

Art (ART)

To register for courses and see a real-time listing of classes and sections offered, view the add/drop system (<https://userve.uvu.edu/StudentRegistrationSsb/ssb/term/termSelection/?mode=search>).

ART 1010. Introduction to Visual Arts. (3 Credits)

Develops an appreciation of the visual arts by investigating the elements and principles of art, art criticism, art production, and the history of art. Includes written critiques and assignments. Requires students to identify works of arts and describe their significance in writing.

May be delivered hybrid.

ART 1020. Basic Drawing for Non-Majors. (3 Credits)

For non-majors. Introduces basic drawing techniques and stresses fundamentals of observation-based homework. Includes practice and skill building. Investigates basic black and white media such as graphite and charcoal. Requires sketchbook, in-class and home work assignments.

ART 1050. Photography I. (3 Credits)

Emphasizes the use of camera operation, including aperture and shutter speed adjustments to control exposure, depth of field, lenses, and camera format. Teaches how to see photographically, using elements of composition and lighting to make stronger images.

ART 1110. Drawing I. (3 Credits)

Prerequisite(s): Major in Art and Design or Art Education

For Art and Design and Art Education majors. Introduces fundamental drawing concepts and media. Emphasizes mastery of basic drawing principles and integration of these principles into a personal drawing style through exposure to a variety of structured drawing experiences.

ART 1120. 2D Design. (3 Credits)

Prerequisite(s): Major in Art and Design or Entertainment Design or Art Education or Digital Media

Introduces skills, techniques, and materials associated with two-dimensional design fundamentals. Researches a variety of media, techniques, and subjects, exploring perceptual and descriptive possibilities regarding design both as a developmental process as well as an artistic end. Provides experience in a range of traditional and non-traditional design media. Projects and critiques examine integration of both visual elements and principles of design according to contemporary standards.

ART 1130. 3D Design. (3 Credits)

Prerequisite(s): ART 1120

Presents a survey of the history and main lines of development and influential factors in three dimensional design. Examines important designers, firms, and decisive turning points in the history of three dimensional design. Emphasizes planning, purpose, and function through project oriented assignments. Teaches proper use of tools and materials.

Course fee of \$45 for materials applies.

ART 1210. Observational Drawing. (3 Credits)

Provides students with essential drawing skills necessary for the correct representation of space. Introduces multiple linear perspective drawing methods, visualization, tonal drawing, and rendering skills. Studies perspective and spatial representation in a historical context.

ART 1220. Perspective Drawing. (3 Credits)

Pre- or Corequisite(s): ART 1210

Studies essential perspective drawing skills necessary for the representation of 3-dimensional forms in space. Introduces multiple linear perspective drawing methods, visualization, and rendering skills. Studies perspective and planar representation in a historical context.

ART 1340. Sculpture I. (3 Credits)

Introduces methods and techniques of figurative clay sculpture. Students will construct armatures and build clay head and anatomy studies from the model. Includes firing and finishing techniques.

Course fee of \$72 for materials applies.

ART 1350. Ceramics I. (3 Credits)

Studies clay as an expressive medium. Emphasizes techniques of working with clay, including hand building, wheel throwing, glazing, and firing.

Course lab fee of \$50 for materials applies.

ART 1400. Graphic Computer Applications. (3 Credits)

Introduces concepts and software related to visual communication and the creation and reproduction of art. Teaches how to create and modify digital images using Adobe Photoshop. Also teaches basic design skills using Adobe Illustrator. Teaches basic page layout skills using InDesign. Covers basic software used in visual communications.

Lab access fee of \$35 for computers applies.

ART 1410. Typography I. (3 Credits)

Prerequisite(s): ART 1400. For DGM majors: DGM 1110, DWDD 1400.

Pre- or Corequisite(s): ART 1120

Teaches the principles of typographic design and communication, type selection, and type terminology. Addresses typographic history and the use of typography in contemporary design including its relationship to layout and grid structure. Teaches skills to allow students to professionally set type using industry standard software.

Lab access fee of \$35 for computers applies.

ART 1420. Graphic Design I. (3 Credits)

Prerequisite(s): ART 1400. For DGM majors: DGM 1110 and DWDD 1430.

Pre- or Corequisite(s): ART 1120

Provides an understanding of basic principles needed for effective visual communication. Presents a survey of graphic design theory and practice.

Introduces graphic design processes for creative problem solving, production and critique.

Lab access fee of \$35 for computers applies.

ART 1630. Introduction to Landscape Painting. (3 Credits)

Teaches landscape painting and drawing techniques through direct exposure to area sites. Explores interior and exterior landscapes. Studies color, shape, relationships, light, and space. Emphasizes individual interpretation of subject matter using a variety of media. Community members welcome.

ART 1650. Watercolor. (3 Credits)

Studies materials, techniques, and compositional methods of watercolor painting at a beginning level. Teaches the application of basic techniques for the use of transparent watercolor materials. Includes lecture/demonstration and studio time for application and evaluation. For majors and non-majors.

ART 1750. Intro to Digital Imaging. (3 Credits)

Prerequisite(s): Major in Art and Design or Art Education

Emphasizes the use of camera operation, including lens, aperture, and shutter speed adjustments to control exposure and depth of field. Teaches how to see photographically, using elements of composition and lighting to make stronger images. Uses digital captures as the primary focus. Also covers how to light and photograph 2D and 3D artworks as well as create reference photos. Required DSLR or SLR cameras.

Lab access fee of \$35 applies.

