

DEPARTMENT OF ART

Overview

Peter Hriso, Chairperson
 phriso@missouriwestern.edu
 (816) 271-4282
www.missouriwestern.edu/Art (<http://www.missouriwestern.edu/Art/>)

The Department of Art provides a foundation of knowledge and skills in the visual arts. Students may elect the following degree programs: Bachelor of Science in Education, Bachelor of Fine Arts in Studio, Bachelor of Fine Arts in Digital Animation or the Bachelor of Fine Arts in Graphic Design. Students may minor in Art History, Ceramics, Digital Animation, Drawing, Graphic Design, Illustration, Painting, Photography, Printmaking, or Sculpture. The B.S.E. in Art Education is designed for students who wish to teach art in public schools. The B.F.A. degree is considered a professional major degree and is recommended to anyone intending to enroll in graduate study (M.F.A.) or work in the professional world of art. For the B.F.A. in Studio, the art student may select an applied emphasis in one of the following areas:

1. Ceramics
2. Drawing
3. Illustration
4. Painting
5. Photography
6. Printmaking
7. Sculpture

Only one concentration may be declared. The B.F.A. in Graphic Design or Digital Animation prepares the student to enter the world of work or continue study in graduate school. The BFA in Studio Applied Emphasis in Art Therapy readies the student to enter any graduate art therapy program associated with the American Art Therapy Association. Completion of the Art Therapy Program provides all the prerequisites for enrollment in this professional graduate program that issues certification (ATR) and Board Certified official recognition (ATR-BC). Without graduate education a candidate will not be issued certification and will not be able to practice as an art therapist. The Art Therapy program prepares MWSU graduates for entrance into graduate programs accredited with the American Art Therapy Association. Additional information may be gained by discussion with the department chair or through personal research into the accrediting graduate schools or the ATR website www.arttherapy.org (<https://arttherapy.org/>). The minor in Art History gives a broad overview of the history of art.

Studio courses and historical-critical studies are an integral part of each program. They introduce the student to a wide variety of media and techniques while providing opportunities to deal with problems related to professional practice. Historical-critical studies acquaint the student with artistic styles, movements and aesthetic problems in art and place them in historical perspective.

The Department of Art has an active gallery exhibition program and endeavors to expose students to regional and national artists working in the area of visual communication. Studio workshops, critiques, seminars and lectures by professional artists and scholars, as well as field trips to the numerous galleries and museums in the St. Joseph/Kansas City area, are an integral part of many class experiences.

Advisement

All first time freshman and transfer students entering the art program must declare a major and/or a concentration, the CDA will designate a faculty member in the chosen program for further supervision. Art students must consult with their faculty advisors each semester. Students majoring in art are required to undergo a Sophomore, Major and Senior Review of their work. The Sophomore Review happens in the Spring semester of their sophomore year with the Sophomore Exhibit where students display 4-6 works from their core classes. The Major Review is an evaluation of students' preparation towards their professional expectation. At the beginning of students' third course in the major, typically in the first junior semester, students assemble a portfolio of studio work produced at Missouri Western State University. The student is responsible for scheduling the Major Review with their advisor and submitting a representative sampling of work and resume for examination by the art faculty. The consent of this committee based on portfolio, presentation, professional demeanor and overall ability is necessary before the student enrolls in further study in the department. All art majors must pass this review before they are allowed to enroll in ART 494 Senior Seminar and Exhibit. Students must take the review a semester before graduation. The Senior Review takes place in the Senior Seminar course where students have their Senior show.

Declaring a Major or Minor

All students should complete a major form at the beginning of study in the department. Art Education students are under the same departmental requirements, plus they have additional obligations from the Education Department. Art History Minors should complete the Minor form as soon as possible in their departmental studies.

Students are strongly encouraged to complete ART 110 Beginning Drawing I, ART 120 Two-Dimensional Design and ART 130 Introduction to Tools and Techniques during the first semester at MWSU.

