

# SCHOOL OF ART AND DESIGN

## Minors

A minor in the School of Art and Design consists of a minimum of 15 credit hours. A minor may be completed either in art history or in studio art.

## Programs

- Allied Arts, B.A. (<http://catalog.marshall.edu/undergraduate/programs-az/arts-media/art-design/allied-arts-ba/>)
- Art History, Minor (<http://catalog.marshall.edu/undergraduate/programs-az/arts-media/art-design/art-history-minor/>)
- Art, B.A. (<http://catalog.marshall.edu/undergraduate/programs-az/arts-media/art-design/art-ba/>)
- Studio Art, Minor (<http://catalog.marshall.edu/undergraduate/programs-az/arts-media/art-design/studio-art-minor/>)
- Visual Arts, B.F.A. (<http://catalog.marshall.edu/undergraduate/programs-az/arts-media/art-design/visual-arts-bfa/>)

## Courses

 - General Education Course

### ART 101 Visual Culture and Research 3 Credit hours

Introduction to the functions of art applications of media, elements and principles of design, artists, and aesthetics. (Required for Art Majors)

**Grade Mode:** Normal Grading Mode

### ART 112 Intro To Visual Art 3 Credit hours

An introduction to the methods and principles of the visual arts. Students will consider the work of major artists in thematic contexts. (For non-art majors only.)

**Attributes:** Fine Arts

**Grade Mode:** Normal Grading Mode

### ART 112H Intro to Visual Art Honors 3 Credit hours

An introduction to the methods and principles of the visual arts. Students will consider the work of major artists in thematic contexts. (For non-art majors only.)

**Pre-req:** Admitted Honors College with a score of 1.

**Grade Mode:** Normal Grading Mode

### ART 113 Art Education: Elementary 3 Credit hours

An introduction to the materials and methods for teaching art in early childhood and elementary (PreK-6). Stages of development, integrated curriculum design, assessment, and instructional strategies are emphasized.

**Grade Mode:** Normal Grading Mode

### ART 201 History of Art 3 Credit hours

A survey of the development of architecture, sculpture, painting, and the minor arts to ca. 1400 A.D. to the present.

**Pre-req:** ART 112 with a minimum grade of C or ART 101 with a minimum grade of C.

**Grade Mode:** Normal Grading Mode

### ART 202 History of Art 3 Credit hours

A survey of the development of architecture, sculpture, painting, and the minor arts to ca. 1400 A.D. to the present.

**Pre-req:** ART 112 with a minimum grade of C or ART 101 with a minimum grade of C.

**Grade Mode:** Normal Grading Mode

### ART 214 Foundations: Grid/Chroma 3 Credit hours

Introduction to graphic design principles/software in one half-semester workshop and color theory/painting in another. Students will develop visual, technical, and critical thinking skills by solving conceptual problems.

**Grade Mode:** Normal Grading Mode

### ART 215 Foundations: Form/Space 3 Credit hours

Introduction to 3D physical form/space by exploring ceramics in one half-semester workshop and sculpture in another. Students will develop visual, technical, and critical thinking skills by solving conceptual problems.

**Grade Mode:** Normal Grading Mode

### ART 217 Foundations: Record/Layer 3 Credit hours

Introduction to still life/figure drawing in one half-semester workshop and experimental drawing/mixed media in another. Students will develop perceptual, technical, and creative problem solving skills.

**Grade Mode:** Normal Grading Mode

### ART 218 Foundations: Site/Matrix 3 Credit hours

Introduction to installation art with fibers in one half-semester workshop and printmaking processes in another. Students will develop visual, technical, and critical thinking skills by solving conceptual problems.

**Grade Mode:** Normal Grading Mode

### ART 219 Foundations: Frame/Time 3 Credit hours

Introduction to digital/film photography in one half-semester workshop and 4D design principles/video-based processes in another. Students will develop visual, technical, and critical thinking skills by solving conceptual problems.

**Grade Mode:** Normal Grading Mode

### ART 255 Beginning Painting I 3 Credit hours

Basic techniques using color creatively based on an understanding of visual structural elements; various media including water, acrylic and oil based paints.

