

DEPARTMENT OF ART

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Website: www.shsu.edu/art (<http://www.shsu.edu/art>)

The Department of Art offers opportunities for creative students to explore and develop proficiencies in many traditional art forms, such as drawing, painting, sculpture, printmaking, ceramics, and photography. New and innovative art forms are also promoted in the Department of Art. Digital media courses are offered in Graphic Design, Computer Animation, and Photography. Traditional and new media programs are supported by the Art History program that provides concepts in aesthetics and art theory from diverse cultures and time periods.

Mission

The mission of the Sam Houston State University Department of Art is to teach skills, techniques, aesthetic principles and concepts that develop students personally and help to prepare them for professional careers in art and design as well as post-graduate study. We foster a vibrant environment for creative research and collaboration between faculty, students, and the community.

Highlights

All of the degree programs in the Department of Art are accredited by the National Association of Schools of Art and Design.

The Department has over 30,000 square feet of space devoted to studios, laboratories, lecture halls and galleries. Studios in Painting, Sculpture, Ceramics, Printmaking, and Photography are equipped with the best tools available for students to develop skills and express ideas. Digital labs maintain state of the art computer equipment for students in Graphics, Photography and Computer Animation.

Visiting artists from around the U.S. exhibit their work in the Gaddis Geeslin Gallery, and give public lectures, workshops, and critiques for students. Individual studio space is available for advanced students in the Studio Art and Photography Programs. The Department operates the Satellite Gallery devoted to exhibitions of student work in downtown Huntsville. Students in the Department of Art have the opportunity to take the New York Art Trip every fall and study abroad opportunities every summer.

Student Organizations

The Student Art Association (SAA) is a student-motivated organization that provides students with opportunities to create a community environment and form a strong network among their peers. The SAA is dedicated to student development, member exhibitions, technical/creative workshops, field trips, and promotion of student work.

SHSU SIGGRAPH (http://www.shsu.edu/~org_siggraph) is an organization of students interested in Computer Animation, Computer Generated Imagery, and Interactive Techniques. SIGGRAPH members work together on independent animated projects and games, support one another by sharing techniques and knowledge, travel to visit professional game and animation studios, and have the opportunity to attend the national SIGGRAPH conference in the summer.

Student Design Collective (SDC), is a graphic design organization whose goal is to enhance classroom learning and develop professional relationships to assist students now and in their future careers. SDC intends to help better prepare students for real world applications and work environments, as well as promote interest and appreciation of graphic design, through events, hands-on workshops, and community involvement.

Drawing Club is an organization for students interested in the art and practice of drawing. The club meets regularly to discuss drawing used in many applications including comic books, scientific illustrations, and fine art and organizes Open Drawing Sessions featuring live models outside of regular class times using Department studio space.

Internships, Research, and Community Engagement

The Department of Art is committed to providing opportunities for students to work as interns in professional environments in the fields of Graphic Design and Computer Animation. Photography and Studio Art majors have opportunities to intern or volunteer at art centers and community organizations. Students actively engage the community through ACE (Academic Community Engagement (<http://www.shsu.edu/academics/cce>)) courses and public exhibitions and screening of their work both on and off campus. For more information about community engagement and internships, contact the Department Chair.

Scholarships

Scholarships are available from both the Department of Art and the University to support a student's study.

The Department of Art Scholarships include:

- Art Endowment
- Charles Pebworth

- Clem Otis
- Edward Geeslin
- Elkins Lake Kuntz-Nelson
- Emmette Jackson
- Hal Fulgham Scholarship
- James B. and Marilyn C. Shepard
- Kenneth Zonker
- Madison Wolfe
- Marion St. John Baker
- Majorie Leverton Boehme
- Polley Art
- Ruth Wynne Thomason Hollinshead
- Stanley E. Lea
- Weldon Hall Jr.

Departmental scholarships are available to full time Art Students. The Weldon Hall Jr. Scholarship is available to incoming freshmen. Information about Department of Art scholarships may be obtained by visiting <http://www.shsu.edu/academics/art/resources/scholarships.html> or calling (936) 294-1315. Information on University scholarships may be obtained at Office of Academic Scholarships (<http://www.shsu.edu/dept/financial-aid/scholarships>) or telephone (936) 294-1672.

Program Specific Requirements

Studio classes in Computer Animation, Graphic Design, Photography, and Studio Art meet 6 clock hours per week each semester for 3 credit hours. Art History lecture classes meet for three clock hours per week.