Admission

Admission Requirements

Majors in the department which have admission requirements are listed below. Majors which are not listed on this page do not have specific requirements for admission. Information about the recommended coursework a student might take prior to declaring the major can be obtained from the department.

Art (Education)

- ACT composite score on file
- ACT composite score of 20 or higher or successful completion of the Missouri General Education Assessment (MoGEA)
- Overall GPA of 2.75
- Education course GPA of 3.0
- Content area GPA of 3.0
- Satisfactory completion of EDU 202/203

ACT and/or MoGEA scores should be received the semester before application for admission to teacher education is made (up to 4 months should be allowed for scores to be processed).

*Alternative avenues to Teacher Education available for recruitment of historically under-served populations. Contact the Department Chairperson for guidelines and procedures.

Majors

- Art (Bachelor of Science in Education, B.S.E.) (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/art-bse/>)
- Digital Animation (Bachelor of Fine Arts, B.F.A.) (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/digital-animation-bfa/>)
- Graphic Design (Bachelor of Fine Arts, B.F.A.) (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/graphic-design-bfa/>)
- Studio (Bachelor of Fine Arts, B.F.A.) (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/studio-bfa/>)

Minors

- Art History Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/art-history-minor/>)
- Ceramics Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/ceramics-minor/>)
- Digital Animation Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/digital-animation-minor/>)
- Drawing Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/drawing-minor/>)
- Entrepreneurship Minor (<http://catalog.missouriwestern.edu/undergraduate/interdisciplinary-studies/entrepreneurship-minor/>)
- Graphic Design Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/graphic-design-minor/>)
- Illustration Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/illustration-minor/>)
- Painting Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/painting-minor/>)
- Photography Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/photography-minor/>)
- Printmaking Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/printmaking-minor/>)
- Sculpture Minor (<http://catalog.missouriwestern.edu/undergraduate/arts-humanities/art/sculpture-minor/>)

Courses

Art (ART)

Course Category	Courses
History and Appreciation of Art	ART 100, ART 133, ART 205, ART 255, ART 257, ART 335, ART 371, ART 372, ART 450, ART 471, ART 472, ART 493, ART 494
Study Away	ART 381

Studio Art

ART 110, ART 120, ART 130, ART 140, ART 160, ART 170, ART 180, ART 190, ART 210, ART 229, ART 250, ART 300, ART 310, ART 315, ART 320, ART 321, ART 325, ART 329, ART 333, ART 339, ART 340, ART 345, ART 349, ART 350, ART 359, ART 360, ART 369, ART 370, ART 375, ART 379, ART 380, ART 388, ART 395, ART 410, ART 420, ART 440, ART 449, ART 453, ART 459, ART 460, ART 465, ART 470, ART 475, ART 480, ART 488, ART 492, ART 495

ART 100 Introduction to Art Credits: 3

Typically Offered: Fall, Spring, Summer.

Course Description: General background in the history, philosophy, principles, and techniques of the visual arts.

CORE 42: MOTR ARTS 100; Art Appreciation



ART 110 Beginning Drawing I Credits: 3

Typically Offered: Fall, Spring.

Course Description: Elementary drawing with the figure, still life, landscape, and perspective in various media. Six studio hours.

CORE 42: MOTR PERF 105D; Studio Art - Introduction to Drawing



ART 120 Two-Dimensional Design Credits: 3

Typically Offered: Fall, Spring.

Course Description: Design principles and fundamentals in two-dimensional media using a problem-solving approach. Six studio hours.

ART 130 Introduction to Tools and Techniques Credits: 2

Typically Offered: Fall, Spring.

Course Description: Basic skills with studio hand tools and power equipment; emphasizes safety procedures. This course is a prerequisite for any studio art course except ART 110 and ART 120. Four studio hours.

ART 133 Introduction to Art Therapy Credits: 3

Typically Offered: Fall.

Course Description: This course provides an introduction to the definitions, historical roots, theoretical underpinnings, and basic elements of the field of art therapy. Course topics will include an examination of the major contributors to the field, what art therapists do, where art therapists work, how art-making can be used to affect behavioral, emotional, and psychological changes, and how art therapy can be used in the context of various psychological approaches. Students will experience first-hand a variety of art therapy interventions.