ART 1790. Dark Room Techniques. (3 Credits)

Prerequisite(s): ART 1750

Introduces photography majors to traditional dark room processes, including development and printing methods. Teaches imagery through negative manipulation, diffusion, toning, and multiple exposure.

Course fee of \$19 for equipment applies.

ART 1810. Introduction to Interior Design. (3 Credits)

For individuals wishing to develop interior design skills, be employed in the interior design industry, or develop their own interior design business.

Overviews the interior design profession, client profiles and the design process. Covers principles and elements of design, evaluating design, color and lighting, fabric and pattern coordination. Studies American architecture and furniture styles, history and identification, and current design trends.

ART 1820. Interior Space Design. (3 Credits)

For individuals wishing to develop interior design skills, be employed in the interior design industry, or develop their own interior design business. Covers aesthetic and functional home design and space planning, "presentation" drafting and presentation techniques, "universal design," quality furniture selection, and furniture arrangements. Includes kitchen design, architectural details, background materials, color fabric construction and selection. Includes lecture, guest speakers, videos, in-class labs and field trips. Completers have prepared floor plans, color and selection boards, and make client presentations.

ART 1830. Residential Interior Design. (3 Credits)

For individuals wishing to develop interior design skills, be employed in the interior design industry, or develop their own interior design business. Covers conceptualizing, designing, specifying and presenting residential interior client presentations. Includes business practices, building codes, portfolio preparation and advanced interior design concepts. Completers will have knowledge to be competent at mid-level interior design positions.

ART 2000R. Art and Design Lecture Series. (1 Credit)

Prerequisite(s): Declared Art and Design major

Offers weekly lectures exploring art and design. Addresses art education, art history, ceramics, drawing, graphic design, illustration, painting, photography, and sculpture. May be repeated for a maximum of 4 credits toward graduation.

Course fee of \$50 for support applies.

ART 2100. Teaching Art for Children. (3 Credits)

Introduces concepts and techniques to teach children art in the home, community, or schools based on state and national art teaching and learning standards. Includes community-based and multicultural engagement, materials management, and content appropriate for young learners. Assists students to become independent, creative, and productive learners as they acquire the knowledge, skills, and experience to teach children ages 5–12.

Course Lab fee of \$23 for materials applies.

ART 2110. Drawing II. (3 Credits)

Prerequisite(s): (ART 1110 or ART 1020) and ART 1120

Emphasizes continued mastery of drawing principles and further integration of these principles into a personal drawing style. Provides exposure to a variety of structured drawing experiences. Introduces color drawing media into vocabulary and application in works created.

ART 2190R. Special Topics. (1-3 Credits)

Elective course for Art and Design students. Presents seminars and workshops from experts in industry. May range from a single weekend to a full semester. Repeatable for offerings of different content. A maximum of 3 credits may apply toward graduation.

ART 2220. Imagination and Visual Literacy. (3 Credits)

Prerequisite(s): ART 1210 and ART 1220

Teaches visual problem solving skills that enable students to effectively find, interpret, evaluate, use, and create images that are original in concept. \$25 course fee for support applies.

ART 2230. Illustrative Media and Techniques I. (3 Credits)

Prerequisite(s): ART 1120, ART 1210, ART 1220

Introduces the practice, study, and application of a variety of oil painting techniques used in the production of illustration art. Explores the development of mixed media processes and techniques using oil paint in combination with other materials and media will be explored.

ART 2240. Illustrative Media and Techniques II. (3 Credits)

Prerequisite(s): ART 1120, ART 1210, ART 1220

Introduces the study, practice and application of aqueous painting media used in the production of illustration art. Focuses on acrylic, gouache, casein or watercolor painting techniques. In addition, develops mixed media processes and techniques in combination with aqueous painting media.

ART 2250. Gestural Drawing. (3 Credits)

Prerequisite(s): ART 1210 ART 1220

Introduces the drawing of basic shapes and forms used to create solidly-constructed, animated characters. Emphasizes understanding and communicating movement of the human form as shapes and drawing imaginatively.

Course fee of \$100 applies for support.

ART 2260. Digital Painting I. (3 Credits)

Prerequisite(s): ART 1120, ART 1210, ART 1220, ART 1400

Introduces the digital illustrator/painter to the application of various animation software programs such as basic raster, vector, and 3D.

Lab access fee of \$35 for computers applies.

ART 2270. Figure Drawing I. (3 Credits)

Prerequisite(s): ART 1210, ART 1220

Studies the anatomy of the human figure; dynamics, posing and motion. Emphasizes figure-drawing skills such as extreme foreshortening, perspective and drawing the gestural motion of the human form. Uses live models (draped and/or undraped).

Course Lab fee of \$120 for support applies.

ART 2280. 3D Modeling. (3 Credits)

Prerequisite(s): ART 1120, ART 1400

Teaches basic techniques of computer software 3D modeling, focusing primarily on Polygon and Subdivision Surface workflows. Includes basic lighting, surfacing, and rendering techniques.

Software fee of \$23 applies

Lab access fee of \$35 for computers applies.

ART 2340. Sculpture II. (3 Credits)

Prerequisite(s): ART 1340 or Department Approval

Teaches intermediate techniques of clay sculpture, including armature construction, base relief, figurative sculpture based on human and animal forms. Develops the skills to create a sculpture from clay model to finished piece.

Course fee of \$40 for materials applies.

ART 2350. Ceramics II. (3 Credits)

Prerequisite(s): ART 1350 or Department Approval

Teaches intermediate and advanced techniques of wheel throwing, hand-building, and glazing. Emphasizes clay as an artistic medium. Includes decoration of clay shapes with engobes, slip, glaze, overglazes, etc. Develops the skills to create a quality finished ceramic piece. Requires students to provide all materials and equipments except wheels.