**Pre-req:** ART 214 and ART 217.

**Grade Mode:** Normal Grading Mode

### ART 271 Practicum 3 Credit hours

**Grade Mode:** Normal Grading Mode

### ART 272 Practicum 3 Credit hours

**Grade Mode:** Normal Grading Mode

### ART 280 Special Topics 1-4 Credit hours

To be used for experimental courses. By permission only.

**Grade Mode:** Normal Grading Mode

### ART 281 Special Topics 1-4 Credit hours

To be used for experimental courses. By permission only.

**Grade Mode:** Normal Grading Mode

### ART 282 Special Topics 1-4 Credit hours

To be used for experimental courses. By permission only.

**Grade Mode:** Normal Grading Mode

### ART 283 Special Topics 1-4 Credit hours

To be used for experimental courses. By permission only.

**Grade Mode:** Normal Grading Mode

- ART 298 Foundations Review: BFA** **1 Credit hour**  
Students must present art and design work from all foundations studio courses for faculty review. Required for program advancement. Art majors only.  
**Pre-req:** ART 101 with a minimum grade of C and ART 214 with a minimum grade of C and ART 215 with a minimum grade of C and ART 217 with a minimum grade of C and ART 218 with a minimum grade of C and ART 219 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 299 Foundations Review: BA** **0 Credit hours**  
Students present artwork from foundations courses for faculty review. (Art Education 5-Adult: 218 not required). Successful completion of ART 299 is a prerequisite for advanced studio courses.  
**Pre-req:** ART 101 with a minimum grade of C and ART 214 with a minimum grade of C and ART 215 with a minimum grade of C and ART 217 with a minimum grade of C and ART 218 with a minimum grade of C and ART 219 with a minimum grade of C.  
**Grade Mode:** Credit/No Credit Grade Only
- ART 301 Printmaking Processes** **3 Credit hours**  
Experiments in the media of intaglio, lithography, serigraphy, relief collagraphs and new techniques in printmaking.  
**Pre-req:** ART 218 with a minimum grade of C.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 302 Relief Printmaking** **3 Credit hours**  
Traditional and experimental approaches to relief printmaking, including woodcut, linocut, wood engraving, relief etching, Japanese techniques, monoprints, and other press and handprinting relief processes.  
**Pre-req:** ART 301 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 303 Surface Design** **3 Credit hours**  
Introduction to surface design. Student will learn various techniques to apply color on fabric surface.  
**Pre-req:** ART 214 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 305 Ceramics** **3 Credit hours**  
Search for form and personal expressing through clay. Emphasis on handbuilding techniques, decorative processes and glaze application.  
**Pre-req:** ART 215 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 307 Sculpture** **3 Credit hours**  
Emphasis on modeling in clay and exploring the potential of plaster, wood and other materials relevant to the area of sculpture.  
**Pre-req:** ART 215 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 308 Weaving** **3 Credit hours**  
The student will demonstrate the ability to carry through the entire process for planning, through warping, threading, and weaving. Each will create unique art works while developing traditional technical skills.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 310 Art Education: Elementary** **3 Credit hours**  
An introduction to the materials and methods for teaching art in early childhood and elementary (PreK-6). Stages of development, integrated curriculum design, assessment, and instructional strategies are emphasized.  
**Grade Mode:** Normal Grading Mode
- ART 312 Typography** **3 Credit hours**  
Practical studio skills: Typography, application of design principles in print and digital media, and introduction to the computer as a design tool. Also, the designer's relationship to clients and other professionals. Practical studio skills: specifying type, photographic and airbrush techniques and preparation of mechanicals. Also, designer's relationship to agencies, clients, printers, and other professionals.  
**Pre-req:** ART 214 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 313 Installation Art With Fibers** **3 Credit hours**  
The student will create installation art using a variety of fibers tools, materials, and processes with focus on self-expression and the exploration of structure, space, color, form, and meaning.  
**Pre-req:** ART 214 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 314 Graphic Design I** **3 Credit hours**  
Sign combinations and visual structure, in relation to meaning of visual messages. Assignments include posters, advertising, information design, and corporate identity. Introduction to materials and procedures in the design process.  
**Pre-req:** (ART 214 with a minimum grade of C and ART 312 with a minimum grade of C) or (JMC 241 with a minimum grade of D and MKT 341 with a minimum grade of D).  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 315 Intro to Photography** **3 Credit hours**  
Introduction to black and white photography through basic techniques of camera controls, lighting, traditional wet lab, and digital imaging.  
**Pre-req:** ART 219.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 316 Graphic Design II** **3 Credit hours**  
Applies the use of type and images to design for advertising, editorial, for instructional purposes. Involvement with extended design and layout problems.  
**Pre-req:** ART 314 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 317 Illustration** **3 Credit hours**  
Conceptual and technical development of illustrations for editorial and advertising purposes.  
**Pre-req:** ART 217 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 318 Art/Design for Websites** **3 Credit hours**  
This course will focus on art and design considerations in creating web sites. Current software will be used to create graphics, video and audio for web page and website design.  
**Pre-req:** ART 214.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode

- ART 319 Wood Fundamentals: Furniture** **3 Credit hours**  
The fundamental methods of wood furniture design and construction, including joinery techniques, will be taught. Domestic and exotic woods will be used.  
**Pre-req:** ART 215 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 320 Silk Screen Printmaking** **3 Credit hours**  
Experience with screen-printing stencil processes. The advanced student may also explore photographic stencil-making and printing and a variety of surfaces.  
**Pre-req:** ART 301 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 322 Collagraphs** **3 Credit hours**  
Printmaking using the collagraph plate or matrix, an additive method that employs both intaglio and relief techniques.  
**Pre-req:** ART 301 and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode
- ART 323 35mm Slide Photography** **3 Credit hours**  
Photographic composition, color, and creative pictorial vision along with camera controls are explored through making 35mm slides.  
**Pre-req:** ART 315 or JMC 360.  
**Grade Mode:** Normal Grading Mode
- ART 324 Image Visual: Darkroom** **3 Credit hours**  
ART 324 is a continuation of material presented in ART 315. Students will explore black and white photography through a variety of cameras and techniques.  
**Pre-req:** ART 315 and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode
- ART 325 Image Visualization: Digital** **3 Credit hours**  
ART 325 is an exploration using digital techniques. Students will refine their personal vision using digital cameras, lighting and digital imaging software.  
**Pre-req:** ART 219 with a minimum grade of C.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 331 Cast Metal Sculpture** **3 Credit hours**  
Several major art casting procedures will be studied and employed in the production of original sculptures. Emphasis will be placed on the lost wax process using ceramic shell molds.  
**Pre-req:** ART 307 and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode
- ART 332 Carved Sculpture** **3 Credit hours**  
Emphasis will be on the tools, materials and processes of subtractive sculpture. Both traditional and modern techniques will be explored in carving from a variety of woods, stones and other materials.  
**Pre-req:** ART 307 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 333 Welded Sculpture** **3 Credit hours**  
A variety of techniques including oxygen/acetylene, arc and TIG welding will be studied and practiced in the process of direct metal sculpting.  
**Pre-req:** ART 307 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 335 Art Ed 2D-3D** **3 Credit hours**  
Philosophy, media and methods for teaching art (emphasis for elementary level); includes laboratory experiences.  
**Grade Mode:** Normal Grading Mode
- ART 340 Art Education: Secondary** **3 Credit hours**  
An introduction to the methods for teaching art at the secondary level (7-12). Authentic instruction and classroom assessment strategies are emphasized.  
**Pre-req:** ART 113 with a minimum grade of C or ART 310 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 343 Intro to Potter's Wheel** **3 Credit hours**  
Basic throwing skills, surface enrichment and glaze application emphasized. Design analysis and production of functional form stressed.  
**Pre-req:** ART 215 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 344 Primitive Ceramic Tech** **3 Credit hours**  
The study of local clay preparation and primitive firing and decorating techniques.  
**Pre-req:** (ART 305 or ART 343) and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode
- ART 345 Problems in Porcelain** **3 Credit hours**  
The formulation and use of porcelain in the production of utilitarian and sculptural form.  
**Pre-req:** (ART 305 or ART 343) and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode
- ART 350 Watercolor Painting** **3 Credit hours**  
Watercolor medium in expressing still life, landscape, and the human figure.  
**Pre-req:** ART 214 with a minimum grade of C or ART 217 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 351 Advanced Watercolor** **3 Credit hours**  
Advanced exploration of watercolor, inks and other fluid media. Emphasis will be on experimental methods and personal originality.  
**Pre-req:** ART 350 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 353 Beginning Painting I** **3 Credit hours**  
**Pre-req:** ART 214 with a minimum grade of C or ART 217 with a minimum grade of C.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 354 Beginning Painting II** **3 Credit hours**  
**Pre-req:** ART 353.  
**Grade Mode:** Normal Grading Mode
- ART 355 Painting III** **3 Credit hours**  
Continues development for the intermediate level painter with emphasis on techniques and form, including varied supports, grounds, mediums such as encaustics, synthetic resins, egg tempera, acrylics and oils.  
**Pre-req:** ART 214 or ART 217.  
**Grade Mode:** Normal Grading Mode
- ART 360 Mixed Media** **3 Credit hours**  
Projects in painting, drawing and mixed media.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode

- ART 369 Mold Making & Casting** **3 Credit hours**  
Advanced processes of piece and flexible mold making will be studied and practiced for the purpose of casting complex forms and limited edition sculpture.  
**Pre-req:** (ART 307 or ART 305) and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode
- ART 371 Practicum** **3 Credit hours**  
**Grade Mode:** Normal Grading Mode
- ART 372 Practicum** **3 Credit hours**  
**Grade Mode:** Normal Grading Mode
- ART 389 20th Century Art** **3 Credit hours**  
A survey of major 20th Century artists works, styles, movements and media in a broad historical context with discussion of research methods and directed research project.  
**Pre-req:** ART 201 with a minimum grade of C and ART 202 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 390 Professional Practice** **3 Credit hours**  
Current views and practice: contemporary issues in art, safe practices in the studio, career opportunities, technology and art, and professional skills for artists.  
**Pre-req:** ART 298 with a minimum grade of C or ART 299 with a minimum grade of C.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 404 Iconography of Mary** **3 Credit hours**  
Traces the sources and evolution of Catholic doctrine and images of the Virgin Mary.  
**Grade Mode:** Normal Grading Mode
- ART 406 Figure Drawing** **3 Credit hours**  
Practice in drawing from the posed human figure.  
**Pre-req:** ART 218.  
**Grade Mode:** Normal Grading Mode
- ART 407 Tribal Arts** **3 Credit hours**  
An introduction to the unique arts of so-called pre-civilized peoples with a two-fold emphasis: First, the European pre-historic; second, the non-European primitive.  
**Pre-req:** ART 202 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 408 Art & Arch of Ancient Egypt** **3 Credit hours**  
History of the visual arts of ancient Egypt in the context of social and religious influences.  
**Pre-req:** ART 201 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 409 19th Century Art** **3 Credit hours**  
A survey of the development of architecture, painting, and sculpture in the Western World during the last century.  
**Pre-req:** ART 201 with a minimum grade of C and ART 202 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 411 Art of Ancient Rome** **3 Credit hours**  
Explores the art and architecture of ancient Rome in light of social and religious influences.  
**Pre-req:** ART 201 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 414 Art & Arch Italian Renaissance** **3 Credit hours**  
Explores the art and architecture of the Italian Renaissance in the context of social and religious influences.  
**Pre-req:** ART 201 with a minimum grade of C and ART 202 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 415 Northern Renaissance Art** **3 Credit hours**  
Explores the art of Northern Europe during the Renaissance in light of social and religious influences.  
**Pre-req:** ART 201 with a minimum grade of C and ART 202 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 416 Baroque Art** **3 Credit hours**  
Analyzes Baroque art and the social milieu that influenced, commissioned, financed, and produced it.  
**Pre-req:** ART 201 with a minimum grade of C and ART 202 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 418 Advanced Drawing** **3 Credit hours**  
Drawing problems designed and executed by the individual student, in a variety of media, to develop unique imagery and increased technical skill.  
**Pre-req:** ART 218 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 419 Textile Construction** **3 Credit hours**  
Explore various textile materials using ancient and contemporary processes and their applications in the development of 21st century crafts and products.  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 420 Textile Design** **3 Credit hours**  
Textile design for possible commercial production, emphasizing the creation of numerous fabric samples and limited amounts of yardage.  
**Grade Mode:** Normal Grading Mode
- ART 422 Digital Process for Textiles** **3 Credit hours**  
Students will use graphics software to produce original designs emphasizing the strength of these programs to quickly manipulate color palette, scale, and pattern to develop functional textiles for industrial use.  
**Grade Mode:** Normal Grading Mode
- ART 423 Photographic Lighting** **3 Credit hours**  
Advanced course for students who have completely mastered the basics of photography. Covers basic studio setup, creative use of the studio situation in portraits, still life and photo illustration.  
**Pre-req:** ART 325 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C or AM 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 424 Women and Art** **3 Credit hours**  
Explores the relationship of women to art historically; as artists, as subject matter, and as patrons/consumers.  
**Pre-req:** ART 201 with a minimum grade of C and ART 202 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode

- ART 425 History of Photography** **3 Credit hours**  
Selected survey of the history of photography investigating the prehistory and invention of photography, portraiture, landscape, social documentary, aesthetic, and experimental practice, post-modernism, and the digital age.  
**Pre-req:** ART 201 with a minimum grade of C and ART 202 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 426 19th Century Photo Processes** **3 Credit hours**  
Explores traditional photographic processes that were prevalent during the 19th century combines with contemporary practices using digital techniques. Emphasis on creative development and technical proficiency.  
**Pre-req:** (ART 324 or ART 325) and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode
- ART 427 Photo Portfolio** **3 Credit hours**  
Continued development of creative work with emphasis on preparation of portfolio and exhibition.  
**Pre-req:** (ART 324 with a minimum grade of C or ART 325 with a minimum grade of C) and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 440 Adv Graphic Design** **3 Credit hours**  
Directed study in which student select subject from any area of commercial design with the goal of developing specific area of expertise. Emphasis on original design and research.  
**Pre-req:** ART 316 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 442 Monumental Sculpture** **3 Credit hours**  
Emphasis will be on the planning and production of fountains, architectural reliefs and other large environmental sculptures.  
**Pre-req:** ART 307 and (ART 298 or ART 299).  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 443 Mm/Assemblage Sculpture** **3 Credit hours**  
Combinations of found, fabricated and mixed materials will be assembled into original sculpture compositions.  
**Pre-req:** ART 215 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 444 Papermaking/Bookbinding** **3 Credit hours**  
The preparation and processing of fibers for papermaking including experiences in sheet forming,  
**Pre-req:** ART 298 or ART 299.  
**Grade Mode:** Normal Grading Mode
- ART 445 Graphic Design Corp Ident** **3 Credit hours**  
Application of graphic design, including typography, photography and illustrations in developing and implementing identity systems.  
**Pre-req:** ART 314 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 446 Intermed Potter's Wheel** **3 Credit hours**  
Continuation of Art 343. The student will master basic wheel and decorative processes developing a personal style in their work.  
**Pre-req:** ART 343 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 447 Combined Ceramic Process** **3 Credit hours**  
Exploration of a variety of ceramic building and firing processes such as hand building, wheel and slip casting.  
**Pre-req:** (ART 305 with a minimum grade of C or ART 343 with a minimum grade of C) and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 448 Ceramic Mat & Processes** **3 Credit hours**  
Practical and empirical investigation of ceramic materials, techniques and approaches to their use in clay and glazes.  
**Pre-req:** (ART 305 with a minimum grade of C or ART 343 with a minimum grade of C) and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 449 Ceramic Sculpture** **3 Credit hours**  
Contemporary ideas and techniques of ceramic fired and unfired sculpture.  
**Pre-req:** ART 305 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 450 2 & 3D Designs for Fabric** **3 Credit hours**  
Exploring the potentialities of fabric as an art experience in two and three dimensional art form.  
**Pre-req:** ART 308.  
**Grade Mode:** Normal Grading Mode
- ART 451 Advanced Ceramics** **3 Credit hours**  
The advanced student will explore individual problems and interests in clay.  
**Pre-req:** (ART 305 or ART 343) and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode
- ART 453 Motion Design I** **3 Credit hours**  
Introductory topics in time-based media. Topics may include motion design, animation, video compositing, sound design, interactive design, data visualization, digital storytelling, or related subjects.  
**Pre-req:** ART 298 with a minimum grade of C or ART 299 with a minimum grade of C or AM 299 with a minimum grade of C.  
**Grade Mode:** Normal Grading Mode
- ART 454 Motion Design II** **3 Credit hours**  
Advanced topics in time-based media. Topics may include motion design, animation, video compositing, sound design, interactive design, data visualization, digital storytelling, or related subjects. (PR: ART 453)  
**Pre-req:** ART 316 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C or AM 299 with a minimum grade of C).  
**Attributes:** No Textbook Required  
**Grade Mode:** Normal Grading Mode
- ART 455 Painting Acrylic & Oil** **3 Credit hours**  
Study and practice of painting in expressing still life, landscape, and the human figure.  
**Pre-req:** ART 453 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C).  
**Grade Mode:** Normal Grading Mode
- ART 456 Painting Acrylic & Oil** **3 Credit hours**  
Study and practice of painting in expressing still life, landscape, and the human figure.  
**Pre-req:** ART 353 and (ART 298 or ART 299).  
**Grade Mode:** Normal Grading Mode

