ART (AR)

AR-REV  Art and Design Student Portfolio Review  Credits: None
Term Offered: All Terms
Course Type(s): None
Required student portfolio review usually completed during the fourth semester. Transfer students need to schedule with an advisor. This is a pass/fail course.

AR-SHO  Senior Show  Credits: None
Term Offered: All Terms
Course Type(s): None
This is a pass/fail course.

AR-101  Art Appreciation  Credits: 3
Term Offered: All Terms
Course Type(s): AT
A global survey of the cross-cultural evolution of art from the prehistoric period through the twentieth century. Emphasis will be placed on understanding the basic elements of art, the creative process, and the significance of art within the context of social, political, religious, and economic climate of its time.

AR-113  Basic Design and Composition  Credits: 3
Term Offered: Fall Term
Course Type(s): AT
Drawing and design disciplines pertaining to a solid and basic understanding of composition, figure-ground relationships and the organization of marks and shapes on flat surfaces. Some beginning aspects of color and an experience relating to relief forms.

AR-114  Basic Design and Color  Credits: 3
Prerequisites: AR-113 and AR-191.
Term Offered: Spring Term
Course Type(s): None
A continuation of material covered in Basic Design and Composition (AR-113) with emphasis on the study of color and its relationship to various aspects of drawing and design. Color will be studied in two specific ways: the physicality of color and the illusionistic possibilities inherent in color. To put it simply, physicality pertains to color mixing or painting, and illusion relates to the interaction of color.

AR-116  Three-Dimensional Design  Credits: 3
Prerequisites: AR-113 and AR-191.
Term Offered: Spring Term
Course Type(s): None
Three-dimensional design takes 2D design knowledge and experience and brings it into the third dimension. This course develops a sensitivity to a wide range of 3D media, processes, and concepts, including digital modeling and 3D printing. Studio hours to be arranged.

AR-172  Introduction to Digital Design  Credits: 3
Prerequisite: AR-113.
Term Offered: All Terms
Course Type(s): TL
An introduction to basic graphic design and visual communication concepts. Builds on the skills learned in foundation courses in basic design and complements the introduction to the field in Graphic Design Studio I, AR-269. Students will become proficient in design concepts and computer skills later used in the Graphic Design field, including page layout, illustration, photography, and Web design. They will continue to develop creative problem-solving skills and the foundation theory of Graphic Design.

AR-177  Introduction to Digital Design for Non-Art majors  Credits: 3
Term Offered: All Terms
Course Type(s): None
Designed for students with little or no experience in computer graphics. Combines basic visual problem solving with hands-on, computer-based digital training. Projects are designed with the non-art/design major in mind and would be appropriate for students majoring in journalism, communications, marketing and music industry.

AR-178  Web Studio  Credits: 3
Term Offered: All Terms
Course Type(s): IM
An introduction to the visual aesthetics and fundamental skills required to create web graphics and media, digital publication, and web and mobile interface design. Covers the use of current graphics software in addition to training in graphic production and composition needed for the Internet.

AR-181  Digital Photography I  Credits: 3
Term Offered: All Terms
Course Type(s): AT, IM
Light and lens are the fundamental elements of photographic and video media. This foundation level course introduces students to the formal characteristics of light and lenses by surveying a variety of image-making practices, from primitive photographic devices to digital photography and video. Through a combination of classroom talks and hands-on-projects, students will encounter principles of black-and-white and color photography as well as elementary video. Learning camera controls in this manner opens up a wide range of expressive possibilities.

AR-183  Black and White Photography I  Credits: 3
Term Offered: All Terms
Course Type(s): AT
Technical proficiency in basic black and white photography, including exposure, developing, printing, and presentation. Photography is presented as a tool to understand the world and as a means of expression and communication. Students will learn how to interpret and discuss the visual language of photography.

