

ART AND DESIGN

Chair: Frederick McKittrick, Department of Art and Design
Compliance Officer/Technical Specialist: Mark Ludak
Director of Galleries and Collections: Scott Knauer

The Bachelor of Fine Arts Degree (B.F.A.) in Design and Animation (with concentrations in Animation and Graphic and Interactive Design) is a career-track program that prepares students for professional work in the fields of graphic design, computer graphics, Web design, and animation or for graduate school. Entering freshmen will be accepted as B.F.A. degree candidates. As sophomores, or in the fourth semester at Monmouth University, B.F.A. degree candidates will be required to pass the Art and Design Student Portfolio Review (AR-REV). Upon successful completion of the AR-REV, B.F.A. degree candidates will be officially accepted into the B.F.A. degree program. If a student fails to pass the AR-REV, he or she will be referred to a Student Review Committee, which will determine whether the student should change his or her major or be given a conditional semester or year. Transfer students can declare themselves a B.F.A. candidate upon acceptance to Monmouth University. Transfer students will also be required to pass the first given AR-REV.

The BA in Art is designed for students who seek a strong studio experience and the option of developing skills useful in several professional areas. The core of the degree is traditional studio work in foundations, drawing, painting, sculpture, printmaking, and ceramics. The B.A. in Art with a Concentration in Photography is a more focused program on photographic skills, both traditional and digital. All art and design majors are required to complete a one- to three-credit internship during their senior year. Additional internship and cooperative education opportunities are offered as electives starting in the junior year.

Department Honors will be earned based on the following criteria being met:

- An overall GPA of at least 3.3
- A major GPA of at least 3.5
- Completion of AR-410 Advanced Project I (1-3 cr.) and AR-411 Advanced Project II (1-3 cr.)
- Artifacts having been publicly presented with a reading and defense of research topic
- Project and paper to have a combined average of a "B" or better

Programs Majors

- B.A. in Art (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/art-ba/>)
- B.A. in Art with a Concentration in Photography (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/art-ba-concentration-photography/>)
- B.A. in Art and Education with Endorsements in K-12 Education in Art (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/art-education-ba-endorsements-k-12-education/>)
- B.F.A. in Design and Animation with a Concentration in Animation (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/art-bfa-concentration-animation/>)

- B.F.A. in Design and Animation with a Concentration in Graphic and Interactive Design (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/art-bfa-concentration-graphic-interactive-design/>)

Minors

- Animation/Motion Design (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/animation-motion-design-minor/>)
- Art (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/art-minor/>)
- Art History (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/art-history-minor/>)
- Asian Studies (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/asian-studies-minor/>)
- Graphic and Interactive Design (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/graphic-interactive-design-minor/>)
- Interactive Media (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/interactive-media-minor/>)
- Photography (<http://catalog.monmouth.edu/undergraduate-catalog/wayne-d-mcmurray-humanities-social-sciences/art-design/photography-minor/>)

Faculty

Thomas Baker, Associate Professor. B.F.A., Eastern Carolina University; M.F.A., University of Wisconsin-Madison. Professional experience includes work at collaborative print shops: Tandem Press and Winstone Press. He is a council member of the Society of American Graphic Artists in New York, and his prints have been shown and collected nationally and internationally.
tbaker@monmouth.edu

Kimberly Callas, Associate Professor. B.F.A., University of Michigan; M.F.A., New York Academy of Art. Focus is on the 'ecological self'. Works collaboratively with individuals and organizations from a variety of fields, particularly poetry, biology and ecology. Focus is on the human body, patterns and symbols from nature that reoccur across cultures, and natural materials. Sculpt life-size figures in water-based clay, and then cast them into an architectural concrete. Ground pigments mixed with beeswax or shellac, and natural materials such as wasp paper, bark, roots, and seeds are often used to finish the work.
kcallas@monmouth.edu

Corey Dzenko, Associate Professor. B.F.A., Central Michigan University; M.A., University of Alabama; Ph.D., University of New Mexico. Contemporary and modern art history specialist, with emphasis on photography, interactive media, and theory.
cdzenko@monmouth.edu

Wobbe Koning, Associate Professor. B.F.A., The Netherlands Film and Television Academy; M.F.A., Ohio State University. Animation and interactive media specialization; also has video, sound, and television expertise.
wkoning@monmouth.edu

Mark M. Ludak, Specialist Professor.

