DEPARTMENT OF ART AND ART HISTORY
http://www.uvm.edu/~artdept/

The Department of Art and Art History offers three programs: Studio Art, Art History, and Art Education. A major in one of the first two leads to a Bachelor of Arts degree and the Art Education program leads to a Bachelor of Science degree. Studio Art and Art History are chosen as majors by students who see either of these programs as an excellent foundation for a liberal arts education, by those who have aspirations to continue on to graduate study, and by students who are interested in a career in the arts. Art Education integrates an interest in art with the option of a teaching career in elementary, secondary, or alternative environments. At UVM, these three programs are closely intertwined. Art History and Studio Art major requirements include courses from both program areas and Art Education combines courses from Studio Art and Art History with offerings from the College of Education. Thus, students in degree programs in the Department can pursue their specific interests while developing a multi-faceted understanding of art.

STUDIO ART
The Studio Art program emphasizes art making as a process of creative inquiry grounded within broad historical and cultural contexts. Completion of the Studio Art major leads to the B.A. in Studio Art.

ART HISTORY
The Art History program initially surveys a broad range of expressive forms before continuing with courses specific to a variety of ancient, western, non-western, and contemporary topics. Courses lead to the B.A. in Art History or to a minor in Art History.

ART EDUCATION
The Art Education program is for students with a strong interest in art as well as the desire to become art teachers. Completion of the Art Education major leads to the B.S. in Art Education and to Vermont Department of Education licensure for teaching art in grades K-12.

MAJORS

ART AND ART HISTORY MAJORS
Art History B.A.
Art: Studio Art B.A.

MINORS

ART HISTORY MINOR
Art History

ARTH Courses

ARTH 005. Western Art: Ancient - Medieval. 3 Credits.
Introduction to the visual arts, primarily painting, sculpture, and architecture in the Western world from prehistoric through Gothic.

ARTH 006. Western Art: Renaissance-Modern. 3 Credits.
Introduction to the visual arts, primarily painting, sculpture, and architecture in the Western World from Renaissance to present. Prerequisite: It is recommended that ARTH 005 be taken before ARTH 006.

ARTH 008. D2: Asian Art. 3 Credits.
Introduction to the artistic traditions and major architectural monuments of Islamic Lands, India, China, Japan, Southeast Asia, and the Pacific Islands.

ARTH 095. Introduction to Special Topics. 1-18 Credits.
Introductory courses or seminars on topics beyond the scope of existing departmental offerings. See Schedule of Courses for specific titles.

ARTH 096. Introduction to Special Topics. 1-18 Credits.
Introductory courses or seminars on topics beyond the scope of existing departmental offerings. See Schedule of Courses for specific titles.

ARTH 140. Hist of Optical Media as Art. 3 Credits.
Theory and development of the art of “optical media: photography, film, and video. Emphasis on discovery and explication of technical, aesthetic, and expressive properties. Prerequisites: one of the following: ARTH 006, FTS 007, FTS 008.

ARTH 146. D2: Egypt & the Ancient Near E. 3 Credits.
The development of sculpture, painting, and architecture in Mesopotamia and Egypt 3000-300 B.C. Prerequisite: ARTH 005.

ARTH 148. Greek Art. 3 Credits.
Development of painting, sculpture, architecture, and related arts in Greek lands 3000-30 B.C. Prerequisite: ARTH 005.

ARTH 149. Roman Art. 3 Credits.
Examination of the artistic experiments made by Roman painters, sculptors, and architects from 3rd century B.C. to 5th century A.D. Prerequisite: ARTH 005.

ARTH 155. Topics in Medieval Art. 3 Credits.
Selected aspects of European art from the end of the Roman Empire through the Gothic period. Material and emphasis vary with instructor. May be repeated for credit with Instructor permission. Prerequisite: ARTH 005.

ARTH 158. Northern European 1400-1600. 3 Credits.
Netherlandish and German art of the period. Special attention to Jan van Eyck, Rogier van der Weyden, Hugo van der Goes, Durer, Bosch, and Bruegel. Prerequisite: ARTH 005.

