II

3 hours

An introduction to moving image design software, including animation techniques using Adobe After Effects. Prerequisite: AR 130 Design Software I. (Spring)

AR 340 Web Design I (Cross-Listed with CM 340 Web Design I)

3 hours

An introduction to web design, web usability, and standards-compliant web sites built with HTML and CSS. Prerequisite: AR 130 Design Software. AR 230 Graphic Design I recommended but not required. (Fall)

AR 345 Art as Community & Social Practice

2 hours

A study of contemporary art that brings together community and place making. Art as activism and part of a social practice will be explored, and students will make a large-scale art project based on themes discussed in class. (Fall)

G-AR 350 Sculpture I

3 hours

This class is an introduction to creating art in the round. Students will work with three masters in their respective fields, each for five weeks, and create works in clay, wood and metal. (Fall)

AR 358/EE 301 Methods for Teaching Art in the Elementary School

2 hours

A comprehensive study of elementary art curricula and methods relevant to today's educator in the public schools. Topics to be covered include: current techniques and materials, issues in art, basic art and design concepts, the developmental stages of children related to age-appropriate art teaching, and curriculum implementation. (Fall)

AR 388 Internship in Graphic Design

3 hours

Students will apply to the graphic design program director for acceptance to enter an intern relationship with a local or regional business or graphic design firm for one semester, with close monitoring from the graphic design program director. Acceptance of application for the internship is determined by the art and design department faculty. Therefore, the student must be granted acceptance prior to enrollment. Prerequisites: AR 230 Graphic Design I, AR 235 Graphic Design II, and AR 330 Graphic Design III. An internship can be taken concurrently with Graphic Design III. Instructor approval required. (Fall and Spring)

AR 401/CI 401 Methods for Teaching Art in the Secondary School

2 hours

A comprehensive study of secondary art curricula and methods relevant to today's educator in the public schools. Topics to be covered include: the role of the art teacher in a public school system, developing a secondary art curriculum, exposure to Discipline Based Art Education, motivating students, developing realistic expectations, establishing criteria for grading, assessing individual needs in the classroom, and discipline in the classroom. (Spring)

AR 403 Senior Show: Photography, Part A. & B.

Part A = 1 hour and Part B = 2 hours

A course focused on preparation for the Senior Photography Exhibition. Various photography projects will be created or updated. Work produced will become the foundation for the students' Senior Exhibition. A senior exhibition is required and is a component of this course. Professional practices related specifically to photography will be addressed. (Fall 1 hour and Spring 2 hours)

AR 440 Web Design II (Cross-listed with CM 440 Web Design II)

3 hours

A recap of HTML and CSS and a more detailed exploration of responsive design. Students will utilize grids for layout and explore advanced styling for building dynamic web pages. Focuses on the skills students need to competently create and maintain their work, using best practices advocated by professional web designers. Prerequisite: CM 340/AR 340 Web Design I. (Spring)

AR 470 Senior Show: Digital Design, Part A. & B.

Part A = 1 hour and Part B = 2 hours

A course focused on preparation for the Senior Design Exhibition. Various design projects will be created or updated. Graphic, digital and/or photography work produced will become the foundation for the students' Senior Exhibition. A senior exhibition is required and is a component of this course. Can be taken concurrently with AR 475G Graphic Design IV. Students are encouraged to take it in both fall and spring semesters of their senior year. (Fall 1 hour and Spring 2 hours)

AR 475A/B Senior Show: Studio Arts, Part A. & B.

3 hours

This course expands the knowledge of professional practices necessary for creatives. The focus is on entrepreneurship, self-management, and art administration. It also requires the senior art major to concentrate their work in a selected area of study. With the aim of this experience being to increase professional proficiency, the student will work under the close supervision of the professor. Upon completion, a senior exhibition is required and is a main component of this course. Students are required to enroll in this course in both semesters, which will allow them to focus on the preparation for their Senior Exhibition and on the development of a strong body of work. Instructor's approval required. (Fall 2 hours and Spring 1 hour of senior year)

AR 475G Graphic Design IV

3 hours

Advanced large-scale projects will be produced as final pieces to be used as the students' graphic portfolio. Professional development issues will be covered, including preparation for freelance work, billing clients, and constructing a personal web and print portfolio to be used for preparation of employment. Prerequisite: AR 330 Graphic Design III. (Spring)

Special Course Options

295/495 Field Experience (1-4 hours)

297 Study Abroad (12-16 hours)

299/499 Independent Study (1-4 hours)

388 Career Connections (3-10 hours)

445 Readings and Research (1-4 hours)