All art students, including transfer students must take W.A.S.H. (ARTS 1313, ARTS 1314, ARTS 1315) as a prerequisite for other ARTS courses.

After completing the BFA Foundation courses, students must pass the **BFA Portfolio Review** to continue in a BFA program. The BA in Art does not require the BFA Portfolio Review. For more details regarding the BFA Portfolio Review, see below.

Students must have at least 3.0 GPA in ARTS courses to graduate with a BFA degree.

Seniors are required to publicly exhibit their work in exhibitions as part of the capstone class in each BFA program.

The Art Department requires a grade of C or better for each listed prerequisite.

Laptop Initiative

Art students are required to own a Mac laptop as specified by their chosen program of study. Mac laptops are a required material for WASH students. Financial Aid may adjust funding for qualified Art students for the purchase of required hardware and software. Students must complete the financial aid application and qualify for financial aid. Contact the Financial Aid office for details. For current laptop and software requirements go to <http://www.shsu.edu/academics/art/resources/laptop-initiative.html>.

Teacher Certification in Art

To become certified to teach art in a public school in the State of Texas, students will pursue an All-Level Certification in Art by following the degree plan for one of the BFA programs in Art and minoring in Secondary Education. The required education courses (including 6 hours of student teaching) are:

Secondary Education Course Requirements

CISE 3384	The Teaching Profession	3
CISE 4364	Mth Tch Secondary Schools	3
CISE 4374	Human Growth and Learning	3
CISE 4377	Assmt Stdnt Lrng In Secondary	3
CISE 4378	Content Literacy	3
CISE 4394	Creatng Env For Lrng-Secondary	3
CISE 4396	Std Tch Secondary Classroom	3
CISE 4397	Std Tch Secondary Classroom	3

To complete the requirements for certification, students must pass two (2) TExES certification exams. Before receiving permission to take the exams, students must pass the BFA Portfolio Review and have at least a 3.0 GPA in ARTS courses.

For more information about Teacher Certification and the Secondary Education minor see the website for Educator Preparation Services: <http://www.shsu.edu/academics/education/educator-preparation-services/program-admission.html>

Curriculum

BFA Degrees

The BFA is the professional degree in art. All of the BFA degrees in the Department require a foundation of courses that emphasize the principles of design, basic techniques, mark making, spatial organization, gestalt theories and principles, and color theories. These principles, ideas, and skills are put into practice in projects that require creative problem solving, individual solutions, and personal expression. After completing the BFA Foundation courses and the BFA Portfolio Review, students take a common core of art classes that include courses in 2D, 3D, and time-based mediums. The BFA Core provides opportunities to practice and develop the skills and ideas acquired in the foundation courses. Expertise in specific disciplines is developed in the upper level classes in each BFA program.

Required Foundation Courses for BFA Majors

BFA Foundation Course Requirements

ARTS 1313	W.A.S.H. - 2D	3
ARTS 1314	W.A.S.H. - 3D	3
ARTS 1315	W.A.S.H. - Lecture	3
ARTS 1316	Drawing	3
ARTS 2313	Foundations In Digital Art	3
Total Hours		15

Required Art Core Courses for BFA Majors

Art Core Course Requirements

ARTS 1303	Art History Survey I ¹	3
ARTS 1317	Life Drawing I	3
ARTS 2318	Sculpture I	3
or ARTS 3320	Ceramics I	
ARTS 2375	Photographic Concepts	3
ARTS 3305	Painting I	3
ARTS 3307	Performance and Video Art	3
or ARTS 3310	Printmaking	
ARTS 3385	Art History Survey II	3
Total Hours		21

¹ ARTS 1303 satisfies the requirement for Component Area IV (Visual & Performing Arts) & the Major Core.