AR-191  Drawing I  Credits: 3
Term Offered: All Terms
Course Type(s): AT
Explore fundamentals of drawing in order to accurately describe nonfigurative volumetric objects. Students are expected to develop a solid understanding of basic drawing elements such as line, value, mass, and space and learn to comprehend the understanding of space, shape, proportion, form, volume, light, and rhythm. Drawing I is a basic hands-on course that introduces the student to various traditional drawing techniques and materials for expression. Working with a basic drawing medium, we will explore fundamental rendering techniques. Six hours per week.
AR-192 Drawing II  
Credits: 3  
Prerequisite: AR-191.  
Term Offered: All Terms  
Course Type(s): None  
A studio course that continues to develop the skills covered in Drawing I AR-191. Students will be introduced to both traditional and nontraditional concepts and techniques of interpretive and subjective drawing and rendering. Drawing techniques and materials pertaining to the expression of both figurative and nonfigurative subject matter will be explored. The human figure will serve as the primary subject of study with an emphasis placed on the rendering skills. The complex nature of the figure provides students with problems that require serious attention to observational skills in order to correctly render the form. Drawing II utilizes the live, nude model. Six hours per week.

AR-198 Special Topics in Art (100 Level)  
Credits: 1-3  
Prerequisite: As announced in the course schedule.  
Term Offered: All Terms  
Course Type(s): None  
An intensive study of a particular subject or problem in art to be announced prior to registration. The course may be conducted on either a lecture-discussion or a seminar basis.

AR-199 Independent Study in Art  
Credits: 1-3  
Term Offered: Spring Term  
Course Type(s): None  
Guided research - A studio project or art history topic. Weekly consultation. May be elected for a total of 6 credits.

AR-217 Sculpture I  
Credits: 3  
Prerequisites: AR-116, AR-191, and AR-192 for art majors.  
Term Offered: Fall Term  
Course Type(s): None  
Sculpture for beginners as well as intermediate students, including modeling from life, plaster, simple casting procedures, found object, installation, digital modeling and 3D printing. Students will be introduced to professional practices in sculpture. Six hours per week. Department chair approval is required for non-art majors.

AR-218 Sculpture II  
Credits: 3  
Prerequisite: AR-217.  
Term Offered: Spring Term  
Course Type(s): EX3  
A direct continuation of AR-217, Sculpture I, processes along with multi-media contemporary practice of interdisciplinary collaboration, artist teams and social practice art. Students will develop professional practices in sculpture. Six hours per week.

AR-221 Painting I  
Credits: 3  
Prerequisites: AR-113, AR-114, AR-191, and AR-192 for art majors.  
Term Offered: All Terms  
Course Type(s): None  
Techniques and craftsmanship to facilitate expression in acrylic or oil painting; still-life and landscape subjects. Art and Art Education students must have prerequisite. Six hours of studio work per week. Department chair approval is required for non-art majors.

AR-222 Painting II  
Credits: 3  
Prerequisite: AR-221.  
Term Offered: All Terms  
Course Type(s): AT  
A continuation of AR-221, Painting I, with emphasis on the further development of painterly ideas and creative thinking. Art and Art Education majors must have prerequisites. Six hours of studio work per week.

AR-241 History of Western Art I  
Credits: 3  
Term Offered: All Terms  
Course Type(s): ARHIS, AT  
Survey of the significant styles and periods in Western art and architecture from Prehistoric to Gothic periods. Weekly lectures and discussions assist students with developing their visual literacy and a critical understanding of the past.

AR-242 History of Western Art II  
Credits: 3  
Term Offered: All Terms  
Course Type(s): ARHIS, AT  
Survey of the significant styles and periods in Western art and architecture from the Renaissance to the present. Weekly lecture and discussions assist students with developing their visual literacy and a critical understanding of the past.

AR-253 Digital Photography II  
Credits: 3  
Prerequisites: AR-181 and AR-183.  
Term Offered: All Terms  
Course Type(s): AT  
Students develop knowledge of image development, construction, retouching, and collage techniques using traditional film, digital images, and drawing as source material. Students will learn a variety of camera skills, including shooting in RAW format. A critical examination of intent is stressed along with output options and color management. Introduces programs such as Aperture and/or Lightroom to further expand digital workflow skills.

AR-265 Hand Built Ceramics  
Credits: 3  
Term Offered: All Terms  
Course Type(s): AT  
An introduction to clay as a creative material for making both functional and sculptural 3-D forms using various hand-building techniques, including coils, slabs, carving, incising, and their combination. Basic glazing and firing methods will be covered. Slide presentations, group and individual critiques will be part of the curriculum.

AR-266 Wheel Thrown Ceramics  
Credits: 3  
Term Offered: All Terms  
Course Type(s): AT  
An introduction to the potter’s wheel as a tool for creating both functional and sculptural clay forms. In addition to throwing forms on the wheel, students will gain knowledge about glazing and firing techniques. Slide presentations, group, and individual critiques will be part of the curriculum.