Course fee of \$60 for materials applies.

ART 2400. Production Design. (3 Credits)

Prerequisite(s): ART 1110, ART 1120, ART 1400, ART 1410, ART 1420, formal acceptance to Associate of Applied Science in Graphic Design (AAS)

Program by portfolio review, or department approval.

Introduces production techniques used in the graphic design industry. Includes the practical application of learned technical skills through design projects.

Lab access fee of \$35 for computers applies.

ART 2430. Branding I. (3 Credits)

Prerequisite(s): ART 1110, ART 1120, ART 1400, ART 1410, ART 1420, formal acceptance to Associate of Applied Science in Graphic Design (AAS) Program by portfolio review, or department approval.

Addresses concepts relating to branding campaigns. Teaches research skills and the influence they have on the creation of brand identities. Teaches brainstorming, conceptual skills, and the use of industry-standard software for the design and production of an identity system.

Lab access fee of \$35 for computers applies.

ART 2440. Motion Graphics I. (3 Credits)

Prerequisite(s): ART 1110 or ART 1210, ART 1120, ART 1400, declared Entertainment Design (AAS), or formal acceptance to Associate of Applied Science in Graphic Design (AAS) Program by portfolio review, or department approval

Teaches basic principles and techniques of 2D animation with an emphasis on typography. Includes discussion of creative problem solving in time-based media. Includes learning 2D industry software to render video and audio.

Software fee of \$23 applies.

Lab access fee of \$35 for computers applies.

ART 2480. UI/UX Design I. (3 Credits)

Prerequisite(s): ART 1410, ART 2400

Teaches basic principles and techniques of interface design for the Web. Includes discussion of usability and information architecture to solve client needs. Includes learning HTML tags and CSS styling, image preparation for the Web, and using Adobe Dreamweaver to create and upload web-ready files.

Lab access fee of \$35 for computers applies.

ART 2620. Color Theory. (3 Credits)

Prerequisite(s): ART 1120

Explores the principles of color theory as related to the visual arts. Introduces theories of color, color systems, and the psychology of color through a sequence of exercises and projects.

ART 2630. Painting I. (3 Credits)

Investigates the character and techniques of oil painting at a beginning level. Emphasizes several approaches (both traditional and modern) on a variety of surfaces.

ART 2640. Painting II. (3 Credits)

Prerequisite(s): ART 2630, (ART 1120 and ART 2620 recommended)

Presents advanced traditional and non-traditional oil painting techniques. Emphasizes the techniques for personal exploration. Encourages development of individual style and approach to the media.

ART 2680. Printmaking I. (3 Credits)

Prerequisite(s): ART 1110 or ART 1020

Introduces fine art printmaking and focuses on beginning techniques, processes, and materials. Explores the role of traditional and contemporary printmaking as a fine art medium. Focuses on the development of personal and individual imagery, craftsmanship, the use of tools and materials, and printmaking terminology. Includes intaglio printing and relief printing.

Course Lab fee of \$32 applies.

ART 2700. Photography II. (3 Credits)

Prerequisite(s): ART 1790

Extends skills and principles learned in Introduction to Photography. Continues the exploration of light and composition through personal expression to make stronger images. Emphasizes technical control of exposure, development, and aesthetic presentation in the context of the Zone System. Teaches processes of archival printing and presentation. Emphasizes use of large format cameras.

Course fee of \$19 for equipment applies.

ART 2710. Documentary Photography. (3 Credits)

Prerequisite(s): ART 1750

Teaches the art of telling stories through lens based media. Studies how to take a story from concept to publication. Explores methods of publication of imagery in magazines, newspapers, web sites, social media, annual reports, etc. Uses historical documentary references to inform contemporary ways of telling a story. Includes the use of still and moving imagery.

Course Lab fee of \$19 for equipment applies.

ART 2720. Color Photography. (3 Credits)

Prerequisite(s): ART 1750

Introduces color photography and color theory using digital photography and Adobe Photoshop as well as inkjet printing and scanning. Explores cross processing and other development manipulations. Discusses development of color photography and color perception as applied to specific themes.

Encourages creativity and personal expression.

Lab access fee of \$35 for computers applies.

ART 2730. Photographic Lighting I. (3 Credits)

Pre- or Corequisite(s): ART 2720

Teaches the basic skills needed to control and manipulate light as a tool for the photographer in communication of artistic vision. Explores different lighting sources and investigates the effects of direction, quality and quantity. Emphasizes flash photography, tungsten, and natural lighting. Studies photographic studio, location, and mixed lighting techniques. Covers processes and concepts through slide presentations, readings, critiques and class discussions.

Course Lab fee of \$19 for equipment applies. Software fee of \$10 applies.

ART 2810R. Art and Design Internship. (1-6 Credits)

Prerequisite(s): Departmental Approval

Combines classroom theory with related, practical job experience. Provides students work experience as employees of a business, agency, or institution while enrolled in classes related to their career/major. Allows for individualized course content with students setting objectives in concert with their internship advisor and their workplace supervisor. Requires pre-approval by the area coordinator and department internship advisor. Offers variable credit determined by the number of hours worked per week. May be repeated for a maximum of 6 credits towards graduation. May be graded credit/no credit.

ART 2815. Historical Architecture and Interior Design. (3 Credits)

Studies interior design and its development and change through historical styles from prehistoric civilizations through the Victorian Era. Identifies major historical period styles, major architects, and designers. Covers furniture, lighting, and surface materials.