ART 140 Ceramics I Credits: 3

Typically Offered: Fall, Spring.

Course Description: Traditional and contemporary approaches to ceramics as an art form; emphasizes technical, historical, and aesthetic problems. Six studio hours.

CORE 42: MOTR PERF 105C; Studio Art- Introduction to Ceramics



ART 160 Beginning Drawing II Credits: 3**Typically Offered:** Fall, Spring.**Course Description:** The figure in various media; still life, landscape, and nonobjective directions; problems dealing with the complete drawing. Six studio hours. **Prerequisite(s):** ART 110 and ART 120.**ART 170 Three-Dimensional Design Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Emphasis on form and composition using a problem solving approach; exploration of a wide variety of three-dimensional materials and processes. Six studio hours. **Prerequisite(s):** ART 110 and ART 130.**ART 180 Fibers Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Introduction to basic fiber arts with an overview of materials and methods. Exploration of the media may include surface design, textile printing, fabric construction, weaving, papermaking, book construction, and sculptural techniques. Six studio hours. May be repeated for credit.**CORE 42:** MOTR PERF 105M; Studio Art- Multimedia Crafts**ART 190 Digital 3D Fundamentals Credits: 3****Typically Offered:** Spring.**Course Description:** This course is an introduction to, and broad overview of digital 3D Visualization fundamentals. The whole course will take place in the context of real world applications and opportunities for visualization. The student will experience and gain a beginning understanding of visualization as follows: modeling, lighting, surface rendering, animation, and digital video exporting.**ART 205 Survey of Art History I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** A global art survey covering visual culture in Europe, Asia, Africa, and the Americas before c. 1400.**CORE 42:** MOTR ARTS 101; Art History I**ART 210 Animation Fundamentals Credits: 3****Typically Offered:** Fall.**Course Description:** Study of the fundamental principles and mechanics of motion through animation. Students explore timing, spacing, weight, staging an image for clarity, emotion and storytelling, and learn to apply and manipulate the fundamental concepts to creatively animate an idea. May be repeated up to 4 times for credit. **Prerequisite(s):** ART 110, ART 120, ART 160, and credit or concurrent enrollment in ART 229.**ART 229 Design Software Applications Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Introduction to computer hardware, software and peripherals commonly used by professional artists. Beginning projects utilizing computer-assisted design. **Prerequisite(s):** ART 110 and ART 120.**ART 250 Motion Graphics Credits: 3****Typically Offered:** Spring.**Course Description:** This course is an introduction to Motion Graphics and Compositing, which includes the categories of commercial, interactive, broadcast, main title and music video. The course will include lectures, showcases and demonstrations of the history, techniques and applications of motion graphics in media. May be repeated for up to 4 times for credit. **Prerequisite(s):** ART 110, ART 120 and credit or concurrent enrollment in ART 229.**ART 255 Survey of Art History II Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** A global art survey covering visual culture in Europe, Asia, Africa, and the Americas after c. 1400. **Prerequisite(s):** ART 205.**CORE 42:** MOTR ARTS 102; Art History II**ART 257 Theory and Criticism of Visual Culture Credits: 3****Typically Offered:** Fall.**Course Description:** A practical, experience-based multi-disciplinary introduction to contemporary and classic approaches to art theory and criticism. Same as PHL 257. **Prerequisite(s):** ART 205 and ART 255, or permission from the instructor or departmental approval.**ART 300 Elementary Art Teaching: Philosophy and Methods Credits: 3****Typically Offered:** Fall, Spring, Summer.**Course Description:** Current methods and materials for the teaching of art in the elementary grades; theory and experience with elementary school art projects. **Prerequisite(s):** EDU 202 and MUS 101. Elementary education majors may not take this course until officially admitted to teacher education.**ART 310 Intermediate Drawing Credits: 3****Typically Offered:** Fall.**Course Description:** The figure in various media; still life, landscape, and nonobjective directions; intermediate problems dealing with the complete drawing. Six studio hours. **Prerequisite(s):** ART 160.**ART 315 Illustration I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Methods, techniques, and best practices with creating digital and traditional illustrations, image composites, and experiences for commercial purposes. **Prerequisite(s):** ART 110, ART 120, and ART 229.**ART 320 Ceramics II Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Hand building and throwing techniques; introduces kiln firing and glaze formulation. Six studio hours. **Prerequisite(s):** ART 140.**ART 321 Digital 3D Modeling Credits: 3****Typically Offered:** Fall.**Course Description:** Working with industrial 3D modeling software, this course provides an introduction to 3D model design. Students will learn how to utilize modeling techniques and applications, and gain a basic understanding of 3D modeling to design organized virtual models. May be repeated for credit. **Prerequisite(s):** ART 110, ART 120, ART 160, and credit or concurrent enrollment in ART 210 and ART 229.

