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**240 Moreau Center for the Arts**  
**574-284-4637**



## **FACULTY**

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## **DEPARTMENT DESCRIPTION**

The Art Department offers two degrees, the Bachelor of Arts (B.A.) and the Bachelor of Fine Arts (B.F.A.), as well as minors in studio art and art history. The B.A. is the liberal arts degree and allows a student to pursue a major in art while balancing her education with a broader liberal arts background. The B.A. art major selects a concentration in art history, studio art, or both. Art education students complete the B.A. degree in studio. The B.F.A. degree is the professional degree for the dedicated studio artist preparing for creative careers in art and design or graduate study. All studio art majors, B.A. and B.F.A., complete an area of emphasis (12 hours) in one of the following areas: ceramics, fiber, new media art, painting, photo media, printmaking, or sculpture.

Through visiting artist programs, lectures and gallery exhibitions, the department shares its experience with students at the College and the larger community. The Moreau Art Galleries are an integral part of the art program and make professional exhibitions of contemporary art readily accessible for teaching and learning.

## **TEACHER PREPARATION (GRADES PRE-K TO 12)**

The Art Department in conjunction with the Education Department offers courses leading to state licensing for Visual Arts. (See Visual Arts Education.)

## **ADVANCED WRITING PROFICIENCY**

Art majors submit a portfolio of three writing samples from an approved list of approaches to art writing as a graduation requirement.

## **SENIOR COMPREHENSIVE**

A final semester, independent, creative research project in studio art results in the presentation of a cohesive body of work that is original and aesthetically and conceptually sound. The art history comprehensive is a paper demonstrating conceptual originality, research skill, and appropriate methodology.

## **DEPARTMENTAL LEARNING OUTCOMES**

### **Formal, technical and material skills**

Students learn to apply formal design elements and principles while developing technical and material skills particular to the discipline of study.

### **Creative problem solving and critical analysis**

Students develop creative problem-solving skills and gain the ability to think and speak critically and creatively about solutions in regard to objectives and goals for given projects through writing, critique, evaluation and presentation.

### Technology proficiency

Students develop proficiency in the use of technology relevant to the visual discipline and/or art historical discipline.

### Research and writing skills

Students develop appropriate research skills essential to creating a work of art or design and acquire the foundational tools of visual analysis to translate their experience of works of art and design into visual, oral and written expression. Students are introduced to art historical research materials and methods and develop the ability to write descriptively, critically, and creatively about works of art and design.

### Historical and contemporary art practice

Students demonstrate an appreciation for all methods of art making based upon practical experience and acquire the ability to identify and explain the purpose, meaning, and significance of a wide variety of works of art and design from a global perspective.

### Senior comprehensive

Through the comprehensive, students demonstrate the ability to work independently on art, design, or art historical problems and to practice synthesis of a broad range of knowledge and skills as appropriate to the issue.

**This is an edited and evolving list of the Art Department's outcomes. Depending on a student's chosen concentration, certain outcomes may not be met.**

### Areas of Emphasis

BFA and BA majors in Art with a concentration in Studio Art must complete four courses (12 credit hours) in an area of emphasis chosen in consultation with her advisor in the Department of Art. Areas of emphasis include Ceramics, Fibers, New Media Art, Painting, Photo Media, Printmaking and Sculpture. The area of emphasis is a pre-requisite for the Senior Comprehensive requirement in studio art.

## PROGRAM IN ART

### **Bachelor of Arts, Major in Art—ART1, Concentration in Studio Art (42 hours)**

#### **All of the following core requirements (18 hours):**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours
ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours
ART 495*	Senior Comprehensive in Studio Art	3 hours

\* Double majors who elect to complete the Senior Comprehensive in their other major must take an additional 3 hours in studio in place of ART 495.

#### **One of the following 100 - 200 level studio courses (3 hours):**

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours
ART 210	Web Design and Development I	3 hours
ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art (selected topics)	1-3 hours

#### **Studio Electives to total eighteen (18) hours including twelve (12) hours in an area of emphasis with at least 3 of the 12 hours at the 300-400 level:**

<i>Ceramics</i>		
ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 290/390	Topics in Art (selected topics)	1-3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 397/497	Independent Study	1-3 hours
<i>Fibers</i>		
ART 219	Sculptural Knitting and Crochet	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 290/390	Topics in Art (selected topics)	1-3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 397/497	Independent Study	1-3 hours

### *New Media Art*

ART 210	Web Design and Development I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 266	Introduction to New Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 310	Web Design and Development II	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 325	Video Art II	3 hours
ART 335	Animation Workshop	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 397/497	Independent Study	1–3 hours

### *Painting*

ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 372	Installation Art	3 hours
ART 397/497	Independent Study	1–3 hours

### *Photo Media*

ART 221	Photography I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 266	Introduction to New Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 357	Holography Workshop	1–3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 397/497	Independent Study	1–3 hours

### *Printmaking*

ART 125	Silkscreen	3 hours
ART 208	Relief Printmaking	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 323	Photo-Silkscreen	3 hours
ART 330	Artists' Books	3 hours
ART 397/497	Independent Study	1–3 hours

### *Sculpture*

ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 417	Advanced Sculpture	3 hours
ART 397/497	Independent Study	1–3 hours

ART 499	Internship	1–3 hours
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### **One of the following (3 hours) of elective upper level art history:**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

### **Participate in portfolio reviews every semester**

### ***Bachelor of Arts, Major in Art—ART1, Concentration in Studio Art (Emphasis in Applied Arts and Design) (42 hours)***

#### **All of the following core requirements (9 hours):**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours

#### **Studio requirements in Area of Emphasis in Applied Arts & Design. BA majors in Art (Applied Arts & Design) take all of the following (15 hours):**

ART 211	Ceramics: Introduction to Clay	3 hours
ART 215	Upholstered Furniture	3 hours
or ART 216	Introduction to Furniture Design	3 hours
ART 236	Sustainable Textiles	3 hours
or ART 237	Handmade Paper & Felt	3 hours
or ART 238	Fiber: Surface Design	3 hours
or ART 239	Fiber: Fabric Printing	3 hours
ART 385	Design Research Methods	3 hours
ART 495*	Senior Comprehensive in Studio Art	3 hours

\* Double majors who elect to complete the Senior Comprehensive in their other major must take an additional 3 hours in studio in place of ART 495.

