

# Visual Arts Program

## Purpose Statement

The McPherson College visual arts department provides 1) high-quality art instruction within the content areas of art production, art history, art criticism, and aesthetic inquiry, 2) unique art programs within the visual arts major, including graphic design, graphic design marketing, studio, art teaching licensure as well as a hybrid major of auto restoration design in conjunction with the technology department, and 3) venues for the fulfillment of academic and professional goals of students pursuing a visual arts-related career within a liberal arts context and an entrepreneurial environment at a small private college in Kansas.

## Goals

The four primary goals of the visual arts department are to produce graduates who can 1) effectively execute and perform a variety of art skills with sensitivity and intelligence, 2) communicate the ability to analyze and critique works of art, 3) relate the creative process to life in personally meaningful ways, and 4) apply skills and knowledge to arts-related opportunities and professions. The visual arts department achieves these goals when graduates can:

- demonstrate knowledge of art elements and design principles;
- demonstrate performance in a variety of traditional and contemporary art media;
- demonstrate abilities to analyze and critique works of art in verbal and written form;
- demonstrate meaningful connections of art to life through the development of perceptual skills;
- research, identify, and interpret Western and non-Western cultural contributions to art;
- understand the qualities and the mentality needed to be a working, active artist and/or arts-related professional;
- meet State Department of Education standards for certification in the area of art for those pursuing art teaching licensure;
- demonstrate knowledge and skills with emerging technologies, both hardware and software, needed for opportunities and/or careers in the field of graphic design.

The visual arts department's curriculum is designed to meet the needs of students who want to 1) develop their artistic skills and refine their aesthetic values, 2) plan for careers as artists and graphic designers, and/or for employment in arts-related positions, 3) teach art in the public schools, and 4) further their education in graduate school.

## Visual Arts Major: Graphic Design Track

**Requirements** (56 required hours)

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I: Acrylics OR
- G-AR 202** Painting II: Watercolors (2 hours)
- AR 103** Elementary Design (3 hours)
- AR 130** Design Software (2 hours)
- AR 203** Photography I (2 hours)
- AR 205** Multi-Media Software (2 hours)
- AR 210** Drawing II: Figure Drawing (2 hours)
- AR 230** Graphic Design I (3 hours)
- AR 235** Graphic Design II (3 hours)
- AR 303** Photography II (3 hours)
- G-AR 310** Art History I (4 hours)
- G-AR 311** Art History II (4 hours)
- AR 312** Themes in Contemporary Art (3 hours)
- AR 320** Typography and Logo Branding (2 hours)
- AR 330** Graphic Design III (3 hours)
- AR 335** Interactive Software (3 hours)
- AR 340** Web-Based Design I (3 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 440** Web-Based Design II (3 hours)
- AR 470** Graphic Design Senior Show (1 hour)
- AR 475G** Graphic Design IV (3 hours)

### Suggested Supporting courses

- G-AR 102** Painting I: Acrylics OR
- G-AR 202** Painting II: Watercolors (2 hours)
- CM 210** Multi-Media Storytelling I (3 hours)

- BA 327** Consumer Behavior (3 hours)
- BA 360** Marketing Research (3 hours)
- AR 388** Internship in Graphic Design (3 hours)

Majors in the graphic design track are required to produce a senior exhibition during the spring semester of their senior year.

## Visual Arts Major: Graphic Design Marketing Track

**Requirements:** 71 combined hours: 40 hours art + 31 hours business

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I: Acrylics OR
- G-AR 202** Painting II: Watercolors (2 hours)
- AR 103** Elementary Design (3 hours)
- AR 130** Design Software (2 hours)
- AR 203** Photography I (2 hours)
- AR 230** Graphic Design I (3 hours)
- AR 235** Graphic Design II (3 hours)
- G-AR 311** Art History II (4 hours)
- AR 330** Graphic Design III (3 hours)
- AR 335** Interactive Software (3 hours)
- AR 340** Web-Based Design I (3 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 440** Web-Based Design II (3 hours)
- AR 470** Graphic Design Senior Show (1 hour)
- AR 475** Graphic Design IV (3 hours)
- G-BA 101** Introduction to Business (3 hours)
- EC 202** Survey of Economics (3 hours)
- AC 205** Financial Accounting (3 hours)
- AC 206** Managerial Accounting (3 hours)
- BA 224** Principles of Management (3 hours)
- BA 315** Business Law (3 hours)
- BA 321** Marketing (3 hours)
- BA 322** Advertising and Promotion (3 hours)
- BA 327** Consumer Behavior (3 hours)
- BA 360** Marketing Research (3 hours)
- BA 375** Business Ethics (Jr. Seminar) (1 hour)

### Suggested Supporting Courses

- AR 205** Multi-Media Software (2 hours)
- AR 305** Typography and Logo Branding (2 hours)
- AR 303** Photography II (3 hours)

Majors in the graphic design marketing track are required to produce a senior exhibition during the spring semester of their senior year.