AR-269 Graphic Design Studio I  
Credits: 3  
Prerequisite: AR-113 for Art majors only.  
Corequisite: AR-114.  
Term Offered: All Terms  
Course Type(s): None  
An introduction to graphic design, including conceptual thinking, the making of signs, icons, and symbols, logo and brand identity, letterform design, layout, and design techniques. Students will also be introduced to design history and current issues regarding the profession. For students minorin in Graphic and Interactive Design, there are no prerequisites, however, approval of the department chair is required.
AR-270  Graphic Design Studio II  Credits: 3
Prerequisites: AR-172 or AR-177, and AR-269.
Corequisite: AR-273.
Term Offered: Spring Term
Course Type(s): None
Introduces more advanced visual communications and typographic problem solving. Projects strategically test the students' understanding of design theory, research, writing, and thinking. Individual projects mimic those in a professional design environment and are developed following the traditional creative process. Projects include branding, identity design, design, digital illustration, app design, and packaging.

AR-273  Digital Illustration  Credits: 3
Prerequisite: AR-172 or AR-177.
Term Offered: All Terms
Course Type(s): None
A continuation of Introduction to Digital Design with primary emphasis on more advanced illustration software. Assignments build on previously learned software and concepts. Projects may include illustrative posters, booklets, interiors, and currency design.

AR-282  Web Design/Interactive I for Non-BFA Candidates  Credits: 3
Prerequisite: AR-172 or AR-177.
Term Offered: All Terms
Course Type(s): None
An introduction to web design and development. Covers an overview of the creation of websites and the use of web graphics, web programming, and multimedia through web-based software programs. Other software tools including Photoshop and Illustrator are used to develop design concepts and web content. Fundamentals of graphic production, layout design, and web typography are discussed. Not available to BFA Candidates.

AR-283  Black and White Photography II  Credits: 3
Prerequisite: AR-183.
Term Offered: All Terms
Course Type(s): None
Focuses on advanced technical skills as a means of gaining greater personal and aesthetic understanding. Advanced 35mm camera and printing techniques, basic studio lighting, and exploring different photographic formats including medium, large, and toy cameras, as well as experimental techniques of image making and printing.

AR-284  Web Design/Interactive II for Non-BFA Candidates  Credits: 3
Prerequisite: AR-178 or AR-283.
Term Offered: Spring Term
Course Type(s): IM
Integrates previously learned web design and development concepts. Students will create dynamic web content such as animation, audio/video using web-based software and programming languages. Other software tools including Photoshop, Illustrator, and sound editing programs are used to develop design concepts and web content. Not available to BFA candidates.

AR-286  Maya Animation for Non-BFA Candidates  Credits: 3
Prerequisites: AR-178, AR-181 or CO-145, and AR-284.
Term Offered: All Terms
Course Type(s): IM
Students will learn basic techniques of building three-dimensional, digital objects along with the basic theories and principles of animation using the software Maya. Skills needed to construct 3D objects in Maya will be introduced with hands-on experiences on the Macintosh platform. Meets six hours per week. Not available to Fine Art majors.

AR-287  Typography  Credits: 3
Prerequisites: AR-172 or AR-177 and AR-269.
Term Offered: All Terms
Course Type(s): None
An introduction to the theory, function, history, and impact of typography in graphic design. This course is an analysis of the shape and form of letters. Investigation and comparison of existing typefaces, type specification and layout in relation to graphic design and the printed piece.

AR-288  Cooperative Education: Art or Graphic Design  Credits: 3
Term Offered: Spring Term
Course Type(s): EX2
An on-site graphic design cooperative work placement. This course may be repeated for credit.

AR-290  Motion Graphics for Non-BFA Candidates  Credits: 3
Prerequisite: AR-172 or AR-177 or CO-145.
Term Offered: Fall Term
Course Type(s): IM
An introduction to the art of time-based, graphic storytelling for non-art/design majors. Emphasis will be placed on the creation of engaging digital environments through the thoughtful integration, manipulation, and orchestration of audio, video elements, typography, and animated logos. Meets six hours a week. Not available to BFA candidates.

AR-298  Special Topics in Art (200 Level)  Credits: 1-3
Prerequisite: As announced in the course schedule.
Term Offered: Spring Term
Course Type(s): None
An intensive study of a particular subject or problem in art to be announced prior to registration. The course may be conducted on either a lecture-discussion or a seminar basis.