To complete the BFA, students will select one of the following degrees and programs:

BFA, Program in Graphic Design

Course Requirements

ARTS 2323	Principles Of Graphic Design	3
ARTS 3322	Typography	3
ARTS 3323	Graphic Design In Context	3
ARTS 3324	Corporate Identity Design	3
ARTS 3326	Graphic Design Production	3
ARTS 3335	Packaging Design	3
ARTS 3353	Motion Graphics	3
ARTS 3375	Web Site Development	3
ARTS 3383	Design History	3
ARTS 4323	Senior Studio In Graphic Design	3
ARTS 4325	Advanced Typographic Design	3
ARTS 4331	Illustration	3
ARTS 4333	Interactive Design	3
ARTS 4385	Art Since 1945	3

ARTS Elective	3
Total Hours	45

BFA, Program in Photography

Course Requirements

ARTS 2365	Photographic Visualization	3
ARTS 2370	Digital Photography I	3
ARTS 3364	Photography Seminar	3
ARTS 3368	Studio Practices I	3
ARTS 3374	Alternative Photo Processes	3
ARTS 3376	Photographic Narratives	3
ARTS 3378	Contemporary Issues In Pho	3
ARTS 3381	History Of Photography	3
ARTS 4315	Professional Practices in Art	3
ARTS 4385	Art Since 1945	3
Select three of the following:		9
ARTS 3360	The Photographic Digital Print	
ARTS 3362	Environmental Portraiture	
ARTS 3366	Human Form: A Photographic Stdy	
ARTS 3369	Studio Practices II	
ARTS 3370	Digital Photography II	
ARTS 3375	Web Site Development	
ARTS 4019	Special Topic	
ARTS Elective		3
Free Electives		3
Total Hours		45

BFA, Program in Computer Animation

Course Requirements

ARTS 2343	Animation Concepts And Technqs	3
ARTS 2344	2D Computer Animation	3
ARTS 3317	Life Drawing II	3
ARTS 3343	Intro To 3D Computer Animation	3
ARTS 3344	Advanced 3D Computer Animation	3
ARTS 3354	Experimental Animation	3
ARTS 3375	Web Site Development	3
ARTS 3382	The History Of Animation	3
ARTS 4350	Character Animation	3
ARTS 4355	Shading, Lighting & Rendering	3
ARTS 4356	2D Interactive Animation	3
or ARTS 4357	3D Interactive Animation	
ARTS 4358	Animation Portfolio	3
ARTS Advanced Electives		6
CSTE 1331	Visual Computing	3
Total Hours		45

BFA, Program in Studio Art 2D

Course Requirements

ARTS 2318	Sculpture I ¹	3
or ARTS 3320	Ceramics I	
ARTS 3307	Performance and Video Art ²	3
or ARTS 3310	Printmaking	

ARTS 3317	Life Drawing II	3
ARTS 4305	Advanced Painting	3
or ARTS 4310	Advanced Printmaking	
ARTS 4316	Advanced Drawing	3
ARTS 4317	Museum And Gallery Practices	3
Select 12 hours of the following:		12
ARTS 4305	Advanced Painting	
ARTS 4310	Advanced Printmaking	
ARTS 4311	Advanced Studio	
ARTS 4316	Advanced Drawing	
ARTS 4315	Professional Practices in Art	3
ARTS 4385	Art Since 1945	3
ARTS 4389	Criticism Thry In Visual Arts	3
ARTS Advanced Electives		3
Free Elective		3
Total Hours		45

¹ Both 2318 and 3320 are required for Studio Art Majors. A choice of one is also required in the Art Core.

² Both 3307 and 3310 are required for Studio Art Majors. A choice of one is also required in the Art Core.

BFA, Program in Studio Art 3D

Course Requirements

ARTS 2318	Sculpture I ¹	3
or ARTS 3320	Ceramics I	
ARTS 3307	Performance and Video Art ²	3
or ARTS 3310	Printmaking	
ARTS 3317	Life Drawing II	3
ARTS 4317	Museum And Gallery Practices	3
ARTS 4318	Sculpture II	3
ARTS 4320	Ceramics II	3
Select 3 hours of the following:		3
ARTS 4305	Advanced Painting	
ARTS 4307	Painting In Aquamedia	
ARTS 4316	Advanced Drawing	
Select 12 hours of the following:		9
ARTS 3307	Performance and Video Art	
ARTS 4318	Sculpture II	
ARTS 4320	Ceramics II	
ARTS 4311	Advanced Studio	
ARTS 4315	Professional Practices in Art	3
ARTS 4385	Art Since 1945	3
ARTS 4389	Criticism Thry In Visual Arts	3
ARTS Advanced Electives		3
Free Elective		3
Total Hours		45

¹ Both 2318 and 3320 are required for Studio Art Majors. A choice of one is also required in the Art Core.

² Both 3307 and 3310 are required for Studio Art Majors. A choice of one is also required in the Art Core.

BA Degree

The BA is a liberal arts degree that requires a minor and 14 hours of Foreign Language. Students in the BA program do not have to complete the BFA Portfolio Review.