ARTH 162. Italian Early Renaissance Art. 3 Credits.
Painting, sculpture, architecture and the decorative arts in Italy from 1400 to 1500, focusing on major centers of art production: Florence, Venice, Milan, Ferrara, Urbino, Rome, and Naples. Prerequisite: ARTH 005 or ARTH 006.
ARTH 163. Italian High and Late Ren Art. 3 Credits.
Painting, sculpture, architecture, and decorative arts in Italy from 1500 to 1600. High Renaissance, Mannerism, Late Renaissance, and Early Baroque art in Italy. Topics include the Reformation, Counter-Reformation, court cities, foreign rule, and artistic exchanges between Italy and other countries. Prerequisites: ARTH 005 or ARTH 006.

ARTH 165. Topics European Art 1600-1800. 3 Credits.
Selected aspects of the painting, sculpture, and architecture of the Baroque, Rococo, and/or Neo-Classical periods. Material and emphasis vary with instructor. May be repeated for credit with Instructor permission. Prerequisite: ARTH 006.

ARTH 170. Topics in Modern Art. 3 Credits.
Selected aspects of the painting, sculpture, and architecture of Europe and North America during the 19th and 20th centuries. Material and emphasis vary with instructor. May be repeated for credit with Instructor permission. Prerequisite: ARTH 006.

ARTH 172. 19th-Century European Painting. 3 Credits.
Examination of major movements in European painting from Neo-Classicism and Romanticism through Post-Impressionism. Prerequisite: ARTH 006.

ARTH 174. 20th-Century Art. 3 Credits.
A survey of movements and new media in European and American painting, sculpture, mixed media, performance, and the influences of film and photography on traditional media. Prerequisites: three hours of Art History, preferably ARTH 172 or ARTH 181. Alternate years.

ARTH 176. Identity Diversity Postmod Art. 3 Credits.
Examination of art since 1960 with an emphasis on questions relating to identity and diversity. Prerequisite: Three hours in Art History or Instructor permission.

ARTH 177. 19th & 20th Cent Arch & Design. 3 Credits.
The theory and practice of building and design from the early 19th century to the recent past. Prerequisites: ARTH 006 or a course in Historic Preservation.

ARTH 178. Methods and Theories. 3 Credits.
Introduction to the foundational texts in Art History, Cultural Theory, and Aesthetics, with an emphasis on contemporary responses. Material and emphasis vary with instructor. Prerequisite: Three hours in Art History.

ARTH 179. Issues in Contemporary Art. 3 Credits.
A study of selected examples of recent and current art and/or architecture. Material and emphasis vary with instructor. May be repeated for credit with instructor’s permission. Prerequisite: three hours of Art History.

ARTH 180. N American Art 1600-1900. 3 Credits.
Painting, sculpture, and architecture in the U.S. and Canada from Colonial beginnings (Hispanic, Franco, Anglo) to WWI. Emphasis on the development of nationalist sensibilities as they emerge from European sources. Prerequisites: ARTH 006 or GRS 091 (Canada).

ARTH 184. D2: Islamic Art. 3 Credits.
An overview of the major architectural monuments and artistic traditions of the lands where Islam took root and flourished. Prerequisite: three credits of Art History or REL 021.

ARTH 185. D2: Japanese Art. 3 Credits.
Architecture, sculpture, painting, prints and decorative arts and their relationships to Japanese culture. Prerequisites: three hours in Art History or one of the Asian Studies courses: HST 151, REL 021, REL 132, REL 141. Alternate years.

ARTH 186. D2: The Hindu Temple. 3 Credits.
The Hindu temple, the focal point of the great architectural tradition in South Asia, is examined from religious, artistic, and political perspectives. Prerequisites: three credits of Art History or REL 021.

ARTH 187. D2: Chinese Painting. 3 Credits.
History of Chinese painting, emphasizing the landscape painting of the 11th to 17th centuries. Prerequisite: Six hours of Art History, three at the 100 level or Instructor permission. Alternate years.