## Visual Arts Major: Studio Track

**Requirements:** 52 required hours

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I: Acrylics (2 hours)
- AR 103** Elementary Design (3 hours)
- G-AR 131** Ceramics I (2 hours)
- AR 130** Design Software (2 hours)
- G-AR 202** Painting II: Watercolors (2 hours)
- AR 203** Photography I (2 hours)
- AR 210** Drawing II: Figure Drawing (2 hours)
- AR 230** Graphic Design I (3 hours)
- AR 231** Ceramics I (2 hours)
- AR 303** Photography II (3 hours)
- G-AR 310** Art History (4 hours)
- G-AR 311** Art History II (4 hours)
- AR 312** Themes in Contemporary Art (3 hours)
- AR 315** Metalsmithing and Jewelry (3 hours)

- AR 325** Concentrated Study (2 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 355** Sculpture II (3 hours)
- AR 425** Concentrated Study (2 hours)
- AR 475A** Senior Concentration (3 hours)

### Suggested Supporting courses

- AR 235** Graphic Design 2 (3 hours)
- AR 340** Web-based Design (3 hours)
- AR 335** Interactive Software (3 hours)

Majors in the studio track are required to produce a senior exhibition during the spring semester of their senior year.

## Visual Arts Major: Licensure track for teaching Art in the Public Schools (PK-12)

**Requirements:** 52 required hours. In addition to the required courses in the visual arts department, licensure track art majors complete 44 hours in professional education requirements through the curriculum and instruction department.

- G-AR 101** Drawing I (2 hours)
- G-AR 102** Painting I: Acrylics (2 hours)
- AR 103** Elementary Design (3 hours)
- AR 130** Design Software (2 hours)
- G-AR 131** Ceramics I (2 hours)
- G-AR 202** Painting II: Watercolors (2 hours)
- AR 203** Photography I (2 hours)
- AR 210** Drawing II: Figure Drawing (2 hours)
- AR 230** Graphic Design I (3 hours)
- AR 231** Ceramics II (2 hours)
- AR 303** Photography II (3 hours)
- G-AR 310** Art History I (4 hours)
- G-AR 311** Art History II (4 hours)
- AR 312** Themes in Contemporary Art (3 hours)
- AR 315** Metalsmithing and Jewelry (3 hours)
- G-AR 350** Sculpture I (3 hours)
- AR 355** Sculpture II (3 hours)
- AR 358/EE 301** Elementary Art Methods (2 hours)
- AR 401/CI 401** Secondary Art Methods (2 hours)
- AR 475A** Senior Concentration (3 hours)

Majors in the licensure track are required to produce a senior exhibition during the spring semester of their senior year.

## Graphic Design Minor

**Requirements:** 21 require hours

- G-AR220** Graphic Design for Non-Art Majors (3 hours)
- AR 235** Graphic Design II (3 hours)
- AR 320** Typography & Logo Branding (3 hours)
- AR 335** Interactive Software (3 hours)
- AR 330** Graphic Design III (3 hours)
- AR 340** Web Design I (3 hours)
- AR 475G** Graphic Design IV (3 hours)

## Visual Arts Minor

A minor in the visual arts may be earned by completing 18 credit hours from four course categories: 1) two foundation courses for seven credit hours, 2) four credit hours in two-dimensional courses, 3) five credit hours in three-dimensional courses, and 4) three credit hours in graphic design.

### Foundation Courses: 7 hours total

Choose one of three art history courses:

- G-AR 310** Art History I, OR
- G-AR 311** Art History II, OR
- AR 312** Themes in Contemporary Art

**AR 103** Elementary Design (3 hours)

**Two-dimensional Courses: choose 4 hours total**

**G-AR 101** Drawing I (2 hours)

**G-AR 102** Painting I (2 hours)

**G-AR 202** Painting II (2 hours)

**AR 203** Photography I (2 hours)

**AR 210** Drawing II (2 hours)

**Three-dimensional Courses: choose 4 hours total**

**G-AR 131** Ceramics I (2 hours)

**AR 231** Ceramics II (2 hours)

**AR 315** Metalsmithing and Jewelry (3 hours)

**G-AR 350** Sculpture I (3 hours)

**AR 355** Sculpture II (3 hours)

**Graphic Design Course: 3 hours**

**G-AR 220** Graphic Design for Non-Art Majors (3 hours)

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## Visual Arts 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 pencil, ink, charcoal, and conté crayon. (Fall and Spring)

**G-AR 102 Painting I: Acrylics**

*2 hours*

An introduction to the techniques and aesthetics of opaque painting, with an emphasis on the exploration and application of color theory. The student may elect to work in oils or acrylics. (Fall and Spring)

**AR 103 Elementary Design**

*3 hours*

This course will focus on the principles and elements of design. With the components of form, line, shape, value, texture, color, space, content, and style, students will learn to develop whole, integrated compositions. Emphasis will be placed on the formal and structural elements of design in various 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**

*2 hours*

An introduction to the production of functional stoneware pottery. Beginning assignments will include various forms of hand-building techniques, with experience on the potter's wheel following. (Fall and Spring)

**AR 202 Painting II: Watercolor**

*2 hours*

An introduction to the techniques and aesthetics of transparent watercolor painting, with an emphasis on the exploration and application of color theory. (Fall and Spring)

**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 using the 35mm single lens reflex camera as well as the development of aesthetic photographic prints. Students will become familiar with processes involved in both film and digital photography, including the traditional darkroom and digital software such as Adobe Photoshop. The history of photography in society and some alternative photographic processes will also be explored. (Fall and Spring).