Compliance Officer/Technical Specialist. B.A., Monmouth University; M.F.A., Hunter College. Professional work includes documentary, fine art, and editorial photography.
mludak@monmouth.edu

Susan Meyer, Specialist Professor. B.A., Skidmore College; M.A., Tufts University.
smeyer@monmouth.edu

Mike Richison, Associate Professor. B.F.A., Calvin College; M.F.A., Cranbrook Academy of Art. Motion graphics and graphic design.
mirichiso@monmouth.edu

Jing Zhou, Professor. B.A., Sichuan Fine Arts Institute; M.F.A., Georgia Southern University. Interests include graphic design, Web design, digital media art, flash animation, art direction, and fine arts.
jzhou@monmouth.edu

Courses

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. This course is not available to Art majors.

AR-113 Basic Design and Composition Credits: 3

Term Offered: Fall Term

Course Type(s): AT

An introduction to concepts fundamental to the two-dimensional plane, this course develops visual fluency through projects promoting artistic growth and critical thinking. Students learn to utilize compositional elements, including color, and research themes in contemporary art and art history. Issues of process are explored through experimentation with analog and digital methods, and with a range of media.

AR-114 Basic Design and Color Credits: 3

Prerequisite(s): AR-113

Term Offered: Spring Term

Course Type(s): None

A continuation of material covered in Basic Design and Composition (AR-113), this course explores color as a compositional element and a means of expression. Students become visually aware as they critically observe color, problem-solve within design projects, use analog and digital methods, and explore a variety of media.

AR-116 Three-Dimensional Design Credits: 3

Term Offered: Spring Term

Course Type(s): AT

An introduction to concepts fundamental to working in three dimensions, this course develops sensitivity to 3D media, processes, and concepts. Students learn to utilize 3D compositional elements, including mass, volume, and texture, and research themes in contemporary art and art history. Issues of process are explored through experimentation with analog and digital methods, and with a range of media.

AR-172 Introduction to Digital Design Credits: 3

Prerequisite(s): 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): TL

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: Spring Term

Course Type(s): IM, TL

An introduction to visual aesthetics, fundamental principles of user interface (UI) and user experience (UX), and technical skills required to create web graphics and media, digital presentations, and websites. Covers the use of current graphics software in addition to theoretical framework and training in content creation and management needed for the Web. Students will become proficient in visual design, concept development, information literacy, and digital programs.

AR-181 Digital Photography I Credits: 3

Term Offered: All Terms

Course Type(s): AT, IM

This foundational digital photography course introduces students to aesthetic, historic, and technical aspects of photographic image-making. Through a combination of lecture and hands-on projects, students will be introduced to principles of black-and-white and color photography as a means of expression and communication. Using digital cameras with manual controls and RAW image capture, students will explore a range of assignments designed to promote photographic seeing, critical thinking, aesthetic appreciation, and historical contexts.

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(s): AR-191

Term Offered: Spring Term

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**

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. If there is a prerequisite it will be announced in the course schedule.

AR-199 Independent Study in Art**Credits: 1-3**

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. Prior permission of the directing professor and department chair is required to take this course.

AR-216 Sculpture I and 3D Printing**Credits: 3**

Course Type(s): AT

Sculpture has an incredibly varied history of content, form, material, scale and intent. In this course you will become introduced to basic methods of 3D construction and fabrication, including hand modeling, digital modeling, mold-making, casting, carving and 3D printing. We will work from observation as well as conceptual models. We will explore current sculptural trends, funding and visibility/marketing models. We will also practice creating artist statements to support our work. Confidence in materials and form will lead to an ever-increasing level of craftsmanship and ability to communicate your ideas in 3D form.

AR-217 Sculpture I**Credits: 3**

Prerequisite(s): 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-221 Painting I**Credits: 3**

Prerequisite(s): AR-113, AR-114, AR-191, and AR-192 for art majors

Term Offered: Fall Term

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(s): AR-221

Term Offered: Spring Term

Course Type(s): None

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-231 Eco Art**Credits: 3**

Term Offered: Spring Term

Course Type(s): AT

With the idea of the artist and non-artist in mind, this course focuses on building creativity, vision, and the ability to synthesize new ideas from across disciplines to form original ideas and solutions around the human/nature relationship. Through individual and collaborative problem-led investigations, students will utilize research, writing, and discussion to create 2D, 3D, and time-based art that engages a specific ecological topic. Particular focus will be placed on eco-artists' ways of working, eco-art materials, and transdisciplinary research.