ARTH 188. D2: Indian Painting. 3 Credits.
Mural, manuscript, and miniature painting of India from the 5th to the 19th centuries. Topics include: religious and literary themes, courtly culture, portraiture, regional and individual artistic styles. Prerequisite: Three hours of Art History.

ARTH 189. D2:Topics in Non-Western Art. 3 Credits.
Selected aspects of the arts of an area not covered in our regular European, American, and Asian courses. Material and emphasis vary with instructor. May be repeated for credit with Instructor permission. Prerequisite: three hours in Art History.

ARTH 190. Internship: Art History. 3 Credits.
Prerequisites: Junior standing; six hours of 100-level course work in appropriate field; departmental permission. A contract must be obtained from and returned to the Department of Art during preregistration.

ARTH 192. D2:Inter Spec Topics Asian Art. 3 Credits.
See schedule of Course for specific titles. Prerequisite: three hours in Art History or Asian Studies.

ARTH 195. Intermediate Special Topics. 1-18 Credits.
Intermediate courses or seminars on topics beyond the scope of existing departmental offerings. See Schedule of Courses for specific titles.

ARTH 196. Intermediate Special Topics. 1-18 Credits.
Intermediate courses or seminars on topics beyond the scope of existing departmental offerings. See Schedule of Courses for specific titles.

ARTH 198. Readings & Research. 1-6 Credits.
Prerequisite: Department permission.
ARTH 199. Topics: Gender, Race, Ethnicity in Art. 3 Credits.
Study of selected aspects of gender, "race," or ethnicity in art, and/or the contributions of women or ethnically diverse people to the visual arts. Material and emphasis vary with instructor. May be repeated for credit with Instructor permission. Prerequisite: three hours in Art History.

ARTH 282. Seminar in Western Art. 3 Credits.
Selected topics in Western Art. See Schedule of Courses for specific offerings each semester. Prerequisites: Six hours of 100-level Art History, including three hours in the area of the seminar; Junior/Senior standing.

ARTH 285. D2: Seminar in Asian Art. 3 Credits.
Prerequisites: One of the following: ARTH 008, ARTH 185, ARTH 187, ARTH 188, or ARTH 196 when the topic is Asian. Three additional hours of a 100-level course either in Art History or Asian Studies.

ARTH 295. Adv Special Topics: Art History. 1-18 Credits.
See Schedule of Courses for specific titles.

ARTH 296. Adv Special Topics: Art History. 1-18 Credits.
See Schedule of Courses for specific titles.

ARTS Courses

ARTS 001. Drawing. 3 Credits.
Introductory study of visual experience through drawing and its transformation of the three-dimensional visual world onto a two-dimensional surface. Emphasis varies with Instructor.

ARTS 002. Two-Dimensional Studies. 3 Credits.
A studio course exploring through classroom projects how we perceive space and how we work with materials and concepts to organize two-dimensional surfaces.

ARTS 003. Three-Dimensional Studies. 3 Credits.
Introductory study of the manipulation of actual space in diverse media. Emphasis varies with Instructor.

ARTS 012. Perspectives on Art Making. 3 Credits.
Introduction to contemporary art practice in various media. Explores method and meaning in art making, the role of experimentation, and the translation of experience into artwork.

ARTS 095. Introduction to Special Topics. 1-18 Credits.
See Schedule of Courses for specific titles.

ARTS 096. Introduction to Special Topics. 1-18 Credits.
See Schedule of Courses for specific titles.