#### **AR 205 Multi-Media Software**

*2 hours*

An introduction to video and sound editing techniques using Final Cut Pro. (Spring)

#### **AR 210 Drawing II**

*2 hours*

A continued experience with 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 Apple Motion. No prerequisite; however, G-AR 101 Drawing I and AR 103 Elementary Design strongly recommended. (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 & symbols, advertising & commercials, logos, corporate identity & packaging design will be covered. Prerequisite: AR 130 Design Software, G-AR 101 Drawing I and AR 103 Elementary Design strongly recommended. (Spring)

#### **AR 231 Ceramics II**

*2 hours*

Advanced experiences in the production of functional, wheel-thrown stoneware pottery. Students will be directly involved with bisque and stoneware glaze firing procedures. Exposure to the aesthetic and process of raku firing is included. 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 media. Photoshop, Illustrator, and InDesign will be used. Prerequisite: AR 230 Graphic Design I (Spring)

#### **AR 303 Photography II**

*3 hours*

A continuation in the study of photography with an in-depth focus on color, light, composition, and photography genre, primarily utilizing the digital 35mm single lens reflex camera and software such as Adobe Photoshop. The role photography plays in society and advanced alternative photographic processes will also be explored. Prerequisite: AR 203 Photography I. (Spring, odd years)

#### **G-AR 310 Art History I**

*4 hours, Language Intensive*

A study of art, its meanings and functions in society, and major trends in the evolution of art. Encompasses prehistoric through the Middle Ages. (Fall)

#### **G-AR 311 Art History II**

*4 hours, Language Intensive*

A study 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*

A focused study of particular issues and styles in art from the 1970's to today while gaining an understanding of how artists and their work fit into the contemporary art world. (Spring)

#### **AR 315 Metalsmithing and Jewelry**

*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. (Spring)

### **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 using Fontographer and Adobe Illustrator software applications. Prerequisite: AR130 Design Software (Fall)

### **AR 325 Concentrated Studies**

*2 hours*

Advanced studies of a selected studio medium based on intense production, supplemented with research and/or written reviews of regional exhibitions. Structure of the course is mutually determined by the professor and student. May be repeated. (Fall and Spring)

### **AR 330 Graphic Design III**

*3 hours*

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

### **AR 335 Interactive Software**

*3 hours*

An introduction to interactive design, including the creation of interactive kiosks and web sites using Adobe Muse & Edge, and animation techniques using Apple Motion. Prerequisites: AR 130 Design Software and AR230 Graphic Design I. (Spring)

### **AR 340 Web Based Design I**

*3 hours*

An introduction to designing for the World Wide Web. Students learn to apply the principles of design to standards-compliant web sites built with HTML and CSS. Prerequisite: AR 130 Design Software. AR 230 Graphic Design I recommended but not required. (Interterm, odd years)

### **G-AR 350 Sculpture I**

*3 hours*

An introduction to the design, fabrication and aesthetics of sculpture. Emphasis will be on the exploration of common materials and methods used in sculpture. Processes of additive/subtractive, assemblage, and casting will be explored as students create work in clay, stone, metal, and found objects. (Fall)

### **AR 355 Sculpture II**

*3 hours*

Advanced experiences in the design, fabrication and aesthetics of sculpture, with an emphasis on design/build and the exploration of more complex materials and methods used in sculpture. Further in-depth study in the processes and materials of sculpture, with a focus on 3d printing, bronze casting, intermedia and installation sculpture. Prerequisite: G-AR 348 Sculpture I or consent of the instructor. (Spring, even years)

### **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 visual arts 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. (Spring)

### **AR 401/CL 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 425 Concentrated Studies**

*2 hours*

Preparation for Senior Exhibition and/or highly advanced studies of a selected studio medium based on intense production, supplemented with research and/or written reviews of regional exhibitions. Structure of the course is mutually determined by the professor and student. May be repeated. (Fall and Spring)

#### **AR 440 Web Based Design II**

*3 hours*

A course focused on advanced web techniques. Advanced online setup techniques will be covered including hosting and design update issues. Prerequisite: AR340 Web Based Design I. (Interterm, even years)

#### **AR 470 Graphic Design Senior Show**

*1 hour*

A course focused on preparation for the Senior Graphic Design Exhibition. Various design projects will be updated and executed. Graphic work produced will become the foundation for the students' Senior Exhibition. Can be taken concurrently with AR 475G Graphic Design IV. (Fall and Spring)

#### **AR 475A Senior Concentration**

*3 hours*

A course that requires the senior art major to concentrate his/her 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 a faculty member. Formal course work will focus on studying art from 1940 through contemporary art. A senior exhibition is required and is a component of this course. Instructor's approval required. (Fall or Spring 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 portfolio to be sent to prospective employers. Prerequisite: AR 330 Graphic Design III. (Spring)