AR-241 History of Western Art I**Credits: 3**

Term Offered: Fall Term

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**

Prerequisite(s): AR-181

Term Offered: Fall Term

Course Type(s): None

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

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.

Credits: 3**AR-266 Wheel Thrown Ceramics**

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.

Credits: 3**AR-269 Graphic Design Studio I**

Prerequisite(s): AR-113 for Art majors only

Co-requisite(s): 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 minoring in Graphic and Interactive Design, there are no prerequisites, however, approval of the department chair is required.

Credits: 3**AR-270 Graphic Design Studio II**

Prerequisite(s): AR-172 or AR-177, and AR-269

Co-requisite(s): 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, corporate identity, information design, digital illustration, app design, and packaging.

Credits: 3**AR-273 Digital Illustration**

Prerequisite(s): 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.

Credits: 3**AR-282 Web Design/Interactive I for Non-BFA Candidates**

Prerequisite(s): AR-172 or AR-177 or AR-178

Term Offered: Spring Term

Course Type(s): IM

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.

Credits: 3**AR-283 Black and White Photography II**

Prerequisite(s): 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.

Credits: 3**AR-284 Web Design/Interactive II for Non-BFA Candidates**

Prerequisite(s): AR-178 or AR-282

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.

Credits: 3**AR-286 Principles of Animation for Non-BFA Candidates**

Course Type(s): AT, IM

Students will learn the basic theories and principles of animation. An overview of the early history of animation will be given to put current practice into perspective. Students will be introduced to different animation techniques, such as 2D, Stop Motion, and 3D computer animation. They will apply these techniques to complete several short exercises and pick one to complete a final project. Not available to Fine Art majors. This is a hands on studio course: students will be drawing, and creating animations on the computer.

Credits: 3**AR-287 Typography**

Prerequisite(s): 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.

Credits: 3**AR-288 Cooperative Education: Art or Graphic Design**

Term Offered: Spring Term

Course Type(s): EX2

An on-site graphic design cooperative work placement. This course may be repeated for credit.

Credits: 3**AR-290 Motion Graphics for Non BFA Majors**

Prerequisite(s): AR-172 or AR-177 or CO-145

Term Offered: All Terms

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.

Credits: 3**AR-298 Special Topics in Art (200 Level)**

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. If a prerequisite is required it will be announced in the course schedule.

Credits: 1-3

AR-299 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 6 credits. Prior permission of the directing professor and department chair is required to take this course.	Credits: 1-3	AR-321 Painting III Prerequisite(s): AR-221 and AR-222 Term Offered: Spring Term 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.	Credits: 3
AR-306 Creative Book Arts Prerequisite(s): 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.	Credits: 3	AR-323 Documentary Photography Prerequisite(s): AR-181 Term Offered: Fall Term Course Type(s): None By investigating documentary-style photography, this course concentrates on using still images to tell stories. Working both independently and in small groups to produce documentary photographs, students explore the role of documentary photography in society. Prerequisite: AR-181	Credits: 3
AR-311 Drawing III Prerequisite(s): 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.	Credits: 3	AR-325 Writing Supplement for Art and Design Prerequisite(s): EN-101 and EN-102 or permission of the instructor 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.	Credits: 1
AR-313 Lighting Techniques Prerequisite(s): AR-181 Term Offered: Spring Term 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.	Credits: 3	AR-326 Writing Supplement for Art and Design Prerequisite(s): EN-101 or EN-102 or permission of the instructor; A 200, 300, or 400 level studio course is required as a corequisite 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.	Credits: 1
AR-316 Sculpture II Prerequisite(s): 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.	Credits: 3	AR-335 BFA Internship/Seminar Prerequisite(s): AR-371 or AR-393 and Junior status 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.	Credits: 3
AR-317 Sculpture III Prerequisite(s): AR-217 and AR-316 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.	Credits: 3	AR-341 Art Theory and Writing Prerequisite(s): AR-242, EN-101, and EN-102; or permission of the instructor Term Offered: Fall Term Course Type(s): ARHIS, WT Designed to develop a critical understanding of theories of contemporary art and various types of art writing, including, but not limited to, art criticism, art historical writing, and artist statements.	Credits: 3

AR-342 History of New and Expanded Media in Art**Credits: 3**

Prerequisite(s): EN-101 and EN-102 or permission of the instructor

Term Offered: All Terms

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**Credits: 3**

Prerequisite(s): AR-242

Course Type(s): ARHIS

Painting, sculpture, and architecture in Europe from 1400s-1800s.