ARTS 113. Clay: Hand Building. 3 Credits.
Investigation of surfaces and three-dimensional forms. Focus on variety of construction methods, surface treatment, and firing techniques. Related clay and glaze technology. Prerequisites: ARTS 012 and one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 114. Clay: Wheel Throwing. 3 Credits.
Development of throwing skills and the capacity to create a range of forms. Investigation of surface treatment techniques such as slip painting and glazing. Low-fire and stoneware firing. Related clay and glaze technology. Prerequisites: ARTS 012 and one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 115. Intermediate Drawing. 3 Credits.
Intensive investigation of drawing and elements related to the discipline. Focus on expanding techniques and developing strategies for making drawings. Prerequisites: ARTS 001 and one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 116. Drawing From the Figure. 3 Credits.
Drawing from the model, emphasizing in-depth studies in different media. Prerequisites: ARTS 001 and one of the following: ARTH 005, ARTH 006 or ARTH 008.

ARTS 121. Painting. 3 Credits.
Painting as an investigation of color, space, and visual perception, with an introduction to historical and current issues of the discipline. Prerequisites: ARTS 001, and one of the following: ARTH 005, ARTH 006 or ARTH 008.

ARTS 131. Printmaking: Etching. 3 Credits.
Studio class using non-chemical procedures with copper plates. Prerequisites: ARTS 001 or ARTS 012, and one of the following: ARTH 005, ARTH 006 or ARTH 008.

ARTS 132. Printmaking: Silkscreen. 3 Credits.
Studio class focusing on procedures in stencil printing that use photo-silkscreen technology. Prerequisites: ARTS 001 or ARTS 012, and one of the following: ARTH 005, ARTH 006 or ARTH 008.

ARTS 133. Printmaking: Lithography. 3 Credits.
Basic procedures in planographic printing from stone, stressing design and technical competence. Intensity of investigation varies with individual student. Prerequisites: ARTS 001 and ARTS 002.

ARTS 134. Color Structures in Silkscreen. 3 Credits.
A mixed-level class in silkscreen with emphasis on color and color printing techniques. Prerequisites: ARTS 001 or ARTS 012, and one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 137. Photography. 3 Credits.
Introduction to making black-and-white photographs, emphasizing craft and conceptual problem solving. Students gain skill in camera operation, printing, and producing work of an individual nature. Prerequisites: ARTS 012, and one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 138. Color Photography. 3 Credits.
Use of digital cameras, Adobe Photoshop, and inkjet printing processes as means for description, analysis, and expression of experience. Prerequisites: ARTS 012, and one of the following: ARTH 005, ARTH 006, or ARTH 008.
ARTS 139. Animation. 3 Credits.
Methods of frame-by-frame moving picture making. Emphasizes the aesthetic, expressive, and conceptual qualities of manual techniques. Prerequisites: ARTS 001 or FTS 141, and one of the following: FTS 007, FTS 008, or FTS 009 or ARTH 005, ARTH 006, or ARTH 008.

ARTS 141. Sculpture. 3 Credits.
Introduction to making and critiquing sculpture. Using visual elements of sculpture and concepts of 3D design, students establish a foundation for individualized inquiry and experimentation. Conceptual, practical, and analytical skills are developed through presentations, research, writing, problem solving, and critiques. Prerequisites: ARTS 001 or ARTS 012, and one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 144. Digital Art. 3 Credits.
Exploration of the computer as an artistic medium, focusing on a variety of approaches for creating and displaying imagery. Prerequisites: ARTS 001 or 012, and one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 145. Graphic Design. 3 Credits.
The application of graphic design principles to practical problems, including the impact of popular design on society, and the exploration of visual elements in contemporary printing processes. Prerequisites: ARTS 001 or ARTS 012, or one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 147. Visual Environment. 3 Credits.
Exploration of public spaces, structures, architectural detail, landscaping, roadways, lighting, etc. Field trips; meeting with planners and architects; projects. Prerequisite: ARTS 001 or ARTS 012, and one of the following: ARTH 005, ARTH 006, or ARTH 008.

ARTS 148. Motion Picture Production. 3 Credits.
Study of the principles, properties and potentials of four-dimensional media through production exercises, viewing, reading and discussion. Includes theoretical, conceptual and technical information. Prerequisites: ARTS 012 or one of the following: FTS 007, FTS 008, FTS 009, or FTS 010, and either FTS 121 or ARTH 140.