ART 2825. Modern Architecture Interiors and Furnishings Modern Architecture Interiors and Furnishings. (3 Credits)

Prerequisite(s): ART 1810

Studies interior design and its development through historical styles from the Arts and Crafts movement to Deconstructivism. Covers architects, designers, textiles, lighting and surface materials.

ART 2910R. Independent Study. (1-3 Credits)

Prerequisite(s): Sophomore and above students only

Provides an opportunity for second year and above students to do individual research and experimentation within the areas of the Art and Design Program. Limited to advanced work beyond that which can be completed in existing available classes. Requires that a proposal be submitted and approved by the department prior to enrollment. May be repeated for a maximum of three credits toward graduation.

ART 3000R. Special Topics in Art. (1-3 Credits)

Prerequisite(s): University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, and department approval

Addresses emerging topics, issues, and developments related to the visual arts. Includes lectures, demonstrations, and studio time for application and evaluation. Encourages development of personal style in relation to the topic. May be repeated for a maximum of 9 credits toward graduation.

ART 3005. Ceramic History Trends and Practices. (3 Credits)

Prerequisite(s): ART 1350, ART 2350, and University Advanced Standing; or department approval

Investigates important movements, approaches, cultures, and techniques in the history of ceramic production. Studies artists, trends, and issues in contemporary ceramics.

ART 3110R. Drawing III. (3 Credits)

Prerequisite(s): ART 2110 and University Advanced Standing; or department approval

Continues the exploration of the technical skills and conceptual development of drawing as a creative medium. Focuses on the mastery of drawing skills and includes demonstrations, lectures and active participation in the critical process. Emphasizes cultivating personal expression and independent serial work. May be repeated for a maximum of 6 credits toward graduation.

ART 3210. Narrative Illustration. (3 Credits)

Prerequisite(s): ART 2230 or ART 2240, ART 2260, ART 2270, matriculation into the BFA in Art and Design Illustration emphasis or the BFA in Entertainment Design, or department approval, and University Advanced Standing.

Provides experiences in creating mood through visual elements and controlling the pictorial space. Emphasizes composition, creativity and technical ability. Addresses narrative illustration and visual storytelling.

Course fee of \$20 for support applies.

ART 3220. Conceptual Illustration. (3 Credits)

Prerequisite(s): (Matriculated into the BFA in Arts and Visual Communication: Illustration emphasis) and University Advanced Standing

Pre- or Corequisite(s): ART 2270

Introduces conceptual illustration and problem solving through the use of visual symbols, metaphors and icons.

Course fee of \$20 for support applies.

ART 3220R. Advanced Rendering of Forms and Surfaces. (3 Credits)

Prerequisite(s): ART 2240 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Studies the accurate depiction of light, shadow, and reflectivity. Focuses on realistic rendering of various objects, textures, and surfaces. Develops advanced skills with a variety of media that may include traditional and/or digital drawing and painting media. May be repeated for a maximum of 6 credits toward graduation.

ART 3240. Head Drawing. (3 Credits)

Prerequisite(s): ART 2270, matriculation into the BFA in Art and Design Illustration emphasis or the BFA in Entertainment Design, or department approval, and University Advanced Standing.

Develops proficiency in rendering the human head in a variety of approaches and techniques. Addresses geometric and planar construction, proportion, lighting, features, and expression.

Course Lab fee of \$93 for support applies.

ART 3240R. Childrens Book Illustration. (3 Credits)

Prerequisite(s): (Matriculated into the BFA in Art and Design: Illustration emphasis) and University Advanced Standing

Pre- or Corequisite(s): ART 2230 or ART 2240

Teaches the processes and techniques used in the execution of children's book illustrations. Emphasizes stylizing, simplifying, exaggerating forms, and organizing pictorial space. Focuses on the art of narrative storytelling and continues the study of media and techniques relative to storybook illustration. May be repeated for a maximum of 6 credits toward graduation.

ART 3250. Environment Design . (3 Credits)

Prerequisite(s): ART 2240, ART 2260, matriculation into the BFA in Art and Design Illustration emphasis or the BFA in Entertainment Design, or department approval, and University Advanced Standing.

Develops and improves skills in designing, rendering, and painting environments and landscapes for use in illustration, animation, video games, and film.

ART 3250R. 2D Animation for Illustration. (3 Credits)

Prerequisite(s): (ART 1110 and ART 1400) or (DAGV 1300 and DAGV 1300L), and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Provides the student of illustration a firm foundation to create simple to moderately complex 2D animations. Develops skills using animation basics including tweening, squash and stretch, anticipation, staging and timing. May be repeated for a maximum of 6 credits toward graduation.

ART 3260. Digital Painting II. (3 Credits)

Prerequisite(s): ART 2260, matriculation into the BFA in Art and Design Illustration emphasis or the BFA in Entertainment Design, or department approval, and University Advanced Standing.

Focuses on creating quality digital paintings/illustrations in a studio setting. Studies the more subtle features of the software applications. Practices advanced conceptual and problem solving skills.

Lab access fee of \$35 for computers applies.

ART 3270. Digital Illustration. (3 Credits)

Prerequisite(s): ART 1110, ART 1400, ART 2260 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Develops advanced skills in producing pixel-based, computer-generated artwork for use as illustrations and other graphic communications. Emphasizes digitally painted images created from scratch rather than the creation of images produced through the digital manipulation of existing, found, or photographic resources. Develops conceptually based and communicative images that will be a vital aspect of each course project. Employs industry-standard software, and techniques including layers, compositing, channels, selection masks and color adjustments.