Museum visits required.

AR-345 Early to Late Modern Art**Credits: 3**

Prerequisite(s): EN-101 and EN-102 or permission of the instructor

Term Offered: Spring Term

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**Credits: 3**

Prerequisite(s): EN-101 and EN-102 or permission of the instructor

Term Offered: All Terms

Course Type(s): ARHIS, WT

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**

Prerequisite(s): EN-101 and EN-102 or permission of the instructor

Term Offered: All Terms

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**

Prerequisite(s): EN-101 and EN-102 or permission of the instructor

Term Offered: All Terms

Course Type(s): ARHIS, GU, WT

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**

Prerequisite(s): AR-114, AR-116, AR-192, and ED-320 and a minimum G.P.A. of 3.00.

Term Offered: All Terms

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. Also listed as ED-351.

AR-352 Methods of Teaching Art II**Credits: 3**

Prerequisite(s): ED-351 or AR-351 and Minimum G.P.A. of 3.0.

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. Also listed as ED-352.

AR-353 Digital Photography III**Credits: 3**

Prerequisite(s): AR-253

Term Offered: All Terms

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-366 Contemporary Art and Worldbuilding**Credits: 3**

Prerequisite(s): EN-101 and EN-102 or instructor permission

Term Offered: All Terms

Course Type(s): CD, WT, ARHIS

Examines the history of contemporary art of various forms of worldbuilding. Topics may include, but are not limited to: the built environment and its impacts on communities, public monuments, immersive and virtual art/video games, artist utopias, design for good, art and education, art and mass incarceration, artist collectives, art and climate crisis, and community building through art. Class assignments will focus on research and writing within the arts.

AR-367 African American Art**Credits: 3**

Prerequisite(s): EN-101 and EN-102 or permission of the instructor.

Term Offered: All Terms

Course Type(s): CD, WT, ARHIS, RE

Examines the history of "African American Art" from the 18th century to the present by analyzing a range of visual art media and the institutions of art that contribute to uneven power dynamics based on race. Class assignments will focus on research and writing within the arts.

AR-368 Gender, Art, and Society**Credits: 3**

Prerequisite(s): EN-101 and EN-102 or permission of the instructor

Course Type(s): ARHIS, GS

A critical survey about the role of gender in the arts through a study of representational subjects, artists, and patronage. This course considers art's role in the construction of gender as a social structure by drawing from fields that include art history, gender studies, critical race studies, and queer theory.

AR-370 Advanced Typography**Credits: 3**

Prerequisite(s): 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(s): 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(s): 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**

Prerequisite(s): AR-114, AR-172, and AR-192

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**

Prerequisite(s): AR-191 and AR-192

Term Offered: All Terms

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 Silkscreening**Credits: 3**

Prerequisite(s): 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(s): AR-253 or AR-374

Term Offered: All Terms

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(s): 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(s): AR-172

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 Animation

Prerequisite(s): AR-114

Term Offered: Fall Term

Course Type(s): None

Students will learn the basic theories and principles of animation. An overview of the early history of animation will be given to put current practice into perspective. Students will be introduced to different animation techniques, such as 2D, Stop Motion, and 3D computer animation. They will apply these techniques to complete several short exercises and pick one to complete a final project.

Credits: 3**AR-387 3D Modeling, Lighting and Rendering**

Prerequisite(s): AR-172

Term Offered: Spring Term

Course Type(s): None

Students will learn how to create virtual objects, both hard surface and organic models, apply materials and lighting, set up a camera, and render professional quality images. Special attention will be given to modeling for animation and real time rendering. The focus will be on the concepts, aesthetics, and practice of generating 3D computer imagery as a means of artistic expression.