BA, Program in Art

ARTS 1303	Art History Survey I	3
ARTS 1313	W.A.S.H. - 2D	3
ARTS 1314	W.A.S.H. - 3D	3
ARTS 1315	W.A.S.H. - Lecture	3
Course Requirement		
ARTS 1316	Drawing	3
ARTS 1317	Life Drawing I	3
ARTS 2313	Foundations In Digital Art	3
ARTS 2318	Sculpture I	3
or ARTS 3320	Ceramics I	
ARTS 2375	Photographic Concepts	3
or ARTS 3305	Painting I	
ARTS 3385	Art History Survey II	3
ARTS Advanced Electives		12
ARTS Advanced Art History		3
Total Hours		45

- Bachelor of Fine Arts, Major in Graphic Design (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/bfa-graphic-design)
- Bachelor of Fine Arts, Major in Photography (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/bfa-photography)
- Bachelor of Fine Arts, Major in Computer Animation (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/bfa-computer-animation)
- Bachelor of Fine Arts, Major in Studio Art 2D Track (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/bfa-studio-art-2d-track)
- Bachelor of Fine Arts, Major in Studio Art 3D Track (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/bfa-studio-art-3d-track)
- Bachelor of Arts, Major in Art (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/ba-studio-art)
- Two-Dimensional Studio Art Minor (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/two-dimensional-studio-art-minor)
- Three-Dimensional Studio Art Minor (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/three-dimensional-studio-art-minor)
- Art History Minor (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/art-history-minor)
- Photography Minor (catalog.shsu.edu/archives/2016-2017/undergraduate/colleges-academic-departments/fine-arts-mass-commmication/art/photography-minor)

ARTS 1301. Intro To The Visual Arts. 3 Hours.

(SH Prior Course ID: ART 160); This course will introduce the visual elements of art, their nature, functions and relationships in Painting, Sculpture and Architecture to the non-major.

Prerequisite: Non-Majors only.

ARTS 1302. Exploring Contemporary Art. 3 Hours.

This course presents a critical analysis of major themes in contemporary art, providing students with an appreciation of the artifacts of human imagination. Through the processes of synthesis and interpretation, students will engage in critical, creative, and innovative communication about contemporary works of art.

ARTS 1303. Art History Survey I. 3 Hours.

(SH Prior Course ID: ART 260); This course provides a chronological survey of the major monuments of painting, sculpture, architecture, textiles, and metalwork from the ancient through the medieval periods.

ARTS 1304. Digital Art & New Technology. 3 Hours.

This course will strengthen and complement current course offerings in the Department of Art, in particular, by providing more course offerings for non-majors. Our current course offerings do not include a study of contemporary art at the freshman level.

ARTS 1313. W.A.S.H. - 2D. 3 Hours.

(SH Prior Course ID: ART 130); This studio course introduces the studio arts, art history, theory and technology to the incoming student. It is designed to immerse students in an intense program of researching, interpreting and creating art in the twenty-first century. ARTS 1313 emphasizes the 2-Dimensional Arts. Its companion courses, ARTS 1314 and ARTS 1315, support this studio course with lectures, readings, visiting artists and demonstrations. Co-requisites: ARTS 1314 and ARTS 1315.

ARTS 1314. W.A.S.H. - 3D. 3 Hours.

(SH Prior Course ID: ART 131); This studio course introduces the studio arts, art history, theory and technology to the incoming student. It is designed to immerse students in an intense program of researching, interpreting and creating art in the twenty-first century. ARTS 1314 emphasizes the 3-Dimensional Arts. Its companion courses, ARTS 1315 and ARTS 1313, support this studio course with lectures, readings, visiting artists and demonstrations. Co-requisites: ARTS 1315 and ARTS 1313.

ARTS 1315. W.A.S.H. - Lecture. 3 Hours.

(SH Prior Course ID: ART 132); This course introduces the concepts, theories and information for development in ARTS 1313 and ARTS 1314, the studio components linked with this visual arts foundation course. It is an arena for students to experience lectures, demonstrations, seminar activities and visiting speakers, as well as the more traditional aspects of the discipline. It is geared towards contemporary visual concerns and uses experimental techniques to expose students to an array of styles and methodologies. Co-requisites: ARTS 1313 and ARTS 1314.

ARTS 1316. Drawing. 3 Hours.