#### **Additional courses in one applied arts area. BA majors select 9 hours from one of the following applied arts disciplines (9 hours):**

##### *Ceramics*

ART 212	Throwing on the Wheel	3 hours
ART 214	Sustainable Cup	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

##### *Fibers/Textiles*

ART 219	Sculptural Knitting and Crochet	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

### *Furniture/Sculpture*

ART 215	Upholstered Furniture	3 hours
ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 417	Advanced Sculpture	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

### **BA majors in Art: Studio Art (Applied Arts & Design) complete all of the following (6 hours):**

ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours

### **One course in upper-level art/design history from the following (3 hours):**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

### ***Bachelor of Arts, Major in Art—ART1, Concentration in Studio Art (Emphasis in Design) (42 hours)***

#### **All of the following core requirements (9 hours):**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours

#### **One required core course in applied color from the following list (3 hours):**

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours

#### **Studio requirements in Area of Emphasis in Design. BA majors in Art: Studio Art (Design) take all of the following (15 hours):**

ART 210	Web Design I	3 hours
ART 225	Typography	3 hours
ART 226	Graphic Design I	3 hours
ART 499	Internship	3 hours
or ART 385	Design Research Methods	3 hours
ART 495	Senior Comprehensive in Art/Design	3 hours

#### **Additional elective studio/design or or related areas. BA majors in Art: Studio Art (Design) choose 6 hours from the following list (6 hours):**

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours

ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 214	Sustainable Cup	3 hours
ART 215	Introduction to Furniture Design	3 hours
ART 216	Upholstered Furniture	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 310	Web Design and Development II	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 325	Video Art II	3 hours
ART 326	Graphic Design II	3 hours
ART 330	Artists' Books	3 hours
ART 335	Animation Workshop	3 hours
ART 336	Motion Graphics	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 385	Design Research Methods	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 417	Advanced Sculpture	3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 499	Internship	1–3 hours

#### **BA majors in Art: Studio Art (Design) complete all of the following (6 hours):**

ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours

#### **One course in upper-level art/design history from the following (3 hours):**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours

ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

**Bachelor of Arts, Major in Art—ART2, Concentration in Art History (42 hours)**

**All of the following core requirements (21 hours):**

ART 101	Drawing I	3 hours
or ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours
ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 495*	Senior Comprehensive in Art History	3 hours

\* Double majors who elect to complete the Senior Comprehensive in their other major must take an additional 3 hours in art history in place of ART 495.

**Five of the following elective upper level art history from at least two areas (15 hours):**

*Ancient/Medieval*

ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 390	Topics in Art	1–3 hours

*Eighteenth/Nineteenth Century*

ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 390	Topics in Art	1–3 hours

*Twentieth Century*

ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 390	Topics in Art	1–3 hours

*Contemporary*

ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 490	Topics in Art	1–3 hours

*Non-Western/Underrepresented Traditions*

ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 390	Topics in Art	1–3 hours

*Media Specific*

ART 344	Film History and Analysis	3 hours
ART 390	Topics in Art	1–3 hours

**Two of the following in studio or art history (6 hours):**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours
ART 210	Web Design and Development I	3 hours
ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours

ART 224	Video Art	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 310	Web Design and Development II	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 325	Video Art II	3 hours
ART 330	Artists' Books	3 hours
ART 335	Animation Workshop	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 417	Advanced Sculpture	3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

**Participate in portfolio reviews when enrolled in studio courses**

**Bachelor of Arts, Major in Art—ARSH, Double Concentration in Studio Art and Art History (66 hours)**

**All of the following Core Requirements (27 hours):**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours
Any 100-200 level studio course		3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 495	Senior Comprehensive in Studio Art or Art History	3 hours

**Studio Electives to total eighteen (18) hours including (12 hours in an area of emphasis with at least 3 hours of the 12 hours at the 300 or 400 level) :**

<i>Ceramics</i>		
ART 211	Ceramics: Introduction to Clay	3 hours
ART		

ART 212	Throwing on the Wheel	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Fibers*

ART 219	Sculptural Knitting and Crochet	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 397/497	Independent Study	1–3 hours

#### *New Media Art*

ART 210	Web Design and Development I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 266	Introduction to New Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 310	Web Design and Development II	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 325	Video Art II	3 hours
ART 335	Animation Workshop	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Painting*

ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 372	Installation Art	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Photo Media*

ART 221	Photography I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 266	Introduction to New Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 357	Holography Workshop	1–3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Printmaking*

ART 125	Silkscreen	3 hours
ART 208	Relief Printmaking	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 323	Photo-Silkscreen	3 hours

ART 330	Artists' Books	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Sculpture*

ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 417	Advanced Sculpture	3 hours
ART 397/497	Independent Study	1–3 hours
ART 499	Internship	1–3 hours

#### **Five of the following elective upper level art history from at least two areas (15 hours):**

##### *Ancient/Medieval*

ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 390	Topics in Art	1–3 hours

##### *Eighteenth/Nineteenth Century*

ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 390	Topics in Art	1–3 hours

##### *Twentieth Century*

ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 390	Topics in Art	1–3 hours

##### *Contemporary*

ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 490	Topics in Art	1–3 hours

##### *Non-Western/Underrepresented Traditions*

ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 390	Topics in Art	1–3 hours

##### *Media Specific*

ART 344	Film History and Analysis	3 hours
ART 390	Topics in Art	1–3 hours

#### **Two of the following in studio or art history (6 hours):**

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours
ART 210	Web Design and Development I	3 hours
ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 224	Video Art	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours

ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 310	Web Design and Development II	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 325	Video Art II	3 hours
ART 330	Artists' Books	3 hours
ART 335	Animation Workshop	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 417	Advanced Sculpture	3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

Participate in portfolio reviews when enrolled in studio courses

**Bachelor of Arts, Major in Art—ARSH, Double Concentration in Studio Art and Art History (Emphasis in Applied Arts and Design) (66 hours)**

**Core requirements in studio. BA majors in Art: Art History and Studio Art (Applied Arts & Design) complete all of the following (12 hours):**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours
ART 223	Introduction to Digital Photography	3 hours

**Studio requirements in Area of Emphasis in Applied Arts & Design. BA majors in Art: Art History and Studio Art (Applied Arts & Design) take all of the following (15 hours):**

ART 211	Ceramics: Introduction to Clay	3 hours
ART 215	Upholstered Furniture	3 hours
or ART 216	Introduction to Furniture Design	3 hours
ART 236	Sustainable Textiles	3 hours
or ART 237	Handmade Paper & Felt	3 hours
or ART 238	Fiber: Surface Design	3 hours
or ART 239	Fiber: Fabric Printing	3 hours
ART 385	Design Research Methods	3 hours
ART 495*	Senior Comprehensive in Studio Art	3 hours

\* Double majors who elect to complete the Senior Comprehensive in their other major must take an additional 3 hours in studio in place of ART 495.