AR-299  Independent Study in Art  Credits: 1-3
Prerequisite: AR-406.
Term Offered: All Terms
Course Type(s): None
Guided research - A studio project or art history topic. Weekly consultation. May be elected for a total of 6 credits.

AR-306  Creative Book Arts  Credits: 3
Prerequisites: AR-114 and AR-192.
Term Offered: Spring Term
Course Type(s): None
An introduction to bookbinding and papermaking. Traditional western-style papermaking and several non-adhesive binding structures will be covered. The students will produce a final bound book of sequential images (pages) in any media relevant to her/his discipline. The print lab will be available but not required. Department Chair for non-Art majors is required. Not open to students who have taken AR-406.

AR-311  Drawing 3  Credits: 3
Prerequisites: AR-113, AR-114, AR-191 and AR-192.
Term Offered: Fall Term
Course Type(s): None
Seeing the figure, objects, and the environment; exploring all possible avenues of expression resulting from the experience of seeing; drawing experiences in various media. Six hours per week.
AR-313 Lighting Techniques
Prerequisites: AR-183, and AR-253 or AR-374.
Term Offered: AllTerms
Course Type(s): None
A studio course that explores the photograph in contemporary art. Photography’s integral tie to light serves as the backbone of this course as it investigates the alternative and contemporary spaces used by photographic artists. Digital and analog tools and skills blur as students are encouraged to experiment and challenge their ideas of what defines a photograph. Teaches studio lighting as it applies to fine art and commercial photography. Includes technical instruction in the lighting studio as well as on location with both portable lights and natural light. Defined by critiques and continues technical and conceptual advancement.

AR-317 Sculpture III
Prerequisites: AR-217 and AR-218.
Term Offered: All Terms
Course Type(s): None
A direct continuation of AR-218 students will develop a body of three-dimensional work exploring further skills learned in Sculpture II, expanding on content, form, material, scale and intent. Final artist talk required along with professional presentation of digital and actual art objects. Six hours per week.

AR-321 Painting III
Prerequisites: AR-221 and AR-222.
Term Offered: All Terms
Course Type(s): None
The development of the student as a painter, with emphasis on the philosophy of painting. Six hours of studio per week.

AR-323 Documentary Photography and Video
Prerequisite: Offered: FallTerm
Course Type(s): None
By investigating documentary-style photography and video this course concentrates on using images to tell stories. Working both independently and in small groups producing documentary photography and video, students explore the role of documentary photography and video in society.

AR-325 Writing Supplement for Art and Design
Prerequisites: EN-101 and EN-102 or permission of the instructor.
Corequisite: A 200-, 300-, or 400-level studio course.
Term Offered: All Terms
Course Type(s): WT
The writing component for co-registered studio classes which integrates a fifteen-page research paper. Emphasis is placed on the quality of writing and research.

AR-326 Writing Supplement for Art and Design
Prerequisites: EN-101 and EN-102 or permission of the instructor.
Corequisite: A 200-, 300-, or 400-level studio course.
Term Offered: All Terms
Course Type(s): WT
The writing component for co-registered studio classes which integrates a fifteen-page research paper. Emphasis is placed on the quality of writing and research.

AR-335 BFA Internship/Seminar
Prerequisite: AR-371 or AR-393.
Term Offered: All Terms
Course Type(s): EX1
Internship experience with the development of occupational or professional competence in the career setting. Combines both internship work experience at an approved work location with a structured seminar class. The seminar component of this course will also guide students through the process of resume writing, interviewing techniques, and best business practice. On-site design or animation work internship (fifteen to twenty hours per week for a total of 150 hours) plus four three-hour long seminar sessions with faculty. This course may be repeated once for credit.

AR-337 Art/Design Internship Seminar
Term Offered: All Terms
Course Type(s): EX1
Internship experience with the development of occupational or professional competence in the career setting. Combines both internship work experience at an approved work location with a structured seminar class. The seminar component of this course will also guide students through the process of resume writing, interviewing techniques, and best business practice. On-site graphic design work internship (ten to fifteen hours per week) plus one hour weekly seminar with faculty. This course may be repeated once for credit.

