

ART (ART)

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 (attribute MO51)



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 (attribute MO57)



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 129 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.

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 (attribute MO57)



ART 160 Beginning Drawing II Credits: 3

Typically Offered: Departmental Discretion.

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.

ART 170 Three-Dimensional Design Credits: 3

Typically Offered: Departmental Discretion.

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.

ART 180 Fibers Credits: 3

Typically Offered: Departmental Discretion.

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 (attribute MO57)



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 192 Digital Imaging Credits: 3

Typically Offered: Spring.

Course Description: In-depth study of digital imaging, editing and design techniques as a foundation in the study of visual communication. Fundamental instruction in raster-imaging software (Photoshop) to manipulate photographs, create original imagery, and solve visual problems. Students will investigate the elements and principles of design, explore with digital technology, and discover a broad range of communication ideas with visual images. Topics include making selections, layering, gradients, image-correction, composition, problem solving, and conceptual aesthetic development.

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 (attribute MO51)



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, and credit or concurrent enrollment in ART 129.

ART 221 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 190.

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):** Credit or concurrent enrollment in ART 129.

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.

CORE 42: MOTR ARTS 102; Art History II (attribute MO51)



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 290 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):** Credit or concurrent enrollment in ART 120 and ART 129.**ART 292 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):** ART 129 and a grade of C or higher in ART 290.**ART 315 Illustration I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** A project-based course that provides a variety of methods, techniques, and best practices for creating digital illustrations and experiences. Students will explore commercial markets and illustrative styles, sketch and plan concepts, experiment and apply automated techniques, engage in small team collaboration, present and critique work, and estimate time, costs, and objectives toward developing portfolio-quality work. **Prerequisite(s):** ART 110, ART 120, and ART 129.**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 129, and ART 190.**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 190 and ART 221.**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):** Credit or concurrent enrollment in ART 120 and ART 129.**ART 344 User Experience Design Credits: 3****Typically Offered:** Fall.**Course Description:** An introduction to User Experience (UX) theory and User Interface (UI) design methods toward producing interactive projects from design and psychological perspectives. Students learn visual design fundamentals and testing using industry-standard software and hardware. The course also explores understanding, writing, and planning for an interactive design process, curating a visual design system, creating interactive prototypes, establishing technical constraints, and conducting usability tests. **Prerequisite(s):** Credit or concurrent enrollment in ART 129 and PSY 101.**ART 345 3D Modeling and 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. **Prerequisite(s):** permission of instructor.**ART 349 Interactive Design I Credits: 3****Typically Offered:** Fall.**Course Description:** A continuation of User Interface (UI) design, and introduction to HTML, CSS, and front-end development methods through a comprehensive and non-linear interaction design workflow. The course provides multiple techniques in the creation and development of responsive web sites and email, best practices toward establishing a strong visual language, developing basic functional interactive components, and utilizing software and a code editor. **Prerequisite(s):** Credit or concurrent enrollment in ART 129 and PSY 101.**ART 351 Advance Motion Graphics Credits: 3****Typically Offered:** Departmental Discretion.**Course Description:** This course builds on motion graphics fundamentals covered in ART 250. Students will work to develop a better understanding of how to develop a distinct visual style in both personal work and in work for clients. The course emphasis Digital 3D Motion Design and integration. Students will gain familiarity with contemporary styles and trends in professional motion graphics. This course exposes students to the principles and elements of motion design through advanced level studio practices. May be repeated for credit. **Prerequisite(s):** ART 250.**ART 353 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 190 and ART 210.**ART 355 Advance Digital Lighting Credits: 3****Typically Offered:** Departmental Discretion.**Course Description:** This course is intended to provide students an opportunity to focus studies in advance production concepts in 3-D lighting, texturing and rendering and builds on topics covered in ART 225. Students will study the processes and techniques for creating shaders and lighting setups for both cinematic and gaming environments. Techniques in UV mapping and projection mapping will be explored for both environments and character creation. Additional topics including negative lighting and global illumination, will also be covered. May be repeated for credit. **Prerequisite(s):** ART 325.

ART 358 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 129, ART 190, and ART 210.**ART 359 Photography I Credits: 3****Typically Offered:** Fall, Spring.**Course Description:** This is an introduction course that explores the technical processes involved in digital photography, including using a DSLR camera, editing programs and digital printing skills. The course covers the use of camera functions: lens, exposure, f-stops, shutter speeds and digital formats. Emphasis will be placed on technical and compositional skills along with the aesthetic importance of the image. Students must have access to a high quality DSLR camera with the ability for manual control and RAW image capture. Six studio hours.**ART 360 Photography II Credits: 3****Typically Offered:** Departmental Discretion.**Course Description:** This course delves more deeply into the technical functions of a digital camera as well as the art of photography. There is an emphasis on independent student work. Students must have access to a DSLR or mirrorless camera with the ability to shoot in manual mode and capture RAW images. **Prerequisite(s):** ART 359.**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.**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.**ART 375 Illustration II Credits: 3****Typically Offered:** Departmental Discretion.**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 390 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):** A grade of C or higher in ART 292.**ART 449 Interactive Design II Credits: 3****Typically Offered:** Spring.**Course Description:** Building upon skills developed in Interactive Design I, this course introduces beginner-level JavaScript, object-oriented programming concepts, advanced User Experience (UX) design topics, and a continuation of User Interface (UI) design using industry-standard software and hardware. The course also explores ongoing usability testing and producing quantitative results, problem-solving through critical thinking, designing for Human-Computer Interaction (HCI), and planning, documenting, designing, and developing large-scope projects for mobile and web delivery. **Prerequisite(s):** ART 129, ART 349, and credit or concurrent enrollment in PSY 101.**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):** Minimum major GPA of 2.5, and departmental approval.**ART 455 Advance Digital Sculpting Credits: 3****Typically Offered:** Departmental Discretion.**Course Description:** This course will introduce students to advance modeling techniques for hard surface and organic modeling. The student will understand proper modeling workflow, topology, retopology, exporting and applying high fidelity models for a variety of real-world applications. May be repeated for credit. **Prerequisite(s):** ART 221.**ART 460 Photography III Credits: 3****Typically Offered:** Departmental Discretion.**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 221, ART 325, or ART 353.**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.**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.**ART 475 Illustration III Credits: 3****Typically Offered:** Departmental Discretion.**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 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 325, ART 326, or ART 353.

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 349, ART 390 and ART 490.

ART 490 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):** A grade of C or higher in ART 390.

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):** ART 290 and departmental approval.