**Additional courses in one applied arts area. BA majors select 9 hours from one of the following applied arts disciplines (9 hours):**

*Ceramics*

ART 212	Throwing on the Wheel	3 hours
ART 214	Sustainable Cup	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

*Fibers/Textiles*

ART 219	Sculptural Knitting and Crochet	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

*Furniture/Sculpture*

ART 215	Upholstered Furniture	3 hours
ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 417	Advanced Sculpture	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

**BA majors in Art: Studio Art (Applied Arts & Design) complete all of the following (6 hours):**

ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours

**One course in upper-level art/design history from the following (3 hours):**

ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
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**Five of the following elective upper level art history from at least two areas (15 hours):**

*Ancient/Medieval*

ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 390	Topics in Art	1–3 hours

*Eighteenth/Nineteenth Century*

ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 390	Topics in Art	1–3 hours

*Twentieth Century*

ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 390	Topics in Art	1–3 hours

*Contemporary*

ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 490	Topics in Art	1–3 hours
<i>Non-Western/Underrepresented Traditions</i>		
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 390	Topics in Art	1–3 hours
<i>Media Specific</i>		
ART 344	Film History and Analysis	3 hours
ART 390	Topics in Art	1–3 hours
<i>Also available for students concentrating in art/design history</i>		
ART 397/497	Independent Study	1–3 hours
ART 499	Internship	1–3 hours

**Additional elective studio/design or elective art/design history. BA majors in Art: Art History and Studio Art (Applied Arts and Design) choose 6 hours from the following list (6 hours):**

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours
ART 210	Web Design and Development I	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 214	Sustainable Cup	3 hours
ART 215	Introduction to Furniture Design	3 hours
ART 216	Upholstered Furniture	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 224	Video Art	3 hours
ART 225	Typography	3 hours
ART 226	Graphic Design I	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 310	Web Design and Development II	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 325	Video Art II	3 hours
ART 326	Graphic Design II	3 hours
ART 330	Artists' Books	3 hours
ART 335	Animation Workshop	3 hours
ART 336	Motion Graphics	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours

ART 356	Environment in Contemporary Art	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 417	Advanced Sculpture	3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

**Bachelor of Arts, Major in Art—ARSH, Double Concentration in Studio Art and Art History (Emphasis in Design) (66 hours)**

**Core requirements in studio. BA majors in Art: Art History and Studio Art (Design) complete all of the following (9 hours):**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours

**One core required course in applied color from the following list (3 hours):**

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours

**Studio requirements in Area of Emphasis in Design. BA majors in Art: Art History and Studio Art (Design) take all of the following (21 hours):**

ART 210	Web Design and Development I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 225	Typography	3 hours
ART 226	Graphic Design I	3 hours
ART 385	Design Research Methods	3 hours
or ART 495	Senior Comprehensive in Art/Design	3 hours
ART 499	Internship	1–3 hours

**BA majors with double concentration in Art History and Art: Studio Art (Design) complete all of the following (6 hours):**

ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours

**One course in art history methods (3 hours):**

ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
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**Five of the following elective upper level art history from at least two areas (15 hours):**

*Ancient/Medieval*

ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 390	Topics in Art	1–3 hours

*Eighteenth/Nineteenth Century*

ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 390	Topics in Art	1–3 hours



### Twentieth Century

ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 390	Topics in Art	1–3 hours

### Contemporary

ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 490	Topics in Art	1–3 hours

### Non-Western/Underrepresented Traditions

ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 390	Topics in Art	1–3 hours

### Media Specific

ART 344	Film History and Analysis	3 hours
ART 390	Topics in Art	1–3 hours

### Also available for students concentrating in art/design history

ART 397/497	Independent Study	1–3 hours
ART 499	Internship	1–3 hours

### Additional elective studio/design or elective art/design history. BA majors in Art: Art History and Studio Art (Design) choose 9 hours from the following list (9 hours):

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours
ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 214	Sustainable Cup	3 hours
ART 215	Introduction to Furniture Design	3 hours
ART 216	Upholstered Furniture	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 310	Web Design and Development II	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 325	Video Art II	3 hours
ART 326	Graphic Design II	3 hours
ART 330	Artists' Books	3 hours
ART 335	Animation Workshop	3 hours
ART 336	Motion Graphics	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours

ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 385	Design Research Methods	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 417	Advanced Sculpture	3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

### Bachelor of Fine Arts, Major in Art—ART (78 hours)

#### Maintain a 3.0 GPA in art courses

#### Seventy-two (72) hours must be in art. Six (6) hours must be in approved correlate courses.

#### All of the following core requirements (18 hours):

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours
ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours
ART 495	Senior Comprehensive in Studio Art (in Area of Emphasis*)	3 hours

\* Art majors concentrating in Studio Art must complete four courses (12 hours) in an area of emphasis chosen in consultation with her advisor in the Art Department.

#### One of the following 100 - 200 Studio course (3 hours):

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours
ART 210	Web Design and Development I	3 hours
ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art	1–3 hours

#### Studio Electives to total forty-five (45) hours including twelve (12) hours from an area of emphasis with at least 3 hours of the 12 hours at the 300 or 400 level):

#### Ceramics

ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Fibers*

ART 219	Sculptural Knitting and Crochet	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 397/497	Independent Study	1–3 hours

#### *New Media Art*

ART 210	Web Design and Development I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 266	Introduction to New Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 310	Web Design and Development II	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 325	Video Art II	3 hours
ART 335	Animation Workshop	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Painting*

ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 372	Installation Art	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Photo Media*

ART 221	Photography I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 266	Introduction to New Media	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 357	Holography Workshop	1–3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Printmaking*

ART 125	Silkscreen	3 hours
ART 208	Relief Printmaking	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 323	Photo-Silkscreen	3 hours

ART 330	Artists' Books	3 hours
ART 397/497	Independent Study	1–3 hours

#### *Sculpture*

ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 417	Advanced Sculpture	3 hours
ART 397/497	Independent Study	1–3 hours
ART 499	Internship	1–3 hours

#### **Two of the following (6 hours) of elective upper level art history:**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

#### **Two of the following in correlate courses from the approved list below:**

BIO 213	Introductory Human Anatomy	4 hours
COMM 260	Digital Video Production	3 hours
COMM 383	Art & Entertainment Law	3 hours
COMM 420	Female Beauty	3 hours
COMM 486	Practicum/Production (video/multimedia courses)	3 hours
DANC 240	Intro to Dance	3 hours
DANC 241	Contemporary Issues in Dance	3 hours
ENLT 277	Women in Film	3 hours
ENLT 278	From Fiction to Film	3 hours
MLIT 320	Italian Cinema, 1945–65	3 hours
PHIL 235	Philosophy of Human Existence	3 hours
PHIL 245	Philosophy of World Cultures	3 hours
PHIL 252	Philosophy of Art	3 hours
THTR 205	Introduction to Acting	3 hours
THTR 245	Stagecraft	3 hours
THTR 380	History of Theatre	3 hours
THTR 445	Scene Design	3 hours
THTR 455	Costume Design	3 hours
Pre-approved Topic courses		
Additional upper level Art History Courses		

Participate in portfolio reviews every semester

**Bachelor of Fine Arts, Major in Art (Emphasis in Applied Arts and Design)—  
ART (78 hours)**

Maintain a 3.0 GPA in art courses

Seventy-two (72) hours must be in art. Six (6) hours must be in approved correlate courses.