AR-342 History of New and Expanded Media in Art
Prerequisites: EN-101 and EN-102 or permission of the instructor.
Term Offered: Fall Term
Course Type(s): ARHIS, IM, WT
A survey of computer-based new media and ephemeral expanded media in art with emphasis on the later twentieth century to the present. Topics could include the use of computing, robotics, biotech research, virtual reality, performance, and social practice in art while critically reflecting on the aesthetic, cultural, social, and political contexts within which these media emerged.

AR-343 Renaissance, Mannerist, and Baroque Art
Prerequisite: AR-242.
Term Offered: All Terms
Course Type(s): ARHIS
Painting, sculpture, and architecture in Europe from 1400s-1800s. Museum visits required.

AR-345 Early to Late Modern Art
Prerequisites: EN-101 and EN-102 or permission of the instructor.
Term Offered: All Terms
Course Type(s): ARHIS, WT
A critical analysis of various meanings of “Modernism” in art. This course studies academic art to art of the present through U.S., European, and global case studies. Museum visits required.

AR-346 History of Graphic Design
Prerequisites: EN-101 and EN-102 or permission of the instructor.
Term Offered: Spring Term
Course Type(s): ARHIS
A survey of graphic design with an emphasis on the twentieth century to the present. The course instructs students in researching areas of interest to broaden their knowledge of issues in the discipline while critically reflecting on the aesthetic, cultural, social, and political contexts within which graphic design emerged.
AR-347 History of Photography  
Credits: 3  
Prerequisites: EN-101 and EN-102 or permission of the instructor.  
Term Offered: Fall Term  
Course Type(s): ARHIS, CD, WT  
A topically arranged survey of world photography, this course takes as its central concern the multiple purposes to which photography has been adapted since its "discovery" in the early nineteenth century. Although the relationship between photography and fine art is considered, the many non-art uses of the medium are also discussed in an attempt to better understand the cultural contexts in which photography has been employed.

AR-348 Art of India  
Credits: 3  
Term Offered: All Terms  
Course Type(s): ARHIS, AT, BI.EL, GU, RE  
The visual art of India: how to look at it and how it might be best understood. The larger cultural context in which this art was produced, drawing upon history, religion, mythology, and literature will be discussed. Essentially, pre-modern Indian art is religious art. After studying the major monuments associated with Buddhism and Hindu art, the themes common to both traditions will be considered. The temple as an artistic expression and as a religious center will be explored. Because of the vastness of India art, this course will not include Mughal and later monuments.

AR-349 Asian Art Survey  
Credits: 3  
Prerequisites: EN-101 and EN-102 or permission of the instructor.  
Term Offered: All Terms  
Course Type(s): ARHIS, AT, BI.EL, GU, WT, CC  
Important Artistic Monuments from India, China and Japan. Since Buddhism is a connecting link for Asian cultures, emphasis is placed on Buddhist art.

AR-350 World Art Nineteenth-Twentieth Century  
Credits: 3  
Term Offered: All Terms  
Course Type(s): ARHIS, RE  
A global investigation of the cross-cultural evolution of art in the nineteenth to mid-twentieth century. Non-Western art will be studied from the point of discovery through its influence on modern, Western, visual expression. Emphasis will be placed on the significance of the art work within the context of the social, political, religious, and economic climate of its time.

AR-351 Methods of Teaching Art I  
Credits: 3  
Prerequisites: AR-114, AR-116, and AR-192 and a minimum G.P.A. of 3.00.  
Term Offered: Fall Term  
Course Type(s): None  
The history and philosophy of art education; the construction of art curricula and the exploration of teaching methods; media and tools appropriate for the educational level. Methods I deals with the needs of the elementary school child. The course includes research-based pedagogical strategies for teaching linguistically diverse students, those with diverse learning needs, incorporating instructional technology into the classroom and utilizing data to inform instruction. Clinical Hours required. Open to Art majors only. Also listed as ED-351.

AR-352 Methods of Teaching Art II  
Credits: 3  
Term Offered: Spring Term  
Course Type(s): None  
The history and philosophy of art education; the construction of art curricula and the exploration of teaching methods; media and tools appropriate for the educational level. Methods II deals with the needs of the adolescent. The course includes research-based pedagogical strategies for teaching linguistically diverse students, those with diverse learning needs, incorporating instructional technology into the classroom and utilizing data to inform instruction. Clinical Hours required. Open to Art majors only. Also listed as ED-352.