<b>ART 457 Figure Painting</b>	<b>3 Credit hours</b>	<b>ART 472 Practicum</b>	<b>3 Credit hours</b>
Painting the nude model using modern and classical methods. <b>Pre-req:</b> ART 353 and (ART 298 or ART 299). <b>Grade Mode:</b> Normal Grading Mode		To be used for learning activities that involve the application of previously learned processes, theories, systems or techniques. <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 458 Adv Problems In Painting</b>	<b>3 Credit hours</b>	<b>ART 473 Practicum</b>	<b>3 Credit hours</b>
Refinement and development of individual concerns with content, form and techniques in painting. <b>Pre-req:</b> ART 353 with a minimum grade of C or ART 354 with a minimum grade of C. <b>Grade Mode:</b> Normal Grading Mode		To be used for learning activities that involve the application of previously learned processes, theories, systems or techniques. <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 459 Digital Drawing and Painting</b>	<b>3 Credit hours</b>	<b>ART 475 Advanced Studio Sequence</b>	<b>3 Credit hours</b>
Students will create conceptual illustrations for books, gaming, storyboards and movies by integrating traditional drawing and painting techniques with digital media. <b>Pre-req:</b> ART 298 or ART 299. <b>Grade Mode:</b> Normal Grading Mode		To be used to complete studio specialization and may be repeated. By permission only. <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 460 History &amp; Phil of Art Ed</b>	<b>3 Credit hours</b>	<b>ART 476 Advanced Studio Sequence</b>	<b>3 Credit hours</b>
A survey of the evolution of art education and philosophy, and a study of problems related to art education on the elementary and high school level. <b>Pre-req:</b> ART 340 with a minimum grade of C. <b>Grade Mode:</b> Normal Grading Mode		To be used to complete studio specialization and may be repeated. By permission only. <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 463 Adv Intaglio Printmaking</b>	<b>3 Credit hours</b>	<b>ART 477 Advanced Studio Sequence</b>	<b>3 Credit hours</b>
Development of individualized form using intaglio techniques and incorporation multiple colors, plates, assemblages, collagraphs, photo-etching, and mixed media. <b>Pre-req:</b> ART 301 with a minimum grade of C and (ART 298 with a minimum grade of C or ART 299 with a minimum grade of C). <b>Grade Mode:</b> Normal Grading Mode		To be used to complete studio specialization and may be repeated. By permission only. <b>Attributes:</b> No Textbook Required <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 464 History of Modern Design</b>	<b>3 Credit hours</b>	<b>ART 478 Advanced Studio Sequence</b>	<b>3 Credit hours</b>
History of print and object design from the beginning of the nineteenth through the twentieth century will be studied in terms of art history, technology, politics, economics, and consumer behavior. <b>Pre-req:</b> ART 201 with a minimum grade of C and ART 202 with a minimum grade of C. <b>Grade Mode:</b> Normal Grading Mode		To be used to complete studio specialization and may be repeated. By permission only. <b>Attributes:</b> No Textbook Required <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 465 Lithography</b>	<b>3 Credit hours</b>	<b>ART 479 Advanced Studio Sequence</b>	<b>3 Credit hours</b>
Basic techniques of hand lithography, both stone and metal plate. <b>Pre-req:</b> ART 301 and (ART 298 or ART 299). <b>Grade Mode:</b> Normal Grading Mode		To be used to complete studio specialization and may be repeated. By permission only. <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 466 Curr Dev Pub Sch Art K-12</b>	<b>3 Credit hours</b>	<b>ART 480 Special Topics</b>	<b>1-4 Credit hours</b>
Exploring considerations for curriculum development in art education; developing individualized curriculum for specific situations on grade levels K-6 or 7-12. <b>Pre-req:</b> ART 113 and ART 340. <b>Grade Mode:</b> Normal Grading Mode		To be used for experimental courses. By permission only. <b>Attributes:</b> No Textbook Required <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 468 Secondary Ed: Teaching Art</b>	<b>3 Credit hours</b>	<b>ART 481 Special Topics</b>	<b>1-4 Credit hours</b>
This course focuses on instructional standards and methods for teaching art at the secondary level with an emphasis on middle grades. A clinical experience provides observation and teaching. <b>Pre-req:</b> ART 340 with a minimum grade of C and ART 460 with a minimum grade of C. <b>Grade Mode:</b> Normal Grading Mode		To be used for experimental courses. By permission only. <b>Attributes:</b> No Textbook Required <b>Grade Mode:</b> Normal Grading Mode	
<b>ART 470 Practicum</b>	<b>3 Credit hours</b>	<b>ART 482 Special Topics</b>	<b>1-4 Credit hours</b>
To be used for learning activities that involve the application of previously learned processes, theories, systems or techniques. <b>Grade Mode:</b> Normal Grading Mode		To be used for experimental courses. By permission only. <b>Grade Mode:</b> Normal Grading Mode	
		<b>ART 483 Special Topics</b>	<b>1-4 Credit hours</b>
		To be used for experimental courses. By permission only. <b>Grade Mode:</b> Normal Grading Mode	
		<b>ART 485 Independent Study</b>	<b>1-4 Credit hours</b>
		To be reserved for tutorials, directed and independent readings, directed and independent research, problem reports, and other activities designed to fit the needs of individual students within the major. <b>Grade Mode:</b> Normal Grading Mode	
		<b>ART 486 Independent Study</b>	<b>1-4 Credit hours</b>
		To be reserved for tutorials, directed and independent readings, directed and independent research, problem reports, and other activities designed to fit the needs of individual students with the major. <b>Grade Mode:</b> Normal Grading Mode	