ART 3280. 3D Texturing and Rendering. (3 Credits)

Prerequisite(s): ART 2260, ART 2280, and University Advanced Standing; formal acceptance to the BFA in Art and Design: Illustration emphasis or the BFA in Entertainment Design, or department approval.

Teaches techniques in texturing, lighting, and rendering of 3D models and scenes with a special emphasis upon aesthetics and composition. Includes texture painting, UV mapping, and HDRI lighting in addition to the standard techniques.

Software fee of \$23 applies.

Lab access fee of \$35 applies for computers.

ART 3280R. Painting the Human Head. (3 Credits)

Prerequisite(s): ART 3240 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Continues the development of rendering skills acquired in ART 3240 (Head Drawing). Emphasizes mixing flesh tones, managing values, and investigates a variety of approaches to painting the human head. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$93 for computers applies.

ART 3340R. Sculpture III. (3 Credits)

Prerequisite(s): ART 2340 and University Advanced Standing; or department approval

Investigates studio problems based on concepts applied to various three-dimensional materials. Places special emphasis on the development of individual expression in the students chosen medium. Encourages the development of individual style and exploration of alternative media. May be repeated for a maximum 6 credits toward graduation.

Course fee of \$27 for materials applies.

ART 3350R. Ceramics III. (3 Credits)

Prerequisite(s): ART 2350 and University Advanced Standing; or department approval

Continuation of concepts developed in Ceramics I and II. Addresses advanced skills in hand building, wheel throwing, glaze formulation and kiln firing. May be repeated for a maximum of 6 credits toward graduation.

Course lab fee of \$60 for materials applies

ART 3420. Typography II. (3 Credits)

Prerequisite(s): ART 2400, ART 2430, University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.

Develops advanced skills in the use of typography and layout. Examines editorial practices and executes designs that are appropriate for the intended audience. Teaches industry-standard page layout software.

Lab access fee of \$35 for computers applies.

ART 3440. Motion Graphics II. (3 Credits)

Prerequisite(s): ART 2280, ART 2440, and University Advanced Standing; formal acceptance to the BFA in Art and Design: graphic design emphasis or the BFA in Entertainment Design, or department approval.

Teaches principles and techniques of 3D animation with an emphasis on typography. Includes discussion of creative problem solving in time-based media. Includes learning 2D and 3D industry software to render video with audio.

Software fee of \$23 applies.

Lab access fee of \$35 for computers applies.

ART 3450. Branding II. (3 Credits)

Prerequisite(s): ART 2400, ART 2430, University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.

Teaches concept and theory behind brand identity and package design. Covers how to conduct research to ensure designs are conceptually appropriate and targeted. Includes creation of collateral that supports campaign criteria.

Lab access fee of \$35 for computers applies.

ART 3480. UI/UX Design II. (3 Credits)

Prerequisite(s): DWDD 1600, University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.

Teaches advanced principles and techniques to develop interactive experiences. Includes discussion of usability and user-centered design to solve client needs. Includes learning user interface (UI) and user experience (UX) design principles.

Lab access fee of \$35 for computers applies.

ART 3500. Secondary Art Education Methods I. (3 Credits)

Prerequisite(s): ART 1110, ART 1120, University Advanced Standing, and Matriculation into Art Education or department approval.

Introduces students to the materials, methods, and resources related to teaching middle school and high school visual arts. Emphasizes the characteristics and components of a quality art program. Designed for the art education major pursuing teacher licensure for grades 7-12. Course Lab fee of \$16 for materials applies.

ART 3510. Secondary Art Education Methods II. (3 Credits)

Prerequisite(s): University Advanced Standing. Art Education Majors Only.

Investigates theories and models of curriculum development in the visual arts for middle school and high school students. Includes implementation of curriculum development, unit/lesson planning, and evaluation strategies in the visual arts. Prepares prospective art teachers to plan, organize, and promote quality art programs and curricula.

Course Lab fee of \$22 for materials applies.

ART 3610R. Figure Drawing II. (3 Credits)

Prerequisite(s): ART 2270 and University Advanced Standing; formal acceptance to the BFA in Art and Design: Illustration emphasis or the BFA in Entertainment Design, or department approval.

Presents skills and techniques related to drawing the human figure. Uses live models (draped and undraped). May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$150 for support applies.

ART 3630R. Painting III. (3 Credits)

Prerequisite(s): ART 2640 and University Advanced Standing; or department approval

Introduces theoretical issues in contemporary painting and their application to personal approaches to painting. Emphasizes individual problem solving and independent growth within a conceptual setting. May be repeated for a maximum of 6 credits toward graduation.

ART 3640R. Figure Painting. (3 Credits)

Prerequisite(s): (ART 3610R, matriculated into the BFA in Art and Design: Illustration emphasis program or area coordinator approval) and University Advanced Standing

Explores fundamental methods and techniques of oil painting from the figure using live models (draped and undraped). Emphasizes mastery of representational depictions of the figure. Includes themes of abstraction, interpretation, and narrative uses of the figure. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$150 for support applies.

ART 3660R. Life Drawing. (3 Credits)

Prerequisite(s): ART 1110, ART 1120, or department approval and University Advanced Standing

Studies fundamental human anatomy, structure, value representation, proportion, shape, and gesture from a fine arts vantage point in a range of drawing media. Draws from observation of live models (clothed and unclothed). Serves as a foundation for advanced courses in drawing and painting the human form as found in traditional, modern, and contemporary fine arts movements. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$135 applies.