AR-353 Digital Photography III  
Credits: 3  
Prerequisites: AR-253 and AR-313.  
Term Offered: Spring Term  
Course Type(s): None  
A strong foundation in the technical and aesthetic aspects of color photography through projects utilizing digital RAW files and analog negatives with instruction in color printing and studio lighting as it pertains to the nuances of color. Discussions and critical writings focus on the history and theory of color photography. Combines analog and digital techniques and focuses on more advanced file managing and color control both on the monitor and in the print.

AR-354 Advanced Typography  
Credits: 3  
Prerequisite: AR-287.  
Term Offered: Spring Term  
Course Type(s): None  
An advanced level course in the study of typography. This course will expand upon topics covered in AR-287 Typography by considering the emotional, expressive, and effective use of typographic elements pertaining to graphic design and visual messaging. Projects will be produced for a variety of applications including: broadsides (print media), original typeface design with Font Lab Studio (digital), and conceptual typography (experimental).
AR-371 Graphic Design Studio III Credits: 3
Prerequisite: AR-270.
Term Offered: All Terms
Course Type(s): None
Marks the transition from graphic design fundamentals to more complex visual problem solving. Projects focus on original exploration and design in corporate identity and branding. Course topics include: trademark and copyright, marketing research, brand strategy, and design briefs. Students implement concepts through creation of collateral, packaging, and interactive promotion. Professional preparation of work for commercial use is an integral part of this course.

AR-374 Digital Imaging Credits: 3
Prerequisite: AR-273.
Term Offered: All Terms
Course Type(s): None
Advanced concepts and creative techniques in digital imaging using Adobe Photoshop. Projects build on all previously learned software, specifically the Adobe Creative Suite. Assignments include varied aspects of graphic design including file preparation and creation for digital compositing and large format printing. This course also prepares students for work within the professional printing industry.

AR-375 Illustration for Gaming Credits: 3
Prerequisites: AR-114, AR-172, and AR-192.
Term Offered: All Terms
Course Type(s): None
Introduction and application of illustration as a means toward effective visual communication in the gaming and animation industry. Emphasis on the development of the creative visual concept and its relationship to style, media, technique, and methods of reproduction. Introduction to a variety of traditional and non-traditional techniques.

AR-381 Print: Intaglio/Relief Credits: 3
Prerequisites: AR-191 and AR-192.
Term Offered: Fall Term
Course Type(s): None
Introduction to the printmaking techniques of relief printing: linocut, woodcut, and etching; hard and soft ground, and aquatint. Six hours per week. Department Chair approval is required for non-art majors.

AR-382 Print: Lithography and Silkscreen Credits: 3
Prerequisites: AR-191 and AR-192.
Term Offered: All Terms
Course Type(s): None
Introduction to the printmaking techniques of aluminum plate lithography and Photo Silkscreen, with an emphasis on multiple color and combination Litho/Silkscreen hybrid prints. Six hours per week. Department Chair approval for non-art majors is required.

AR-383 Web Design/Interactive I Credits: 3
Prerequisite: AR-253 or AR-374.
Term Offered: Fall Term
Course Type(s): None
An introduction to web design and production. Covers an overview of the creation of websites and the use of web graphics, web programming, and multimedia through web-based software programs. Fundamentals of graphic production, layout design, web typography, and the principles of Interaction Design and UX Design are discussed.

AR-384 Web Design/Interactive II Credits: 3
Prerequisite: AR-383.
Term Offered: Spring Term
Course Type(s): None
An advanced class in web design and development. It extends the design principles and techniques introduced in Web Design/Interactive I. Students will create dynamic web content such as animation, audio/video using web-based software and programming languages. Emerging web technology will be discussed.

AR-385 2D Animation Credits: 3
Prerequisite: AR-374.
Term Offered: Spring Term
Course Type(s): None
Students will be exposed to the fundamental terminology, concepts, and techniques of creating 2D animations to broaden their skills as animators and enhance their overall creative ability. Using pencil and paper in conjunction with computer based techniques, students will gain experience in basic principles of animation including timing, expression of emotion, straight ahead action and pose to pose, key frames and in-betweens. In the assigned projects for this course, students are responsible for controlling and manipulating a subject's perceived volume, weight, proportion, and movement, thus gaining a more thorough understanding of the animation process.