ART 325 Digital 3D Lighting Credits: 3**Typically Offered:** Spring.**Course Description:** Study beginning rendering techniques using industry standard renderers. Create custom shaders, work with lighting, and develop an understanding of the rendering and lighting process. May be repeated for credit. **Prerequisite(s):** ART 110, ART 120, ART 160, ART 210, ART 229 and ART 321.**ART 326 Introduction to Game Design Credits: 3****Typically Offered:** Departmental Discretion.**Course Description:** In this course we will explore the process for creating, exporting and importing assets from standard 3D modeling and animation software to a game engine. Students will learn the how to create models, textures, dynamic assets, particle effects and materials for real-time application. This course will also cover character creation, modeling, texturing and rigging for gaming. May be repeated for credit. **Prerequisite(s):** ART 321 and ART 325.**ART 329 Graphic Design I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** An introduction to the practical and theoretical aspects of graphic design, focusing on the exploration of conceptual ideas and the development of visual problem-solving skills. Identity systems, principles of symbology, and the fundamentals of page layout will be explored. Six studio hours. **Prerequisite(s):** ART 110, ART 120, and credit or concurrent enrollment in ART 229.**ART 333 Typography Credits: 3****Typically Offered:** Fall.**Course Description:** A study of the principles and practices of historic and contemporary typographic design focusing on such factors as size, form, contrast, color, spacing and design of the printed word and printed page. Students learn typographic structure and informational hierarchies while exploring both the formal and expressive qualities of type. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 110, ART 120, and credit or concurrent enrollment in ART 229.**ART 335 Aesthetics and the Arts Credits: 3****Typically Offered:** Departmental Discretion.**Course Description:** Survey of modern theories of aesthetic experience and the arts with reference to classical and contemporary views. Same as PHL 335. **Prerequisite(s):** ART 257.**ART 339 Printmaking I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Relief and intaglio printmaking processes. Six studio hours. **Prerequisite(s):** ART 120 and ART 160.**ART 340 Printmaking II Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Continued exploration of relief and intaglio processes. Six studio hours. **Prerequisite(s):** ART 339.**ART 345 3D Modeling & Design Processes Credits: 3****Typically Offered:** Spring.**Course Description:** This course will investigate the creation and manipulation of three-dimensional forms and environments using experimental methods - primarily digitally based methods coupled with new forms of output such as 3D printing. Repeatable for credit. Same as EGT 345. **Prerequisite(s):** permission of instructor.**ART 349 Interactive Design I Credits: 3****Typically Offered:** Fall.**Course Description:** Introduction to Web Design from an art and design perspective. Use of techniques and practices involved in web site creation that incorporated a strong visual language as well as interactive elements such as motion and sound will be explored. **Prerequisite(s):** ART 110, ART 120, ART 130, and ART 229.**ART 350 Secondary Art Teaching: Philosophy and Methods Credits: 3****Typically Offered:** Spring.**Course Description:** Teaching methodologies and materials for the secondary school art teacher; design of appropriate art learning experiences for the adolescent. **Prerequisite(s):** ART 300.**ART 359 Photography I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Black-and-white photographic processes and problems; student must have access to a 35 mm SLR camera with adjustable aperture and shutter speed. Six studio hours. **Prerequisite(s):** ART 110 and ART 120.**ART 360 Photography II Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Color photographic processes and problems. Student must have access to a DSLR digital camera with adjustable aperture and shutter speed. Digital imaging will also be included. Six studio hours. **Prerequisite(s):** ART 359 and credit or concurrent enrollment in ART 229.**ART 369 Painting I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Color, composition, and technique; the figure, still life, and nonobjective problems. Six studio hours. **Prerequisite(s):** 6 credit hours in drawing.**ART 370 Painting II Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Continuation of exploration with color, composition, and technique; figurative and nonobjective directions. Six studio hours. **Prerequisite(s):** ART 369.**ART 371 Topics in Ancient/Medieval Art Credits: 3****Typically Offered:** Fall.**Course Description:** (even-numbered years). Examines different topics and themes in Ancient or Medieval art. Course content varies by semester. May be repeated one time for credit with instructor's permission. **Prerequisite(s):** ART 205 and ART 255.**ART 372 Topics in Modern/Contemporary Art Credits: 3****Typically Offered:** Spring (even-numbered years).**Course Description:** Examines different topics and themes in Modern or Contemporary art. Course content varies by semester. May be repeated one time for credit with instructor's permission. **Prerequisite(s):** ART 205 and ART 255.**ART 375 Illustration II Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Exploration of techniques, craftsmanship and conceptual skills to provide understanding of illustration and its function in design for commercial purposes. **Prerequisite(s):** ART 315.**ART 379 Sculpture I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Basic foundations in sculpture: theory, techniques, materials, processes. Six studio hours. **Prerequisite(s):** ART 130 and ART 170.