ART 3670R. Printmaking II. (3 Credits)

Prerequisite(s): (ART 1110 or ART 1020), ART 2680, University Advanced Standing, or department approval

Continues to develop, enhance, and create proficiency in printmaking skills through intermediate techniques, processes, and materials. Establishes the role of traditional and contemporary printmaking as a fine art medium. Includes challenging and complex projects with more advanced technical skills than Printmaking I. Strengthens the development of personal and individual imagery, including the importance of craftsmanship, the usage of additional tools/materials, and an expanding printmaking vocabulary. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$34 for materials applies.

ART 3680R. Printmaking III. (3 Credits)

Prerequisite(s): (ART 1110 or ART 1020), ART 2680, University Advanced Standing, or departmental approval

Continues the exploration of fine art printmaking through advanced techniques, processes, and materials including the mixing/printing of color inks and multiple plate registration. Strengthens the development of personal and individual imagery, including the importance of craftsmanship, the usage of new tools/materials, and an expanding printmaking vocabulary. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$34 for materials, equipment applies.

ART 3690R. Contemporary Figure Painting. (3 Credits)

Prerequisite(s): (ART 3660R or ART 2270), ART 2630, and University Advanced Standing; or department approval. ART 2620 recommended.

Studies the human form from a fine arts vantage point at an advanced level in various painting media (oil, acrylic, mixed, etc.). Explores historical and contemporary modes of media/image use and interpretation in conceiving and expressing the human form in a range of stylistic contexts. Painting is done from observation of live models (draped and undraped).

Course Lab fee of \$135 applies.

ART 3710R. Historical Photographic Processes. (3 Credits)

Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval. Teaches alternative photographic processes with an emphasis on early photographic printing techniques. Includes preparation and exposure of paper using various alternative techniques through a variety of hands-on projects. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$50 for equipment applies.

ART 3730. Photographic Lighting II. (3 Credits)

Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval. Focuses on product lighting and camera techniques. Develops artistic skill through the creation of images that can be used in commercial settings, specifically in advertising.

Course Lab fee of \$19 for equipment applies.

ART 3740. Fine Art Photography. (3 Credits)

Prerequisite(s): ART 1750 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Integrates previously taught image-making skills, and encourages students to further develop their personal vision through a more developed project. Examines contemporary trends, styles, and critical issues through slide presentations, readings, critiques, critical writing and class discussions.

Course Lab fee of \$19 for equipment applies.

ART 3750. Advanced Digital Imaging. (3 Credits)

Prerequisite(s): ART 2720 and University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

Integrates Photoshop as a development and manipulation tool for image making. Investigates technical concerns of digital workflow, capture, and output for commercial and fine art applications. Strong emphasis on using Photoshop as a creative tool in personal artistic expression. Discusses more advanced uses of selection tools, color correction, layer and channel manipulations. Teaches processes and concepts through slide presentations, readings, critiques and class discussions.

Lab access fee of \$35 for computers applies.

ART 3800. Low-Fire Ceramics. (3 Credits)

Prerequisite(s): ART 1350, ART 2350, and University Advanced Standing; or department approval

Explores low-temperature clay and glazing techniques, as well as the practical and aesthetic considerations of their use. Addresses the operation and maintenance of electric kilns.

Course lab fee of \$60 for materials applies.

ART 3810. Ceramic Technologies. (3 Credits)

Prerequisite(s): ART 1350, ART 2350, and University Advanced Standing; or department approval

Teaches proper practices in the ceramic studio. Includes kiln operation, maintenance and design, basic clay and glaze formulation, understanding ceramic materials, ceramic tool making, and studio practices and safety.

Course Lab fee of \$60 applies.

ART 3820R. Sculpting the Human Form. (3 Credits)

Prerequisite(s): [(ART 1110 or ART 1020), ART 1130, ART 1340] and University Advanced Standing

Teaches sculpting principles and techniques related to the human form. Explores skeletal and muscular anatomy studies through the creation of an écorché sculpture. Sculpting will be done from live models (clothed and unclothed) to improve observation and rendering skills. Emphasizes armature design and creation. May be repeated for a maximum of 6 credits toward graduation.

Course lab fee of \$72 for illustration applies.

ART 4110R. Drawing IV. (3 Credits)

Prerequisite(s): (ART 2110 Drawing II or department approval) and University Advanced Standing

Emphasizes individual exploration in a variety of drawing media. Variably engages "process" as a creative methodology. Continues with conceptual development of drawing as a creative medium. Encourages active participation in the critical process and refinement of a personal approach to the medium. May be repeated for a maximum of 6 credits toward graduation.

ART 4210R. Advanced Illustration. (3 Credits)

Prerequisite(s): (Matriculated into the BFA in Art and Design: Illustration emphasis program) and University Advanced Standing

Pre- or Corequisite(s): ART 3220

Provides advanced studies in producing a senior level portfolio. Encourages students to find a personal style and voice in communicating images. Requires advanced problem solving skills and advanced abilities in the creation of images. May be repeated for a maximum of 6 credits toward graduation.

Course fee of \$50 for support applies.

ART 4250. Character Design. (3 Credits)

Prerequisite(s): ART 3240, ART 3610R, and University Advanced Standing; formal acceptance to the BFA in Art and Design: Illustration emphasis or the BFA in Entertainment Design, or department approval.

Teaches how to create original and compelling character designs for use in film, video games, graphic novels, and children's books.

Lab access fee of \$35 for computers applies.