An in-depth study of the fundamental principles of drawing and mark making. Students will draw from observation and develop the ability to create 2 dimensional representations using Line, Value, Shape, Edge, Plane and Volume, Space, Texture, Perspective, and Gesture. The use of negative space and compositional strategies are emphasized. Traditions of drawing are examined and drawing is placed in a historical context that emphasizes its importance in contemporary art.

ARTS 1317. Life Drawing I. 3 Hours.

Drawing from the model in various media. Gesture drawing and figure structure are studied. Line, Value, and Shape, Plane and Volume are used as elements to depict the figure in space with accurate proportions. The study leads toward a final portfolio that demonstrates proficiency representing the figure in cohesive and complete compositions for submission to the BFA portfolio review.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315 and ARTS 1316 with a grade of C or better.

ARTS 2313. Foundations In Digital Art. 3 Hours.

(SH Prior Course ID: ART 262); This is an introductory course in the use of the computer as an art-making medium. The course introduces students to digital software and techniques, image creation and manipulation, digital design and compositional methods, and the use of digital tools as a vehicle of creative problem solving and personal creative expression.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315.

ARTS 2318. Sculpture I. 3 Hours.

Students will explore a variety of processes and materials as ways of learning the vocabulary of three-dimensional art. Students will incorporate wood, metal, and found objects into art as ways of expanding their visual vocabulary. Group critiques will help the student learn contemporary approaches to art making, to improve their sculptural skills and to develop personal artistic vision.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315.

ARTS 2323. Principles Of Graphic Design. 3 Hours.

(SH Prior Course ID: ART 234); This entry-level course is the first in building the foundation for graphic design. The emphasis is on creative thinking and problem solving and the development of the designer's process. Each project builds upon the previous in depth and complexity of that process. The student is introduced to computer application of two-dimensional concepts and output.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2313.

ARTS 2343. Animation Concepts And Technqs. 3 Hours.

The principles and techniques of traditional animation, including the principles of motion, storyboarding, flipbooks, cel and pencil animation. Also introduces students to the use of computers in animation.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1316, ARTS 1317 and ARTS 2313 with a grade of C or better.

ARTS 2344. 2D Computer Animation. 3 Hours.

In this course, computer software is used to create 2D animations that incorporate traditional techniques and styles such as drawing and painting, cut paper, cel animation and stop action. Story development is emphasized and video editing techniques are practiced.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2343 and ARTS 3317 with a grade of C or better.

ARTS 2365. Photographic Visualization. 3 Hours.

(SH Prior Course ID: ART 232); Students will be introduced to advanced exposure techniques and the principles necessary to master use of the large format camera.

ARTS 2370. Digital Photography I. 3 Hours.

(SH Prior Course ID: ART 233); This course introduces the student to the tools and techniques used in the scanning, creation, manipulation, and presentation of digital images.

ARTS 2375. Photographic Concepts. 3 Hours.

(SH Prior Course ID: ART 236); Students are introduced to basic camera functions and concepts, use of visual design elements and articulation of personal ideas through the medium of fine art photography.

ARTS 3305. Painting I. 3 Hours.

An introduction to the materials, techniques and concepts of oil painting. Emphasis is placed on painting from observation, the depiction light and shadow, and basic color theory. Process based painting and concept based abstraction are explored. Students will learn to recognize and use the tools and materials and nomenclature related to oil painting including supports and grounds, mediums, binders and brushes. The role of Painting in art history and in contemporary art will be examined.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1316.

ARTS 3307. Performance and Video Art. 3 Hours.

Students will explore performance and video art both in practice and theory including live performance, performance and video, live presence/virtual spaces, performance for the camera, site specific performance, and collaborative performance.

Prerequisite: ARTS 1313, ARTS 1314, and ARTS 1315.

ARTS 3310. Printmaking. 3 Hours.

An introduction to the techniques and procedures of printmaking. The emphasis is on relief, monoprint, and intaglio methods.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1316 and ARTS 2313.

ARTS 3315. Collage. 3 Hours.

A class which follows the precepts of the twentieth century art form of using and exploring the juxtaposition and layering of a variety of materials and images. The dynamics of composition and a further investigation of the use of color and inherent capabilities of contrasting images and textures will be studied. Students will use a variety of materials including the found object, discarded papers, invented textures and painted surfaces to create their imagery.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1316, ARTS 2313 and ARTS 2318.

ARTS 3317. Life Drawing II. 3 Hours.

