ART STUDIO (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 photosilkscreen 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 ARTS 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, and 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 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 285. 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.