ART 4260. Concept Design. (3 Credits)

Prerequisite(s): ART 3250, and University Advanced Standing; formal acceptance to the BFA in Art and Design: Illustration emphasis or the BFA in Entertainment Design, or department approval

Pre- or Corequisite(s): ART 4250

Teaches how to create original and compelling concept designs and environments for use in film, video games, graphic novels, and children's books.

ART 4270. Sequential Illustration. (3 Credits)

Prerequisite(s): ART 3210, ART 3260, and University Advanced Standing; formal acceptance to the BFA in Art and Design: Illustration emphasis or the BFA in Entertainment Design, or department approval.

Studies the practice and execution of drawings and lettering in pencil, ink or digital mediums to create visual narratives in sequence, commonly referred to in popular culture as comics or graphic novels.

Lab access fee of \$35 for computers applies.

ART 4280. 3D Rigging and Animation. (3 Credits)

Prerequisite(s): ART 3280, ART 3440, ART 3610R, and University Advanced Standing; formal acceptance to the BFA in Art and Design: Illustration emphasis or the BFA in Entertainment Design, or department approval

Pre- or Corequisite(s): ART 4250

Teaches the process of rigging for 3D motion and posing of characters and objects for animated films and games. Studies principles of character animation and motion capture.

Software fee of \$23 applies.

ART 4290. 3D Sculpting. (3 Credits)

Prerequisite(s): ART 3240, ART 3280, ART 3610R, and University Advanced Standing; formal acceptance to the BFA in Art and Design: Illustration emphasis or the BFA in Entertainment Design, or department approval

Pre- or Corequisite(s): ART 4250

Teaches 3D digital sculpting techniques needed to create finished 3D illustrations and/or 3D assets to be used as reference for 2D illustration. Studies model detailing, texture mapping, lighting, and rendering of 3D computer reference or as standalone 3D illustration.

Software fee of \$23 applies.

Lab access fee of \$35 applies for computers.

ART 4360. Mold Making and Casting. (3 Credits)

Prerequisite(s): ART 1120, ART 1130, ART 2340, and University Advanced Standing; or department approval

Covers the basic process of casting and the construction of molds. Emphasizes the use of molds in the development of sculptural ideas.

Course lab fee of \$70 for materials applies.

ART 4370. Hand Building Ceramics. (3 Credits)

Prerequisite(s): ART 1350 and University Advanced Standing; or department approval

Designed for students interested in three-dimensional art forms. Emphasizes hand building design and techniques in creating both sculptural and vessel projects in water-based clay. Teaches advanced methods of coil, slab, and pinch construction. Utilizes slump molding, rolled slab, cylinders, and molds in creation of finished clay products.

Course lab fee of \$50 for materials applies.

ART 4430R. Design Studio. (3 Credits)

Prerequisite(s): ART 3420, ART 3450, and University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval

Addresses emerging topics, issues, and technology relevant to graphic design. Addresses these issues through research and collaborative project development. May be repeated for a maximum of 6 credits toward graduation.

Lab access fee of \$35 applies for computers.

ART 4440. Entertainment Design Studio. (3 Credits)

Prerequisite(s): ART 3440, and University Advanced Standing; formal acceptance to the BFA in Art and Design: graphic design emphasis or the BFA in Entertainment Design, or department approval

Addresses emerging topics, issues, and technology relevant to entertainment design. Addresses these issues through research and collaborative project development.

Software fee of \$23 applies.

Lab access fee of \$35 for computers applies.

ART 4480. UI/UX Studio. (3 Credits)

Prerequisite(s): ART 3480, and University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval.

Addresses emerging topics, issues and technology relevant to UI/UX design. Addresses these issues through research and collaborative project development.

Lab access fee of \$35 for computers applies.

ART 4490. Portfolio II. (3 Credits)

Prerequisite(s): ART 3410R, ART 3430R, and University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval

Presents advanced instruction in the execution of a variety of graphic design projects (advertising, collateral, editorial, package and web design) aimed at building an exit portfolio. Assists students to improve and refine their portfolios in preparation for employment. Provides students the skills to develop a brand identity for themselves to further enhance their employability.

Software fee of \$20 applies.

Lab access fee of \$25 applies for computers.

ART 4630R. Painting IV. (3 Credits)

Prerequisite(s): ART 2640 Painting II and University Advanced Standing; or department approval

Emphasizes independent and creative development as a painter. Provides an opportunity for students to solidify and expand their ideas while working within a class context. May be repeated for a maximum of 6 credits toward graduation.

ART 4660R. Advanced Life Drawing. (3 Credits)

Prerequisite(s): (ART 3660R or ART 2270), and University Advanced Standing; or department approval

Studies fundamental human anatomy, structure, value representation, shape and gesture from a fine arts vantage point at an advanced level. Explores historical and contemporary modes of media/image use and application in conceiving and expressing the human form in a range of stylistic contexts. Includes observational drawing of live models (clothed and unclothed). Serves as a platform for advanced development in drawing the human form in a range of drawing media as found in traditional, modern and contemporary fine arts movements. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$150 for Illustration applies.

ART 4680R. Printmaking IV. (3 Credits)

Prerequisite(s): (ART 1110 or ART 1020), ART 2680, University Advanced Standing, or departmental approval

Expands the exploration of fine art printmaking through advanced techniques, processes, and materials. Continues to view the role of traditional and contemporary printmaking as a fine art medium. Includes more challenging and complex projects with more advanced technical skills than in Printmaking I, II, & III. Encourages the ability to detect and diagnose printing errors and to collaborate with peers in the making and critiquing of artworks. Strengthens the development of personal and individual imagery, including the importance of craftsmanship, the usage of new tools/materials, and an expanding printmaking vocabulary. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$34 for materials applies.