This course explores the use of the figure as subject matter in art. Observational skills are practiced and refined and personal expression is emphasized. A variety of media are explored. The use of the figure in contemporary art is studied.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1317.

ARTS 3320. Ceramics I. 3 Hours.

An introduction to clay, the potential it has as a material and an overview of the basic principles involved in the forming/processing of it. The basic forming techniques will explore all aspects of hand building (pinch, coil and slab construction), as well as an introduction to the wheel. Basic firing techniques and finishes will be discussed. The emphasis of the course will be rooted in sculpture.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315.

ARTS 3322. Typography. 3 Hours.

This foundation course introduces an overview of history, principles, processes and terminology of typography. Type sensitivity is developed through a variety of means: classifying and identifying typefaces, designing typographic logotypes, as well as designing with type. The majority of work is created on the computer.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2323, ARTS 2313.

ARTS 3323. Graphic Design In Context. 3 Hours.

The techniques and processes of print media are explored. The use of color is emphasized. Students will be exposed to historical and aesthetic issues.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2323, ARTS 3322.

ARTS 3324. Corporate Identity Design. 3 Hours.

Publication design problems are presented as they relate to a specific corporation/product. Typical projects include corporate identity systems and ad campaigns. Production methods are individually explored to produce presentation quality mockups.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2323, ARTS 3322, ARTS 3323.

ARTS 3325. Methods & Materials. 3 Hours.

An introduction to sculptural form through projects involving woodworking and welding. Lectures and demonstrations will be given on tools, materials and safety procedures.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, and ARTS 2318.

ARTS 3326. Graphic Design Production. 3 Hours.

This advanced course focuses on graphic design production techniques and the application of contemporary tools and processes employed by visual designers. This course emphasizes the mastery of a digital workflow, concluding with the physical output.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1316, ARTS 2313, ARTS 3322, ARTS 3323 .

ARTS 3335. Packaging Design. 3 Hours.

This course will explore graphic communication and techniques for packaging structure and three dimensional-design issues. Experimentation with diverse materials and forms, typography, color, and images will be developed for the targeted audience based on depth of research and design brief. In addition, packaging sustainability will be addressed.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, and ARTS 3322 with a grade of C or better.

ARTS 3343. Intro To 3D Computer Animation. 3 Hours.

Basics of 3D Animation including 3D modeling techniques, key-framing and graph editing, shading, lighting and rendering.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2313 and ARTS 2343 or ARTS 3317 (concurrent enrollment allowed) with a grade of C or better.

ARTS 3344. Advanced 3D Computer Animation. 3 Hours.

This course is designed for students who are experienced with basic 3D animation concepts and technical practice. The course introduces more sophisticated concepts and techniques and emphasizes animation development through hands-on practice. The course will focus on animation concepts, creative animation design, and expanding students' knowledge of topics, tools, and techniques.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 3343 with a grade of C or better.

ARTS 3353. Motion Graphics. 3 Hours.

A study of the use of type in motion to create animated graphic designs, logos, titles, and animated concrete poetry.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2313 and ARTS 2343 or ARTS 3317 (concurrent enrollment allowed) with a grade of C or better.

ARTS 3354. Experimental Animation. 3 Hours.

This course is an exploration of alternative techniques in the creation of animation to include cutout animation, pixilation, lo-fi animation, as well as other emerging processes. Coursework will also focus on experimental approaches to story and content generation. Readings and discussions will focus on technical, aesthetic, and theoretical issues relating to these disciplines.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1317, ARTS 2313 and ARTS 2343.

ARTS 3356. Visual Effects and Animation. 3 Hours.

In this course students explore visual effects for animation and digital film making. Students concentrate on the creative pipeline for the development of visual effects and the procedures for planning, creating and applying such effects. Specific topics will include masking, particle systems, motion tracking, chroma key and other related techniques. Students will explore the use of visual effects for narrative and experimental contexts. Readings and discussions will focus on technical, aesthetic, and theoretical issues relating to this discipline.

Prerequisite: ARTS 2343.

ARTS 3360. The Photographic Digital Print. 3 Hours.

This course will provide an investigation of traditional and alternative digital photographic printing and mixed media processes. Students will complete a portfolio of original photographic work demonstrating personal creative and conceptual development.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2365, ARTS 2370, ARTS 2375.

ARTS 3362. Environmental Portraiture. 3 Hours.