AR-386 Principles of 3-D Animation Credits: 3
Prerequisite: AR-172 or AR-181.
Term Offered: All Terms
Course Type(s): None
Students will learn the basic theories and principles of 3D computer animation and advances techniques of object building using Maya. Students will gain experience with basic animating, texturing, rendering, and constructing complex 3D objects in Maya.

AR-387 3-D Character Rigging and Animation Credits: 3
Prerequisite: AR-386.
Term Offered: All Terms
Course Type(s): None
Students will learn advanced techniques of 3D computer animation along with the theories and principles of motion using Autodesk Maya. Students will rig a character and manipulate hierarchical character animation, time curves and motion paths. Students will animate walks and runs with characters. Students will utilize Maya's cameras and lights while gaining further experience with texturing and rendering techniques. Comprehensive critiques will be conducted regularly to encourage good design for time-based animation.

AR-388 Cooperative Education: Art or Graphic Design Credits: 1-3
Prerequisite: AR-335 or AR-337.
Term Offered: Fall Term
Course Type(s): EX2
An on-site graphic design cooperative work placement. This course may be repeated once for credit.

AR-389 Art and Photography Internship Credits: 1-3
Prerequisites: Junior status and permission of the instructor.
Term Offered: All Terms
Course Type(s): EX1
An internship in Studio Art or Photography at an off-campus work site. The placement must enhance the student's understanding of professional practice in studio art or photography. Students are required to complete from 5 to 15 hours per week, or 50 to 150 hours per semester, depending on the required credit hours of the degree program.
AR-390 Animation/Motion Graphics I
Prerequisite: AR-172 or AR-181.
Term Offered: All Terms
Course Type(s): IM
An introduction to the art of time-based, graphic storytelling. Emphasis will be placed on the creation of engaging digital environments through the thoughtful integration, manipulation, and orchestration of audio, video elements, typography, and animated logos.

AR-391 Animation/Motion Graphics 2
Prerequisite: AR-290 or AR-390.
Term Offered: All Terms
Course Type(s): IM
Explores the commercial and experiential nature of motion graphics. Projects for this advanced course expand upon established time-based narrative structures for film, video and television. Emphasis will be placed on the synergy of video, writing, storyboard, editing, and three-dimensional graphic elements.

AR-393 3-D Animation Production
Prerequisite: AR-387.
Term Offered: Fall Term
Course Type(s): None
Concepts, tools and techniques employed in animated storytelling. Students will pre-visualize their projects through storyboarding, planning, and assembling shots in sequence. Students will learn how to combine sound with advanced 3D computer animation. Audio/visual synchronization as well as character lip syncing with phonemes will be explored. Students will construct complex 3D animated stories in Maya and complete a fully animated piece.

AR-394 3-D Environments and Effects
Prerequisite: AR-393.
Term Offered: Spring Term
Course Type(s): None
Concepts, tools, and techniques for creating realistic natural environments and phenomena (such as moving clouds, fire, and flowing water). Students will sculpt complex polygonal geometry into various terrains including landscapes and foliage. Students will learn to create realistic backgrounds incorporating natural light. Creating realistic shadows will be explored as well. Students will learn how to use particle emitters in order to simulate phenomena such as flowing water, flames, and snow.

AR-398 Special Topics in Art (300 Level)
Prerequisite: As announced in the course schedule.
Term Offered: All Terms
Course Type(s): None
An intensive study of a particular subject or problem in art to be announced prior to registration. The course may be conducted on either a lecture-discussion or a seminar basis.

AR-399 Independent Study in Art
Term Offered: All Terms
Course Type(s): None
Guided research - a studio project or art history topic. Weekly consultation. May be elected for a total of six credits.

AR-401 Senior Portfolio
Term Offered: Spring Term
Course Type(s): None
A seminar class that chronologically analyzes and refines graphic design and computer projects, which have been done throughout the student's coursework. Meetings with instructor to discuss and critique reworked and new projects that have been specifically assigned.

AR-402 Photography Portfolio
Prerequisite: AR-353.
Term Offered: Spring Term
Course Type(s): None
Equal parts seminar and studio in its approach, this senior-level course incorporates discussions and readings focused on contemporary photographic studies and the theoretical and critical developments in recent photographic art practices. In addition, this course helps prepare students to enter the professional art world and/or graduate school. Students develop a cohesive portfolio of photographic imagery and create a strategy for the presentation of their work.