**ART 487 Independent Study 1-4 Credit hours**

To be reserved for tutorials, directed and independent readings, directed and independent research, problem reports, and other activities designed to fit the needs of individual students within the major.

**Grade Mode:** Normal Grading Mode

**ART 488 Independent Study 1-4 Credit hours**

To be reserved for tutorials, directed and independent readings, directed and independent research, problem reports, and other activities designed to fit the needs of individual students within the major.

**Grade Mode:** Normal Grading Mode

**ART 489 Graphic Design Portfolio 2 Credit hours**

**Pre-req:** ART 316 with a minimum grade of C or AM 299 with a minimum grade of C.

**Attributes:** No Textbook Required

**Grade Mode:** Normal Grading Mode

**ART 490 Apprenticeship 1-3 Credit hours**

Student is placed in a supervised work situation, offering the opportunity to perform professional work. This will include 60 work hours per each registered credit hour.

**Pre-req:** ART 316 with a minimum grade of C.

**Attributes:** No Textbook Required

**Grade Mode:** Normal Grading Mode

**ART 491 Graphic Design Workshop 3 Credit hours**

Students in the workshop will engage in actual design problems with non-profit groups or small businesses to gain graphic design experience.

**Pre-req:** ART 298 or ART 299.

**Grade Mode:** Normal Grading Mode

**ART 497 Capstone Studio 3 Credit hours**

Students will research, plan and develop a substantial body of independently conceived artworks in consultation with studio art faculty.

**Pre-req:** ART 390 with a minimum grade of C.

**Grade Mode:** Normal Grading Mode

**ART 498 🌱 Senior Capstone Exhibition BFA 3 Credit hours**

Students refine their creative visual productions and a supporting statement that culminate in a public exhibition.

**Pre-req:** ART 390 with a minimum grade of C.

**Attributes:** Capstone Course, No Textbook Required

**Grade Mode:** Normal Grading Mode

**ART 499 🌱 Senior Capstone Exhibition BA 1 Credit hour**

Students document and exhibit their production from courses completed during their senior year in their area (s) of concentration.

The exhibition should result from their academic as well as studio study.

**Pre-req:** ART 298 with a minimum grade of C or ART 299 with a minimum grade of C.

**Attributes:** Capstone Course, No Textbook Required

**Grade Mode:** Credit/No Credit Grade Only