All of the following core requirements (9 hours):

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours

One required core course in applied color from the following list (3 hours):

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours

Studio requirements in Area of Emphasis in Applied Arts & Design. BFA majors in Art (Applied Arts & Design) take all of the following (15 hours):

ART 211	Ceramics: Introduction to Clay	3 hours
ART 215	Upholstered Furniture	3 hours
or ART 216	Introduction to Furniture Design	3 hours
ART 236	Sustainable Textiles	3 hours
or ART 237	Handmade Paper & Felt	3 hours
or ART 238	Fiber: Surface Design	3 hours
or ART 239	Fiber: Fabric Printing	3 hours
ART 385	Design Research Methods	3 hours
ART 495*	Senior Comprehensive in Studio Art	3 hours

\* Double majors who elect to complete the Senior Comprehensive in their other major must take an additional 3 hours in studio in place of ART 495.

Additional courses in one applied arts area. BFA majors select 9 hours from one of the following applied arts disciplines (9 hours):

*Ceramics*

ART 212	Throwing on the Wheel	3 hours
ART 214	Sustainable Cup	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

*Fibers/Textiles*

ART 219	Sculptural Knitting and Crochet	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

*Furniture/Sculpture*

ART 215	Upholstered Furniture	3 hours
ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours

ART 219	Sculptural Knitting and Crochet	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 417	Advanced Sculpture	3 hours
ART 290/390	Topics in Art (selected topics)	1–3 hours
ART 397/497	Independent Study	1–3 hours

Additional elective studio/design or or related areas. BFA majors in Art (Applied Arts & Design) choose from the following list (24 hours):

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours
ART 210	Web Design and Development I	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 214	Sustainable Cup	3 hours
ART 215	Introduction to Furniture Design	3 hours
ART 216	Upholstered Furniture	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 224	Video Art	3 hours
ART 225	Typography	3 hours
ART 226	Graphic Design I	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 310	Web Design and Development II	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 325	Video Art II	3 hours
ART 326	Graphic Design II	3 hours
ART 330	Artists' Books	3 hours
ART 335	Animation Workshop	3 hours
ART 336	Motion Graphics	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 417	Advanced Sculpture	3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 499	Internship	1–3 hours

**Supporting Correlate Course Requirements. BFA majors in Art (Applied Arts & Design) take 6 hours from the following categories (6 hours):**

**One course in Business (3 hours):**

BUAD 201	Principles of Financial Accounting	3 hours
BUAD 231	Principles of Marketing	3 hours
BUAD 331	Advertising and Promotion	3 hours
BUAD 342	New Venture	3 hours

**One course from the following list of courses that address social and environmental responsibility and sustainability (3 hours):**

ENVS 161	Introduction to Environmental Studies	3 hours
JUST 250	Introduction to Justice Studies	3 hours
PHIL 254	Social Justice	3 hours
PHIL 256	Environmental Ethics	3 hours

**BFA majors in Art (Applied Arts & Design) complete all of the following (6 hours):**

ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours

**Two of the following upper-level art/design history from the following (6 hours):**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

**Bachelor of Fine Arts, Major in Art (Emphasis in Design)—ART (78 hours)**

**Maintain a 3.0 GPA in art courses**

**Seventy-two (72) hours must be in art. Six (6) hours must be in approved correlate courses.**

**All of the following core requirements (9 hours):**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours

**One required core course in applied color from the following list (3 hours):**

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours

**Studio requirements in Area of Emphasis in Design. BFA majors in Art (Design) take all of the following (21 hours):**

ART 210	Web Design I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 225	Typography	3 hours
ART 226	Graphic Design I	3 hours
ART 499	Internship	3 hours
or ART 385	Design Research Methods	3 hours
ART 495	Senior Comprehensive in Art/Design	3 hours

**Additional elective studio/design or or related areas. BFA majors in Art (Design) choose from the following list (27 hours):**

ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 208	Relief Printmaking	3 hours
ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 214	Sustainable Cup	3 hours
ART 215	Introduction to Furniture Design	3 hours
ART 216	Upholstered Furniture	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours
ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art (selected topics)	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 310	Web Design and Development II	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 325	Video Art II	3 hours
ART 326	Graphic Design II	3 hours
ART 330	Artists' Books	3 hours
ART 335	Animation Workshop	3 hours
ART 336	Motion Graphics	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 417	Advanced Sculpture	3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 499	Internship	1–3 hours

**Supporting Correlate Course Requirements. BFA majors in Art (Design) take 6 hours from the following categories (6 hours):**

**One course in Business (3 hours):**

BUAD 231	Principles of Marketing	3 hours
BUAD 331	Advertising and Promotion	3 hours
BUAD 342	New Venture	3 hours

**One course in Computer Science or Communication Studies (3 hours):**

CPSC 207	Computer Programming	3 hours
COMM 204	Social Media	3 hours

COMM 210	Mass Media and Society	3 hours
COMM 260	Digital Video Production	3 hours
COMM 303	Advertising in Consumer Society	3 hours
COMM 304	Public Relations	3 hours
COMM 383	Art and Entertainment Law	3 hours
COMM 404	Non-Profit Public Relations Campaigns and Theory	3 hours
COMM 406	Marketing Communication	3 hours
COMM 486	Practicum/Production	3 hours

**BFA majors in Art (Design) complete all of the following (6 hours):**

ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours

**Two of the following upper-level art/design history from the following (6 hours):**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

**Minor in Studio Art—ARTS (24 hours)**

**All of the following:**

ART 101	Drawing I	3 hours
or ART 102	Drawing II	3 hours
ART 103	Design Lab	3 hours

**One of the following:**

ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours

**Five of the following (15 hours) in studio courses:**

ART 101	Drawing I	3 hours
ART 102	Drawing II	3 hours
ART 125	Silkscreen	3 hours
ART 205	Painting: Oil	3 hours
ART 207	Water-based Media	3 hours
ART 210	Web Design and Development I	3 hours
ART 211	Ceramics: Introduction to Clay	3 hours
ART 212	Throwing on the Wheel	3 hours
ART 216	Introduction to Furniture Design	3 hours
ART 218	Modeling and Replication	3 hours
ART 219	Sculptural Knitting and Crochet	3 hours
ART 221	Photography I	3 hours
ART 223	Introduction to Digital Photography	3 hours
ART 224	Video Art	3 hours
ART 236	Sustainable Textiles	3 hours
ART 237	Handmade Paper & Felt	3 hours
ART 238	Fiber: Surface Design	3 hours
ART 239	Fiber: Fabric Printing	3 hours
ART 266	Introduction to New Media	3 hours