ART 4700R. Figure Drawing III. (3 Credits)

Prerequisite(s): (ART 3610R, Art and Visual Communication BFA Students, or Instructor approval) and University Advanced Standing

Offers a senior-level drawing experience, emphasizing drawing from imagination. Continues skill development in proper character structure and scene layout. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$125 for support applies.

ART 4710R. Photographic Illustration. (3 Credits)

Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval
 Develops skills in illustrating concepts through photographic processes. Encourages students to work through assignments from their own personal emphasis of commercial or fine art image making styles. Explores contemporary trends, styles, and critical issues through slide presentations, readings, critiques and class discussions. Focuses on the development of interpretation and conceptual image making. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$19 for equipment applies.

ART 4740R. Advanced Photo Studies. (3 Credits)

Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval
 Integrates all previous image making skills acquired into the students' visual vocabulary. Encourages students to further develop their own personal vision through more developed projects. Examines contemporary trends, styles, and critical issues through slide presentations, readings, critiques and class discussions. Investigates needed skills in running a business as a commercial and Fine Art photographer. Emphasizes conceptual image making. May be repeated for a maximum of 6 credits toward graduation.

Course Lab fee of \$19 for equipment applies.

ART 4750. Exploratory Photographic Processes. (3 Credits)

Prerequisite(s): University Advanced Standing; formal acceptance to Bachelor of Fine Arts (BFA) Program by portfolio review, or department approval
 Explores deconstruction of the image in both a formal and conceptual process. Analyzes liquid emulsions, mixed media, encaustic, and alternative surfaces and materials. Examines the possibilities of the image beyond two-dimensional traditional photography.

Course Lab fee of \$19 for equipment applies.

ART 4810R. Art and Design Internship. (1-6 Credits)

Prerequisite(s): University Advanced Standing; formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree and departmental approval

Combines classroom theory with related, practical job experience. Students works as employees of a business, agency, or institution while enrolled in classes related to their career/major. Course content is individualized with students setting objectives in concert with their internship advisor and their workplace supervisor. Internship enrollment must be pre-approved by the area coordinator and department internship advisor. Number of hours worked per week will determine number of credits granted. May apply a maximum of 6 credits toward graduation. May be graded credit/no credit.

ART 4820. Professional Practices for the Visual Arts I. (1 Credit)

Prerequisite(s): University Advanced Standing; declared Art & Design major; junior or senior status or department approval
 For Art and Design majors. Covers business topics related to visual arts professions, including standard policies and procedures, basic contracts and pricing methods, trade customs, ethical standards, and general business practices.

ART 4830. Professional Practices for the Visual Arts II. (1 Credit)

Prerequisite(s): University Advanced Standing; declared Art & Design major; junior or senior status or department approval
 For Art and Design majors. Introduces students to legal topics relevant to professions in the visual arts, including the principles of copyright, trademark, and contract law, as well as policies and laws that impact the production of creative work.

ART 4840. Professional Presentation for the Visual Arts. (1 Credit)

Prerequisite(s): University Advanced Standing; declared Art & Design major; junior or senior status or department approval
 For Art and Design majors. Covers topics related to preparing work for presentation and marketing work within visual arts professions, including building a professional website, preparing a professional portfolio, getting work ready for exhibition, and advertising/marketing work.

ART 4850. Professional Writing for the Visual Arts. (1 Credit)

Prerequisite(s): University Advanced Standing; declared Art & Design major; junior or senior status or department approval
 For Art and Design majors. Focuses on the development of advanced writing skills for visual arts professionals, including writing artists statements, biographies, critiques, critical reviews, exhibition labels, and content for social media platforms. Also focuses on understanding and tailoring communication for specific audiences.

ART 4890. Senior Seminar. (3 Credits)

Prerequisite(s): University Advanced Standing; Senior status and formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, or department approval

For Art and Design majors. Covers standard policies and procedures used in the creation and marketing of visual arts. Includes estimating, pricing, trade customs, ethical standards, contracts, and other legal rights and issues. Explores job opportunities and self-employment options for visual artists.

ART 4910R. Independent Study. (1-3 Credits)

Prerequisite(s): University Advanced Standing, formal acceptance to the Art and Design Bachelor of Arts (BA), Bachelor of Science (BS), or Bachelor of Fine Arts (BFA) degree, and department approval

Provides an opportunity for upper division students to do individual research and experimentation within the areas of the Art and Design Program. Study is limited to advanced work beyond that which can be completed in existing available classes. A proposal must be submitted and approved by the department prior to enrollment. May be repeated for a maximum of 3 credits toward graduation.

ART 4990. Senior Studio. (3 Credits)

Prerequisite(s): University Advanced Standing, Senior status, formal acceptance to the Art and Design Bachelor of Arts (BA) or Bachelor of Science (BS), and department approval

For Art and Design majors with senior status. Combines and integrates concepts, methodologies and skills developed in previous Art and Design course work, through the completion of a comprehensive project. Requires students to develop their own project/portfolio in consultation with a faculty advisor. Finished projects will demonstrate individual student skills and interests.

ART 4990R. BFA Project. (3 Credits)

Prerequisite(s): University Advanced Standing; Senior status and formal acceptance to Bachelor of Fine Arts (BFA) program by portfolio review or department approval

Focuses on the development and execution of a gallery exhibition or professional portfolio. Includes collaborative work with a gallery/museum professional in preparation of the exhibition's public viewing. May be repeated for a maximum of 6 credits toward graduation.