Credits: 3**AR-389 Art and Photography Internship**

Term Offered: All Terms

Course Type(s): EX1

An internship in any art and design disciplines with the development of professional competence in the career setting. The placement must enhance a student's knowledge of his or her chosen field of study. Students are required to complete 50 hours per credit. Sophomore status and permission of the instructor is required to register for this course.

Credits: 1-3**AR-390 Animation/Motion Graphics I**

Prerequisite(s): AR-172 or AR-181

Term Offered: All Terms

Course Type(s): IM, RD

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.

Credits: 3**AR-391 Animation/Motion Graphics II**

Prerequisite(s): AR-290 or AR-390

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, storyboarding, editing, and three-dimensional graphic elements.

Credits: 3**AR-392 3-D Animation**

Prerequisite(s): AR-116 or AR-387

Co-requisite(s): AR-386

Course Type(s): None

Building upon the Principles of Animation, students learn to create three dimensional animations, both virtual (3D Computer Animation) and physical (Stop Motion). Character Animation, Procedural animation and Simulation, and animation for Real Time applications will be introduced. Students will complete assignments for each of these different types of animation, and complete a final project with their choice of one of these techniques.

Credits: 3**AR-393 3-D Animation Production**

Prerequisite(s): 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.

Credits: 3**AR-394 3-D Environments and Effects**

Prerequisite(s): AR-393, or AR-387 and AR-392

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.

Credits: 3**AR-395 Animation Production**

Prerequisite(s): AR-386 and AR-390

Course Type(s): None

Students learn how to organize and plan an animation project, add sound and finish their final product. All the steps from concept to final product are covered: Storyboarding, Animatic, Sound, Post-production. While students will make use of computer technology for the practical side of this course, the main focus is on the professional animation process: workflow, planning, and best practices.

Credits: 3**AR-398 Special Topics in Art (300 Level)**

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. If a prerequisite is required it will be announced in the course schedule.

Credits: 1-3**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. Prior permission of the directing professor and department chair is required to take this course.

Credits: 1-3**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.

Credits: 3

AR-402 Photography Portfolio

Prerequisite(s): 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 photo-based artworks 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.

Credits: 3 AR-410 Advanced Project I

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. To register for this course, students must have Junior standing or higher, permission of the department chair, a minimum G.P.A. of 3.00, a major G.P.A. of 3.50, and the student must be an art or fine arts major.

Credits: 1-3
AR-403 Advanced Digital Imaging and Illustration

Prerequisite(s): AR-253 or AR-374

Term Offered: All Terms

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.

Credits: 3
AR-404 Responsive Media

Prerequisite(s): CO-145 or AR-181

Term Offered: Spring Term

Course Type(s): CORTP, 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.

Credits: 3
AR-408 Senior Year Experience: Client/Thesis

Co-requisite(s): 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.

Credits: 3
AR-409 Senior Year Experience: Thesis/Portfolio

Prerequisite(s): AR-408

Co-requisite(s): 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.

Credits: 3
AR-411 Advanced Project II

Prerequisite(s): AR-410, a minimum G.P.A. of 3.00, a major G.P.A. 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: Spring Term

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.

Credits: 1-3
AR-414 Group Project in 3D Animation

Prerequisite(s): AR-394 or AR-395

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.

Credits: 3
AR-415 Senior Animation Reel

Prerequisite(s): 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.

Credits: 3

AR-488 Cooperative Education: Art or Graphic Design Credits: 3

Prerequisite(s): AR-335 or AR-337 and departmental approval

Term Offered: Spring Term

Course Type(s): EX2

An on-site graphic design cooperative work placement. This course may be repeated for credit.

AR-489 Internship in Art and Design Credits: 1-3

Term Offered: All Terms

Course Type(s): EX1

An internship in either graphic design or fine arts at an off-campus work site. The placement must enhance a student's working knowledge of his or her chosen field of study. Students are required to complete a minimum of ten hours per week for a total minimum of 150 hours.

AR-498 Special Topics in Art (400 Level) Credits: 1-3

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. May be conducted on either a lecture-discussion or a seminar basis. If there is a prerequisite it will be announced in the course schedule.

AR-499 Independent Study in Art Credits: 1-3

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. Students must have Senior standing and prior permission of the directing professor and department chair to take this course.