ART 274	Introduction to Design and the Environment	3 hours
ART 290	Topics in Art	1–3 hours
ART 301	Advanced Drawing	3 hours
ART 305	Advanced Painting	3 hours
ART 310	Web Design and Development II	3 hours
ART 311	Advanced Ceramics: Hand Building and Slip Casting	3 hours
ART 321	Photography II: Lighting Workshop	3 hours
ART 323	Photo-Silkscreen	3 hours
ART 325	Video Art II	3 hours
ART 330	Artists' Books	3 hours
ART 335	Animation Workshop	3 hours
ART 337	Advanced Fiber: Surface Construction	3 hours
ART 338	Advanced Fiber: Surface Design	3 hours
ART 357	Holography Workshop	1–3 hours
ART 366	Game Design	3 hours
ART 372	Installation Art	3 hours
ART 374	Design and the Environment Studio II	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 411	Alternative Processes in Ceramics	3 hours
ART 417	Advanced Sculpture	3 hours
ART 421	Photography III: Beyond the Frame	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

**Participate in 3 portfolio reviews**

**Minor in Art History—ARTH (18 hours)**

**All of the following:**

ART 241	Art History Survey I	3 hours
ART 242	Art History Survey II	3 hours

**Four of the following (12 hours) in upper level art history:**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

**Minor in Art History for B.A. Studio Art Majors—ARHI (21 hours)**

**A B.A. Art major with a concentration in studio art must complete 5 of the following (15 hours) in upper level art history beyond ART 241, 242:**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours

ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

### **Minor in Art History for B.F.A. Art Majors—ARTH (24 hours)**

**A B.F.A. Art major must complete 6 of the following (18 hours) in upper level art history beyond ART 241, 242:**

ART 344	Film History and Analysis	3 hours
ART 345	Realism to Surrealism: Art from 1839 to 1944	3 hours
ART 350	Alternative Media: Art from 1945 to 1989	3 hours
ART 353	Asian Art: Buddhist, Hindu, and Islamic Traditions	3 hours
ART 354	Picturing Biodiversity: The Art of Natural History	3 hours
ART 356	Environment in Contemporary Art	3 hours
ART 390	Topics in Art	1–3 hours
ART 397/497	Independent Study	1–3 hours
ART 486	Dark Romanticism: The Gothic Imagination in Art	3 hours
ART 490	Topics in Art	1–3 hours
ART 499	Internship	1–3 hours

### **ADDITIONAL PROGRAMS**

Art courses are offered on study abroad programs in locations such as Rome, Italy, Seoul, South Korea, and Cape Town, South Africa.

Students may earn credit for internships served in museums or other art-related businesses or institutions. In addition, independent study of a particular topic or advanced investigation of a medium may be designed for course credit.

### **ART COURSES (ART)**

Studio courses which earn three credit hours require at least nine hours in the studio per week, six hours of which will be supervised. Class assignments will include sufficient material to cover the additional three hours. Studio courses require that each student purchase expendable supplies as required. Such supplies as easels, basic materials, and workshop equipment are provided.

The study of art history begins with broad familiarization with major monuments in Western and Non-Western art and progresses to greater understanding of the creative process through deeper study and more sophisticated methods of analysis and interpretation.

#### **101 Drawing I (3)**

This is a broad foundation course that introduces a variety of drawing techniques, approaches and subject matter. A focus on observational drawing improves the student's ability to "see" (visual perception) and develops technical drawing skills. Projects are designed to enhance the understanding and use of formal elements, principles and composition while exploring drawing's creative and expressive potential. Subject matter includes still life, landscape, interiors, and the figure. Studio projects are augmented by critiques, visual presentations and discussion. Sketchbook/journal required.

#### **102 Drawing II (3)**

This is a broad foundation course, similar to ART 101, with additional emphasis on the figure and an introduction to the use of color. Projects are designed to enhance the understanding and use of formal elements, principles and composition while exploring drawing's creative and expressive potential. A variety of drawing media, tools and subjects are explored. Studio projects are augmented by critiques, visual presentations and discussion. Sketchbook required.

#### **103 Design Lab (3)**

This course will introduce you to the basic formal elements and organizing principles of two-, three-, and four-dimensional design. The course is designed to expose students to the basic formal considerations, material properties, technical skills, and working methods of image and object making in conjunction with idea-based problem solving. Likewise, students will be introduced to theme and practices related to contemporary art and design through course handouts, lectures, presentations, and discussion.

#### **125 Silkscreen (3)**

Introduction to the various methods of serigraphy, with exploration of color, tone and texture as the natural result of the process.

#### **205 Painting: Oil (3)**

This course consists of a series of painting assignments that introduces the student to the idiom and use of oil paints. The student will begin developing a facility in manipulating and using the materials and techniques of oils, and by the end of the course, the student will be expected to visually express her unique vision and ideas with this medium. Regular private and group critiques.

#### **207 Water-based Media (3)**

In this course, the goal is to introduce students to some of the water-based media that contemporary artists use today, as well as the techniques employed by them. The course will be conducted as a "materials and technique" course, where students will go in-depth into the tools, methods, applications, and mediums used in conjunction with these media. Students are encouraged to play with the materials so that they may learn what their limitations are. All of the 1st half of the semester work, studies, experiments, etc., will be done in the handmade books created during the first two weeks.

#### **208 Relief Printmaking: Traditional & Contemporary Approaches (3)**

Relief printmaking is the oldest of the print processes, and one of the most direct and accessible. With relief printmaking, the substrate (wood, rubber, linoleum, etc) is carved away, leaving a raised ("relief") surface. This raised surface is then inked using a roller ("brayer"), while the recessed areas remain ink free, and printed – by hand or using a printing press – onto paper, fabric, or other receptive materials.

#### **210 Web Design and Development I (3)**

In Web Design and Development I, students learn the fundamentals of front end web design and development. Through a series of web-based creative projects, students learn how to design assets (such as logos, images, and graphics), and how to use User Experience (or UX) and User Interface (or UI) design principles to create effective and engaging websites. Additionally, students will learn the basic programming languages essential for careers in web design and development (HTML5 and CSS3).

#### **211 Ceramics: Introduction to Clay (3)**

An introductory course in basic ceramic techniques and creative processes that use clay as an expressive medium through hand building, throwing on the potter's wheel, and glazing/finishing.

#### **212 Throwing on the Wheel (3)**

This course focuses on throwing on the potter's wheel, emphasizing utilitarian form development, and will incorporate the philosophy of Soestu Yanagi who emphasized in *The Unknown Craftsman* "the importance of an egoless approach to creation, where objects arise literally unto themselves—the maker is only the vessel through which these things are born."