ART 380 Sculpture II Credits: 3**Typically Offered:** Fall, Spring.**Course Description:** Sculptural theory, concepts, techniques, materials, and processes at the intermediate level. Six studio hours. **Prerequisite(s):** ART 379.**ART 381 IN-Site Art and Cultural Experience Credits: 2-3****Typically Offered:** Departmental Discretion.**Course Description:** Directed studio and art history opportunities for students off-campus. May be repeated for credit. **Prerequisite(s):** Permission of instructor or departmental approval.**ART 388 Interactive Design II Credits: 3****Typically Offered:** Fall.**Course Description:** Introduction to compositional techniques for the application of real-time and interactive time-based forms in digital media design. **Prerequisite(s):** ART 110, ART 120, ART 130, ART 229, and ART 349.**ART 395 Graphic Design II Credits: 3****Typically Offered:** Spring.**Course Description:** Further investigation into the concepts and processes of visual communication. Emphasis will be placed on typographic design concepts, color usage, image generation and development, and creative problem solving. Branding strategies, corporate identity, and packaging design will be introduced. Six studio hours. May be repeated for credit. **Prerequisite(s):** Declared art major, ART 229 and ART 329 with a grade of C or higher.**ART 410 Advanced Drawing Credits: 3****Typically Offered:** Fall.**Course Description:** The figure in various media; advanced problems dealing with drawing as a complete form. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 310.**ART 420 Ceramics III Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Advanced techniques and problems in ceramics. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 320.**ART 440 Printmaking III Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Advanced problems in relief, intaglio, and serigraphy processes. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 340.**ART 449 Interactive Design III Credits: 3****Typically Offered:** Fall.**Course Description:** Introduction to compositional techniques for the application of real-time and interactive time-based forms in digital media design. May be repeated for credit. **Prerequisite(s):** ART 110, ART 120, ART 130, ART 229, and ART 388.**ART 450 Independent Research/Project Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Investigation of a research problem, project, or topic on an individual conference basis. May be repeated for credit. **Prerequisite(s):** Declared Art major, minimum major GPA of 2.5, and departmental approval.**ART 453 Digital Animation Credits: 3****Typically Offered:** Spring.**Course Description:** Students will learn to create believable and natural 3D computer animations with a combination of several different techniques. Movements of objects, actors and cameras along with animated affects of attributes will be demonstrated and discussed. May be repeated for credit. **Prerequisite(s):** ART 110, ART 120, ART 160, ART 210, ART 229, ART 321, and credit or concurrent enrollment in ART 325.**ART 459 Character Animation Credits: 3****Typically Offered:** Fall.**Course Description:** This course emphasizes the practical and theoretical principles of character animation. Students will explore how to put personality into characters and develop skills to create characters that act. The exercises will provide a foundation for comprehending the underlying techniques for capturing expression of emotions in animation. May be repeated for credit. **Prerequisite(s):** ART 110, ART 120, ART 160, ART 210, ART 229, ART 321, ART 325, and ART 453.**ART 460 Photography III Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Advanced photographic processes and problems emphasizing individual experience. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 360.**ART 465 Digital Animation Production Credits: 3****Typically Offered:** Departmental Discretion.**Course Description:** Advance exploration and development in digital animation production. This course is intended to provide student an opportunity to focus on advanced techniques used in the production of 3-D digital animation. May be repeated 4 times for credit. **Prerequisite(s):** ART 453.**ART 470 Painting III Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Advanced problems dealing with color and composition; figurative and nonobjective directions. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 370.**ART 471 Topics in Renaissance/Baroque Art Credits: 3****Typically Offered:** Fall (odd-numbered years).**Course Description:** Examines different topics and themes in Renaissance or Baroque art. Course content varies by semester. May be repeated one time for credit with instructor's permission. **Prerequisite(s):** ART 205 and ART 255.**ART 472 Topics in Non-Western Art Credits: 3****Typically Offered:** Spring (odd-numbered years).**Course Description:** Examines different topics and themes in non-Western art. Course content varies by semester. May be repeated one time for credit with instructor's permission. **Prerequisite(s):** ART 205 and ART 255.**ART 475 Illustration III Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Continuation of problem solving and development of personal style for the marketplace. Exploration of business practices and expectations. Work towards personal promotion and portfolio presentation. May be repeated for credit. **Prerequisite(s):** ART 375.**ART 480 Sculpture III Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** Advanced techniques in various media emphasizing individual experience. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 380.