ARTS 191. Internship: Field Experience. 3 Credits.
A contract must be obtained from and returned to the Department of Art and Art History before the end of the course add period. Prerequisites: Six hours of 100 level courses in appropriate field; Junior standing; departmental permission.

ARTS 195. Intermediate Special Topics. 1-18 Credits.
Intermediate course or seminars on topics beyond the scope of existing departmental offerings. See Schedule of Courses for specific titles.

ARTS 196. Intermediate Special Topics. 1-18 Credits.
Intermediate course or seminars on topics beyond the scope of existing departmental offerings. See Schedule of Courses for specific titles.

ARTS 197. Rdgs&Rsch: Tutorial in Studio. 1-6 Credits.
Independent/individual research in studio art. A contract must be obtained from and returned to the Department of Art and Art History before the end of the course add period. Prerequisites: Six hours of Studio Art courses at the 100 level; Junior standing; departmental permission.

ARTS 213. Advanced Ceramics. 3 Credits.
Advanced investigations of methods exploring content, form, surface, and color of ceramics and elements related to the discipline. Prerequisite: ARTS 113 or ARTS 114; Junior standing.

ARTS 215. Advanced Drawing. 3 Credits.
Intense investigations of drawing and elements that relate to that discipline. Emphasis on conceptual method, contemporary techniques, and both objective and non-objective source material. Prerequisite: ARTS 115 or ARTS 116; Junior standing.

ARTS 221. Advanced Painting. 3 Credits.
Exploration of historical and current issues of the discipline as content and structure are developed in semi-independent projects. Prerequisite: ARTS 012 and ARTS 121; Junior standing.

ARTS 230. Projects in Printmaking. 3 Credits.
Students conceive, research, develop, and realize their own projects in the print studio. Prerequisites: ARTS 131 and ARTS 132 or ARTS 134; Junior standing.

ARTS 237. Advanced Photography. 3 Credits.
Continuation of ARTS 137 and ARTS 138, exploring the implications of photography and encouraging students to use the medium to better understand their relationship to the world. Prerequisites: ARTS 137 and ARTS 138; Junior standing.

ARTS 241. Advanced Sculpture. 3 Credits.
Advanced investigation of sculpture. Students develop a personal and disciplined approach to making art through independent exploration within a structured environment. Students design individual projects that include aspects of research and writing. Group discussion and analysis of work are ongoing. Prerequisite: ARTS 141; Junior standing.

ARTS 244. Advanced Digital Art. 3 Credits.
Advanced exploration of the computer as an artistic medium for creating imagery. Focus on using the computer to animate images and integrate sound. Emphasis on conceptual issues in digital art. Prerequisite: ARTS 144; Junior standing.

ARTS 248. Adv Motion Picture Production. 3 Credits.
Advanced study of the principles, properties and potentials of four-dimensional media through production exercises, viewing, reading and discussion. Includes theoretical, conceptual and technical content. Prerequisites: ARTS 148 or FTS 141; Junior standing.
ARTS 281. Advanced Studies in Studio Art. 1-6 Credits.
Independent research in close consultation with faculty sponsor on a specific and advanced project. A contract must be obtained from and returned to the Department of Art and Art History before the end of the course add period. Prerequisites: Nine hours of 100-level ARTS courses, and 200-level course in topic of project; Senior standing; departmental permission.

ARTS 283. Advanced Seminar in Studio Art. 3 Credits.
Advanced seminar for senior studio art majors covering a range of topics. Prerequisites: Senior standing; Instructor permission.

ARTS 295. Special Topics in Studio Art. 1-18 Credits.
Advanced course or seminar on topics beyond the scope of existing departmental offerings. See schedule of courses for specific titles. Prerequisite: 100-level Art Studio course in the studio area of the special topic.

ARTS 296. Special Topics in Studio Art. 1-18 Credits.
Advanced work in existing departmental offerings. Prerequisite: Instructor permission only.