#### **216 Introduction to Furniture Design (3)**

Introduction to Furniture Design focuses on the design and construction of furniture and functional objects within the context of contemporary culture. It integrates creative problem solving with technical and material processes in order to build objects that are ergonomic and interactive. Students will learn a process of design that evolves from sketch, to model -or- prototype, and finally to a finished, usable object. Design for social good and sustainability will also be a departure point for creative projects. Creative projects and technical demonstrations will be augmented by lectures on the history of furniture design and contemporary approaches to functional object-making.

### **218 Modeling and Replication (3)**

An introductory level course in which students explore traditional and contemporary mold making and casting techniques. Students learn to replicate originals in clay, as well as create molds from found objects. A variety of traditional and contemporary casting methods will be explored.

### **219 Sculptural Knitting and Crochet (3)**

This course will introduce the historical and contemporary uses of these craft traditions, with an emphasis on the ways in which needlework continues to impact contemporary art practice. Creative projects and assignments will explore the technical processes, historical traditions, and contemporary uses of knitting and crochet by visual artists. Coursework will be augmented by lectures related to historical and contemporary artists using needlework presented through their videos, images of the work, web surfing, and in-class discussion.

### **221 Photography I (3)**

Introductory black and white photography. Students study the basic elements necessary for control in the exposure, development and printing of photographic materials. Initial exploration of the medium stresses consideration of its visual and aesthetic dimensions through a creative problem-solving approach. (Variable shutter/aperture camera required).

### **223 Introduction to Digital Photography (3)**

Students study basic elements for the recording and printing of digital images. Initial exploration of the medium places emphasis on the visual, aesthetic and expressive dimensions of the medium through a creative problem-solving approach. (Digital or film camera required, digital media required).

### **224 Video Art (3)**

This course introduces the medium of video as an art form and will explore, in theory and practice, issues of space, time and action. Proficiencies in camera use, storyboarding, lighting, digital editing and presentation will be developed. The use of video for artistic expression will be supported by readings and the viewing and discussion of works by video artists.

### **236 Sustainable Textiles (3)**

Due to use of pesticides and chemicals, land degradation, depletion of fossil fuels, release of harmful emissions, and production of wastewater, the global textile industry is said to be one of the most unsustainable. This course will investigate the environmental and ethical issues surrounding the textile and fashion industry and the positive contribution we can make as artists, designers and consumers. We will consider the innovative, multidisciplinary field of green design and the exciting work being done by contemporary artists, architects, designers, scientists and engineers to create sustainable solutions and bring the public's attention to environmental concerns. Examples of studio projects can include handmade paper from local plants and discarded cloth, eco-dyeing and printing, the re-purposing and upcycling of salvaged materials, and/or the design of portable, textile shelters that incorporate renewable energy.

### **237 Handmade Paper and Felt (3)**

This fibers course will introduce hand PAPERMAKING and FELTING, two non-woven surface processes. Papermaking: the class will learn sheet forming, pulp painting, and basic casting, and will make papers from a variety of plant fibers. Felting: the class will create two- and three- dimensional forms from wool felt and will explore wet felting, appliqué methods, needle felting and Nuno felt. Projects will explore the conceptual & expressive potential of the materials and techniques introduced. Slide lectures and readings will introduce students to the global historic traditions of these two materials that date back to prehistoric times as well as contemporary artists and designers working with handmade paper or felt.

### **238 Fiber: Surface Design (3)**

This is an introductory course in surface design and fabric construction. Over the semester we will work with dye resist methods such as Shibori, surface embellishment and needlework, blueprinting on cloth, and the manipulation of fabric into dimensional surfaces and forms. Students will be encouraged to develop a conceptual understanding of the materials and processes explored and to effectively communicate ideas in response to project prompts. Presentations/readings and individual research projects will introduce related textile history from around the world and contemporary international artists and designers who employ these materials and techniques.

### **239 Fiber: Fabric Printing (3)**

This course in fabric printing will introduce ancient to contemporary methods for applying color, pattern, texture & image on cloth. Printing techniques will include Japanese rice paste resist printing (relief & stencil methods), screen printing and heat transfer printing (dye sublimation). Students will explore the use of dyes, pigments, and resists on a variety of natural and synthetic fabrics. Lectures will introduce historic and contemporary world textiles.

### **241 Art History Survey I (3)**

This course provides a survey of the historical development of Western and non-Western art and architecture beginning with the Neolithic period and leading up to the thirteenth century. We will study works of art in their cultural contexts in order to gain an understanding of the purpose, meaning, and significance of works of art to those who made and used them. Emphasis will be placed on the exchange of knowledge, ideas, forms, and iconography across cultures over time, and the subsequent change in the meaning and significance of these when put to new uses in new contexts. We will discuss current issues and debates in art history, such as responsible collection practices and repatriation of art objects. We will relate the aesthetic experiences and values of cultures from our period of study to contemporary culture. Over the course of the semester, students will develop their own analysis of the purpose, meaning, and significance of a single art object that they have viewed in a museum, and which dates from the chronological period the course covers.

### **242 Art History Survey II (3)**

This course provides a survey of the historical development of Western and non-Western art and architecture from the Renaissance period to the present. We will study works of art in their cultural contexts in order to gain an understanding of the purpose, meaning, and significance of works of art to those who made, used, and viewed them. Emphasis will be placed on the idea that art history's canon is not fixed, but is instead shaped by the questions we ask and the values we hold in the present. We will discuss current issues and debates in art history, such as the repatriation of art objects looted during WWII, the role of museums in society, and responses to art controversies. We will discuss how the aesthetic values of cultures from our period of study have influenced contemporary aesthetic values. Over the course of the semester, students will respond to works of art that they have viewed in a museum, and which date from the chronological period the course covers.

### **266 Introduction to New Media (3)**

An introduction to the new visual technologies and basic concepts (mechanical, visual, and aesthetic) for their creative use in the visual arts. Those fields involved may include photography, film, video, computer imagery, holography and other contemporary media. Students will be introduced to these media through lectures, direct laboratory experience, discussion, and creative problem-solving projects. No prerequisites: ART 103 desirable (also listed as COMM 266).

### **274 Introduction to Design and the Environment (3)**

Introductory studio course in the basic principles of environmental design. Students build a fundamental knowledge of and fluency in the issues and language of environmental design, the creative design process, and its application. Studio assignments are based on the application of basic design principles and theories to an actual landscape site based on the integration of multiple human and natural factors including arts, architecture, social sciences, and a range of natural processes relevant to sustainable design with the environment (climate, geomorphology, geology, hydrology, soils, and plant communities). Prerequisite: ENVS 161 or ANTH 141, or permission of instructor.

### **290 Topics in Art (1–3)**

The presentation of selected subjects of relevance not included in regular departmental offerings. Prerequisite: established by the instructor. May be repeated with different topic.

