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, Spring.
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 - Multimaterial Crafts

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: Techniques and media used in the production of drawings for commercial purposes. Six studio hours. Prerequisite(s): ART 110, ART 120, and ART 310.

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. Prerequisite(s): ART 110, ART 120, ART 130, 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  Typography 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.
Course Description: Color, composition, and technique; the figure, still life, and nonobjective problems. Six studio hours. Prerequisite(s): 6 credit hours in drawing.
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
<th>Typically Offered</th>
<th>Course Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 370</td>
<td>Painting II</td>
<td>3</td>
<td>Fall, Spring</td>
<td>Advanced problems dealing with color and composition. Six studio hours. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 371</td>
<td>Topics in Ancient/Medieval Art</td>
<td>3</td>
<td>Fall</td>
<td>Continuation of exploration with color, composition, and technique; figurative and nonobjective directions. Six studio hours.</td>
</tr>
<tr>
<td>ART 372</td>
<td>Topics in Modern/Contemporary Art</td>
<td>3</td>
<td>Spring</td>
<td>Further investigation into the concepts and problems in Modern or Contemporary art. Course content varies by semester. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 375</td>
<td>Illustration II</td>
<td>3</td>
<td>Fall, Spring</td>
<td>Exploration of techniques, craftsmanship and conceptual skills to provide understanding of illustration and its function in design for commercial purposes.</td>
</tr>
<tr>
<td>ART 379</td>
<td>Sculpture I</td>
<td>3</td>
<td>Fall, Spring</td>
<td>Basic foundations in sculpture: theory, techniques, materials, processes. Six studio hours.</td>
</tr>
<tr>
<td>ART 380</td>
<td>Sculpture II</td>
<td>3</td>
<td>Fall, Spring</td>
<td>Sculptural theory, concepts, techniques, materials, and processes at the intermediate level. Six studio hours.</td>
</tr>
<tr>
<td>ART 381</td>
<td>In-Site Art and Cultural Experience</td>
<td>2-3</td>
<td>Departmental Discretion</td>
<td>Directed studio and art history opportunities for students off-campus. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 388</td>
<td>Interactive Design II</td>
<td>3</td>
<td>Fall</td>
<td>Introduction to compositional techniques for the application of real-time and interactive time-based forms in digital media design. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 395</td>
<td>Graphic Design II</td>
<td>3</td>
<td>Spring</td>
<td>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.</td>
</tr>
<tr>
<td>ART 410</td>
<td>Advanced Drawing</td>
<td>3</td>
<td>Fall</td>
<td>The figure in various media; advanced problems dealing with drawing as a complete form. Six studio hours. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 415</td>
<td>Ceramics III</td>
<td>3</td>
<td>Fall, Spring</td>
<td>Advanced techniques and problems in ceramics. Six studio hours. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 419</td>
<td>Printmaking III</td>
<td>3</td>
<td>Fall, Spring</td>
<td>Advanced problems in relief, intaglio, and serigraphy processes. Six studio hours. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 420</td>
<td>Photography III</td>
<td>3</td>
<td>Fall</td>
<td>Introduction to compositional techniques for the application of real-time and interactive time-based forms in digital media design. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 449</td>
<td>Character Animation</td>
<td>3</td>
<td>Fall</td>
<td>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.</td>
</tr>
<tr>
<td>ART 450</td>
<td>Independent Research/Project</td>
<td>3</td>
<td>Fall, Spring</td>
<td>Investigation of a research problem, project, or topic on an individual conference basis. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 453</td>
<td>Digital Animation</td>
<td>3</td>
<td>Spring</td>
<td>Students will learn to create believable and natural 3D computer animations with a combination of several different techniques.</td>
</tr>
<tr>
<td>ART 459</td>
<td>Interactive Design III</td>
<td>3</td>
<td>Fall</td>
<td>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.</td>
</tr>
<tr>
<td>ART 460</td>
<td>Photography III</td>
<td>3</td>
<td>Fall</td>
<td>Students will learn to create believable and natural 3D computer animations with a combination of several different techniques.</td>
</tr>
<tr>
<td>ART 470</td>
<td>Painting III</td>
<td>3</td>
<td>Fall, Spring</td>
<td>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.</td>
</tr>
<tr>
<td>ART 480</td>
<td>Ceramics III</td>
<td>3</td>
<td>Fall</td>
<td>Advanced techniques and problems in ceramics. Six studio hours. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 500</td>
<td>Independent Research/Project</td>
<td>3</td>
<td>Fall</td>
<td>Investigation of a research problem, project, or topic on an individual conference basis. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 505</td>
<td>Digital Animation Production</td>
<td>3</td>
<td>Departmental Discretion</td>
<td>Advanced photographic processes and problems emphasizing individual experience. Six studio hours. May be repeated for credit.</td>
</tr>
<tr>
<td>ART 510</td>
<td>Painting III</td>
<td>3</td>
<td>Fall, Spring</td>
<td>Advanced photographic processes and problems emphasizing individual experience. Six studio hours. May be repeated for credit.</td>
</tr>
</tbody>
</table>

Prerequisite(s): ART 229 and ART 329 with a grade of C or higher. Declared art major, minimum major GPA of 2.5, and departmental approval.
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.