AR-403 Advanced Digital Imaging and Illustration
Prerequisite: AR-253 or AR-374.
Term Offered: Fall Term
Course Type(s): None
For student designers and fine artists with intermediate computer skills who are interested in more advanced concepts and creative techniques in digital illustration, photography, digital collage, printmaking and handmade techniques, digital book publishing, and large format printing. Programs to be explored are Adobe Photoshop and Wacom digital tablets.

AR-404 Responsive Media
Prerequisite: CO-145 or AR-181.
Term Offered: Spring Term
Course Type(s): CORTR IM
Students learn how to make interfaces for smart phones and tablets to create interactive audio and video. In addition, students produce creative projects using data mapping, generative art and work collaboratively on a site-specific media project. Also listed as CO-404.

AR-408 Senior Year Experience: Client/Thesis
Prerequisite: AR-371.
Corequisite: AR-383.
Term Offered: Fall Term
Course Type(s): None
The first part of a two course, senior year capstone experience designed to provide students the opportunity to propose and research a thesis project, create entry-level, professional design work, and to work with clients all while under the direction of a faculty member. For BFA majors Graphic Design majors only.

AR-409 Senior Year Experience: Thesis/Portfolio
Prerequisite: AR-408.
Corequisite: AR-384.
Term Offered: Spring Term
Course Type(s): None
The second part of a two course, senior year capstone experience designed to provide students the opportunity to complete a thesis project, work with clients under the direction of a faculty member, successfully mount their senior exhibition for AR-SHO credit, and to create an entry-level, professional design portfolio. For BFA Graphic Design Majors only.
AR-410 Advanced Project I  Credits: 1-3
Prerequisites: Junior status, permission of the department chair, a GPA of 3.00, a major GPA of 3.50, and the student must be an Art or Fine Arts major.
Term Offered: All Terms
Course Type(s): None
Research, art making, and writing for Honors Project may be conducted for photography, painting, sculpture, printmaking, graphic design, Web design, or motion graphics and is determined by a student's particular discipline and medium of choice. The art to be made is informed by the student's research and is articulated in full through a final eighteen-twenty page research paper. The topic of research may include but is not limited to identity, gender roles in culture, feminism, religion, the occult, consumerism, politics, cultural diversity, war, personal experience, Renaissance vs. contemporary art, Greek vs. contemporary sculpture, etc. Alternatively, the student may also conduct a thorough exploration of the characteristics of a particular medium. Art and Design faculty must approve the topic. This is the first part of a two-semester class.

AR-411 Advanced Project 2  Credits: 1-3
Prerequisites: AR-410, a GPA of 3.00, a major GPA of 3.50, Junior status, EN-101 and EN-102 or permission of the instructor, and the student must be an Art or Fine Arts major and have permission of the department chair.
Term Offered: All Terms
Course Type(s): WT
Research, art making, and writing for Honors Project may be conducted for photography, painting, sculpture, printmaking, graphic design, Web design or motion graphics and is determined by a student's particular discipline and medium of choice. The art to be made is informed by the student's research and is articulated in full through a final eighteen to twenty-page research paper. The topic of research may include but is not limited to identity, gender roles in culture, feminism, religion, the occult, consumerism, politics, cultural diversity, war, personal experience, Renaissance vs. contemporary art, Greek vs. contemporary sculpture, etc. Alternatively, the student may also conduct a thorough exploration of the characteristics of a particular medium. Art and Design faculty must approve the topic. This is the second part of a two-semester class.

AR-414 Group Project in 3D Animation  Credits: 3
Prerequisite: AR-394.
Term Offered: Fall Term
Course Type(s): None
Students will learn how to work on a production team for a 3D project. Students will work in a team environment to brainstorm, communicate effectively, develop project goals, and delegate responsibilities. Students will learn how to meet deadlines both individually and collectively. Student groups are expected to produce a 3D animated piece with an estimated three-minute duration.

AR-415 Senior Animation Reel  Credits: 3
Prerequisite: AR-414.
Term Offered: Spring Term
Course Type(s): None
Students will create a reel between two to three minutes in duration of their animation work from previous animation projects and new animation projects. Includes lecture, discussion, demonstration, critiques and individual meetings with students to support the development of students' work. Students will research self-promotional opportunities such as competitions and festivals. Students will revise their resume to respond to their career interests. Emphasis will be placed on the development of a personal point of view.