### **301 Advanced Drawing (3)**

A series of problems that develop the perceptual, aesthetic and empathetic interpretation of subjects which hold potential for creative drawing. Prerequisite: ART 101 and 102, or permission of instructor. May be repeated once.

### **305 Advanced Painting (3)**

This advanced painting course encourages the student to work in an interdisciplinary manner, exploring various concepts, forms, and imagery with a goal of developing a more personal visual statement. Students are strongly encouraged to incorporate disciplines studied across the College into their projects.

Demonstrations, readings, and group and individual critiques. Prerequisite: ART 205 or permission of instructor.

### **310 Web Design and Development II (3)**

In Web Design and Development 2, students build upon their acquired skills in Web Design and Development 1 with an emphasis on front end responsive web design and development. Through a series of web-based creative projects, students will learn how to design responsive websites for a variety of screen-based devices. Additionally, students will expand their programming skills essential for careers in web design and development, learning CSS3 for responsive design, as well as Javascript to understand how (and why) to use jQuery libraries and JS frameworks. Students will learn to use APIs to enhance and personalize web experiences for the user. Prerequisite: ART 210.

### **311 Advanced Ceramics: Hand Building and Slip Casting (3)**

Further instruction in building ceramic sculpture incorporating hand building skills, as well as, basic mold making and slip casting techniques. Prerequisite: ART 211 or 212.

### **321 Photography II: Lighting Workshop (3)**

Through various laboratory projects, students study advanced photographic concepts for studio/artificial and natural lighting which permit enhanced control of the medium. Increased emphasis is placed upon the application of these controls to the act of artistic expression. Individual and group critiques provide opportunities for discussion of photography's aesthetic dimensions. (Digital camera required / Digital SLR preferred) Prerequisite: ART 221 or ART 223.

### **323 Photo-Silkscreen (3)**

This course deals with the use of photographic images, ideas and techniques in the graphic process of serigraphy. Group discussion and critiques. Prerequisite: ART 125

### **325 Video Art II (3)**

This advanced course in video art will allow students to further develop their creative work with video image and sound. Students will refine their pre-production, digital editing and post-production skills, explore techniques such as chroma keying and multi-channel video, and increase experience with installation and other forms of presentation. There will be discussion of contemporary works and related writings. Prerequisite: ART 224

### **330 Artists' Books (3)**

An exploration into the fabrication and significance of artists' books as an expressive medium. A series of books will be produced using diverse media, bindings and conceptual approaches to accommodate individual means of expression. An emphasis will be placed on one-of-a-kind visual books with some exploration into very limited editions.

### **335 Animation Workshop (3)**

Investigation of traditional and developing methodologies for creating animated imagery with emphasis on the expressive potential of the medium. Participants will explore the history of animated imagery and impact of emerging technology upon it. Individual and collaborative projects with discussion/critique of outcomes.

### **337 Advanced Fiber: Surface Construction (3)**

Advanced surface construction techniques including felt, papermaking, and/or advanced weaving projects. Emphasis is on individual conceptual development. Lecture and critique. Research project on fiber related topic. Prerequisite: ART 237.

### **338 Advanced Fiber: Surface Design (3)**

Advanced surface design techniques including dye resists, fabric printing, fabric construction and wearable art. Emphasis on individual conceptual development. Lecture and critique. Research project on fiber related topic. Prerequisite: ART 238 or 239.

### **344 Film History and Analysis (3)**

This course provides an international survey of the history and art of film alongside an introduction to film analysis.

### **345 Realism to Surrealism: Art from 1839 –1944 (3)**

This course traces the development of modern art from the invention of photography through WWII. Responding to historical events, the legacy of academic art, and new forms of mass media, artists sought to produce art that reflected and shaped modern life. This course introduces modern approaches to painting, sculpture, design, architecture, performance, film, and photography in tandem with the theoretical texts influencing modern art's production and reception. This course introduces key terms such as modernism, the avant-garde, realism, expressionism, orientalism, primitivism, abstraction, and anti-art. Artistic movements covered include, but are not limited to, Realism, Impressionism, Expressionism, Cubism, Constructivism, Dada, Surrealism, and the Harlem Renaissance.

### **350 Alternative Media: Art from 1945 to 1989 (3)**

This course surveys artistic movements and practices from the end of WWII through the end of the Cold War and the onset of the AIDS crisis. Artists responded to the legacy of modern art and the rise of the mass media by exploring alternative media, processes, and exhibition venues. Activist movements prompted artists to confront questions about identity and the relationship between art and politics. Artworks are discussed alongside theoretical texts that influenced art's production and reception. This course introduces key terms such as expressionism, medium specificity, conceptualism, process art, performativity, institutional critique, site-specificity, appropriation, deconstruction, and postmodernism. Artistic movements covered include, but are not limited to, Abstract Expressionism, Gutai, Pop Art, Fluxus, Minimalism, the feminist art movement, the black arts movement, and the Pictures Generation.

### **353 Asian Art: Buddhist, Hindu, and Islamic Traditions (3)**

This course surveys the art and architecture of Asia. The course begins with investigations of Buddhist and Hindu cave architecture and representations of Indian religious practices, such as yoga and goddess worship, and gods, such as Shiva, Devi and Krishna. The course then considers the Islamic art of the Mughals in India, the Safavids in Iran, the Ottomans in Turkey, and the Nasrids in Spain, including monuments such as the Taj Mahal and the Alhambra. The Silk Road, which wound its way from China to the Mediterranean Sea, connected the many artistic traditions surveyed in this course. For this reason, the course ends by considering how Chinese and Japanese artistic traditions responded to Buddhism. The course provides students with the opportunity to engage with post-colonial theory and the primary religious and literary sources that inform interpretations of Asian art.

### **354 Picturing Biodiversity: The Art of Natural History (3)**

Biodiversity is the variety of life in the world or in a particular habitat or ecosystem. This course examines the role artists played in making biodiversity intelligible to lay and scientific audiences from the early modern period to the turn of the twentieth century. The world is currently experiencing biodiversity loss on a catastrophic scale and this course asks students to consider how image collections help us understand and prevent biodiversity loss. The course takes advantage of digital humanities archives, such as the Smithsonian's Biodiversity Heritage Library, that have made vast numbers of illustrated natural history manuscripts accessible to the public. In addition, we will make use of the Greene collection of natural history manuscripts in the Rare Books library at the University of Notre Dame and the Greene-Nieuwland herbarium, which is part of the Museum of Biodiversity at the University of Notre Dame. We will analyze the design, purpose, and significance of these manuscripts and consider other artistic media, such as painting, sculpture, textiles, and architecture, in relation to these manuscripts. The course takes a special interest in the role women artists played in picturing biodiversity. Students will consider the significance of that role to the past and present.