ART 485 Digital Animation Portfolio Credits: 3

Typically Offered: Spring.

Course Description: In this course students will create a portfolio that reflects the work completed throughout the degree by producing an online and digital portfolio in the form of a demo reel or interactive medium. This course will guide students through the process of developing a resume, business card and portfolio to meet the expectations of the current trends in the industry. **Prerequisite(s):** ART 459 or ART 465.

ART 488 Final Portfolio Credits: 3

Typically Offered: Spring.

Course Description: All aspects of portfolio development, production and presentation. Elements of professional work application and self-promotional expectation in the professional field. **Prerequisite(s):** ART 110, ART 120, ART 130, ART 349, and ART 492.

ART 492 Graphic Design III Credits: 3

Typically Offered: Fall.

Course Description: Further investigation into design communications by exploring page layout systems, grid structures, informational design, editorial design, and multi-page formats. Principles of advertising design and layout will be explored. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 395 with a grade of C or higher.

ART 493 Internship In Art Credits: 2-6

Typically Offered: Fall, Spring, Summer.

Course Description: Practical guided experience in a range of design, graphic art, typography, illustration, photography and publications tasks. May be repeated for credit. **Prerequisite(s):** Junior or senior standing, declared Art major, ART 329, ART 359, and departmental approval.

ART 494 Senior Seminar and Exhibit Credits: 1

Typically Offered: Fall, Spring.

Course Description: Class session on professional topics; preparation and presentation of an exhibition of the student's personal art work. **Prerequisite(s):** Junior review and departmental approval.

ART 495 Graphic Design IV Credits: 3

Typically Offered: Spring.

Course Description: Advanced study in a self-defined area of visual communication. This class consolidates previous graphic design knowledge and skills, and offers the student an opportunity to focus on a major, self-initiated design project or problem. Six studio hours. May be repeated for credit. **Prerequisite(s):** ART 492 with a grade of C or higher.

Faculty