### **356 Environment in Contemporary Art (3)**

This course provides students with a framework for understanding the complexity of global contemporary artistic practice as it relates to environment. Artists and their audiences are embedded in social and environmental systems that are intertwined and historical. It is by engaging with these systems that artists imagine creative solutions to environmental challenges. However, artists are not solely concerned with solutions to environmental challenges. Artists are equally concerned with how an artwork engages with the personal and social meanings of an environment. Contemporary approaches to painting, sculpture, performance, installation, photography, and digital media are thus discussed in tandem with theoretical texts that will enable students to form their own interpretations of artworks concerned with environment. The concept of environment will be approached in an interdisciplinary manner, drawing from scientific, humanistic, and artistic traditions. The course introduces key terms such as globalization, intertextuality, hybridity, performativity, site-specificity, environmental art, the artist-as-curator, interactivity, and relational aesthetics.



### **357 Holography Workshop (1–3)**

An introduction to the principles of holography and optics accompanied by studio exercises in the techniques of single and multiple beam reflection and transmission holography. Special attention given to the application of this medium for purposes of visual expression. Lectures, studio lab exercises and visits to pertinent exhibitions. Prerequisite: permission of the instructor. Offered occasionally.

### **366 Game Design (3)**

Students will explore the tools and techniques of participatory new media through the lens of feminism. The course will explore the key issues of feminism in the visual arts and new media, namely the position of women in technological disciplines, the unique experiences of women within technoculture, and the gendering of various technologies. Creative projects and assignments will explore play and participation in a variety of contexts: hypertext and nonlinear narrative, generative/programmatic net+ art, gaming, virtual personae and environments.

### **372 Installation Art (3)**

Installation Art is an art form in which the participant's engagement with the artwork is active, not passive. The participant physically enters the space of the artwork, and the experience for them is immersive and experiential. The participant should be aware of the relationship between the arrangement of the works in the space, and the participant's own body moving through the space.

### **374 Design and the Environment Studio II (3)**

The course builds on ART 274: Introduction to Design and the Environment by building on environmental design foundations and principles, introduction of advanced concepts and project types, and increasing scale of subject site. Sustainability is addressed through the design of landscapes that are ecologically regenerative, well crafted, educational, conceptually meaningful, and aesthetically rich. Students utilize the design process to complete a final design plan for a real site and a real client based on site ecology, inventory/analysis, socio-cultural factors, and artistic principles of design. Landform, plant materials, and landscape structures as design tools for the creation of outdoor space are emphasized. The course will also examine built works and practitioners in the field of environmental design. Individual student design projects are developed under faculty instruction with final plans presented to a review panel of faculty and practitioners. Prerequisite: ART 274 or permission of instructor.

### **390 Topics in Art (1–3)**

The presentation of selected subjects of relevance not included in regular departmental offerings. Prerequisite: established by the instructor. May be repeated with different topic.

### **397 Independent Study (1–3)**

Students with sufficient background experience work independently under the direction of a faculty member in studio or art history. Prerequisite: permission of instructor. May be repeated.

### **402 Teaching Art in Preschool through 8 (3)**

This course is designed to provide K–8 art specialists and elementary education teachers a comprehensive, discipline-based approach to teaching art in the classroom. Lecture, discussion, museum visits and studio activities will emphasize children's artistic development, national and state visual arts standards, integrating aesthetics, criticism, art history and the making of art as well as careers, community and cross-curricular studies into practical and meaningful lessons and units of instruction. This course includes a field experience component (transportation is required). Field experience. Prerequisite: EDUC 201 or permission. (Formerly ART 231)

### **403 Teaching Art in High School (3)**

This course is designed to provide future art specialists a comprehensive, discipline-based approach to teaching art in the high school setting. In addition to readings, discussion and studio activities that consider appropriate content, methods and materials in the secondary school, students will create a functional, in-depth curriculum that is based on national and state visual arts standards and the inclusion of aesthetics, criticism, art history and the making of art. This course includes a field experience component (transportation is required). Field experience. Prerequisite: EDUC 201 or permission. (Formerly ART 331)

### **411 Alternative Processes in Ceramics (3)**

This is an advanced level course in which students will explore a variety of ways to make ceramics works while exploring new firing and glazing methods. These processes will include: raku, salt, and sagger

firing, china paint/glazing, decal application and glass casting. Prerequisite: ART 211 or 212 and 311, or with permission of instructor.

### **417 Advanced Sculpture (3)**

The capstone experience for the sculpture concentration, this course gives students the opportunity to investigate an individualized approach to the themes and technical concerns of sculpture through independent studio work. Working in tandem with all faculty teaching sculpture, students research and develop, fabricate, and critically assess a project (or series of projects) in their investigation of sculpture. Students develop an aesthetic and conceptual vision with regard to the genre. Prerequisites: Either ART 216 or 218, or 219, or permission of instructor. May be repeated for credit.

### **421 Photography III: Beyond the Frame (3)**

Continued study of the medium's technical and aesthetic dimensions through individual laboratory work, readings, group critiques and discussions. Students are introduced to and work with a range of alternative photographic processes. (Digital camera required / Digital SLR preferred) Prerequisites: ART 321 or permission of instructor.

### **486 Dark Romanticism: The Gothic Imagination in Art (3)**

From Mary Shelley's *Frankenstein* and Bram Stoker's *Dracula* to Alexander McQueen's "savage beauty" and Kara Walker's shadow tableaux this course explores how artists, writers, designers, and filmmakers have explored the dark side of the modern world. We will consider the difference between horror and terror, the significance of women's terror in fairy tales such as Bluebeard, and gothic figures such as Medusa and the witches of the *Malleus Maleficarum*. We will apply and critique the advanced art historical methods, such as iconographical analysis, feminism, and psychoanalysis, that art historians have developed to interpret this work. Students will undertake original research in art history and develop a personal vision for their scholarship in the arts and humanities. This course is appropriate for any student who has produced strong upper-level coursework in the arts or humanities or exceptional work in the art history survey courses.

### **490 Topics in Art (1–3)**

The presentation of selected subjects of relevance not included in regular departmental offerings. Prerequisite: established by the instructor. May be repeated with different topic.

### **495 Senior Comprehensive in Art History or Studio Art (3)**

A final semester, independent, creative research project in a studio art area of emphasis or art history approved by Art Department faculty. The studio project results in the presentation of a cohesive body of work which is original and aesthetically and conceptually sound. Four previous courses in the studio art area of emphasis are required. The art history comprehensive is a paper on a selected topic demonstrating conceptual originality, research skill and appropriate methodology.

### **497 Independent Study (1–3)**

Students with sufficient backgrounds work independently under the direction of a faculty member in studio or art history. Prerequisite: permission of the instructor. May be repeated.

### **499 Internship (1–3)**

Work experience in art-related business, institution, or museum. Jointly supervised by a faculty member and a representative from the sponsoring site. Prerequisite: permission of campus and site supervisor. May be repeated. Graded S/U.