Blending portraiture and context, the environmental portrait illuminates the character and personality of its subject. Learning to photograph people in their natural surroundings thus capturing insight into their lives is the goal of this course. Students will complete a portfolio of original photographic work focusing on the topic of environmental portraiture.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2365, ARTS 2370, ARTS 2375.

ARTS 3364. Photography Seminar. 3 Hours.

A different topic is presented each semester. May be repeated for credit.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2365, ARTS 2370, ARTS 2375.

ARTS 3365. Film Appreciation. 3 Hours.**ARTS 3366. Human Form: A Photographic Study. 3 Hours.**

This course will take an investigative look into the use of the human form through the medium of photography. There will be discussion of the variety of contexts and representations of the human body throughout the history of art. Students will complete a body of photographic work using or referencing the human figure.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2365, ARTS 2370, ARTS 2375.

ARTS 3368. Studio Practices I. 3 Hours.

Students learn the fundamentals of working with light both in the studio and on location. They are introduced to the use and control of existing light as well as high-powered electronic flash in the realm of digital photography.

Prerequisite: ARTS 1313, 1314, 1315, 2365, 2370, and 2375 with a grade of C or better.

ARTS 3369. Studio Practices II. 3 Hours.

This course is a continuation of ARTS 3368. Students will learn advanced studio lighting techniques while completing a body of creative photographic work.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2365, ARTS 2370, ARTS 2375 and ARTS 3368 with a grade of C or better.

ARTS 3370. Digital Photography II. 3 Hours.

This course will engage students in an advanced study of the tools, techniques, and applications of digital photography in the desktop computing environment. Emphasis is placed on non-destructive manipulation of images and digital workflow techniques.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1365, ARTS 2370 and ARTS 2375.

ARTS 3373. Digital Imaging. 3 Hours.

This course involves the exploration of advanced computer imaging techniques in support of individual student interests. Advanced capture, manipulation, and printing procedures are explored and applied in developing digital portfolios. Credit 3 or 6.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2370.

ARTS 3374. Alternative Photo Processes. 3 Hours.

In this course students are introduced to a variety of non-standard photographic processes.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2365, ARTS 2370, ARTS 2375 with a grade of C or better.

ARTS 3375. Web Site Development. 3 Hours.

This course introduces students to the process of designing and creating web sites for the World Wide Web. Beginning with an understanding of the Internet and HTML, the basic language of the web, students move on to work with authoring tools used in building and maintaining websites. The course concludes with a discussion of challenges facing web designers and the future of this powerful communication tool.

Prerequisite: ARTS 2370.

ARTS 3376. Photographic Narratives. 3 Hours.

This course provides a broad and intensive investigation of visual narratives through photographic representation. Photographic books, journals, installations, slide shows, and mixed media collage will be explored as a means of developing visual fluency and personal expression. The implications of photographic sequencing and contextual significance will also be an emphasis of this course.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2365, ARTS 2370, ARTS 2375.

ARTS 3378. Contemporary Issues In Pho. 3 Hours.

This course is designed to provide students with an understanding of contemporary photographic trends. The work of photographers who are currently having an impact on fine art photography will be discussed along with critical analysis of art theory. Students will be expected to complete a body of photographic work that demonstrates personal conceptual development. Writing enhanced.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2365, ARTS 2370, ARTS 2375 and ARTS 3381.

ARTS 3381. History Of Photography. 3 Hours.

A study is made of the history of photography from its earliest beginnings. Technical, visual, aesthetic and social aspects are considered. Writing enhanced.

Prerequisite: ARTS 2386 or ARTS 3385 with a grade of C or better.

ARTS 3382. The History Of Animation. 3 Hours.

A survey of the History of Animation from early cartoons through contemporary special effects and 3D characters. The political, artistic and social uses of animation are examined.

Prerequisite: ARTS 2386 OR ARTS 3385.

ARTS 3383. Design History. 3 Hours.

Design History provides an in-depth study of styles, schools, philosophies, and parallel fields of design from the Industrial Revolution to current day. Emphasis will be on the development of the profession of graphic design and its relationship to commerce and technology.

Prerequisite: ARTS 2386 or ARTS 3385.

ARTS 3385. Art History Survey II. 3 Hours.

This course provides a chronological survey of the major monuments of painting, sculpture, architecture, textiles, and metalwork from the medieval period to the present. Writing enhanced.

ARTS 4019. Special Topic. 1-6 Hours.

An undergraduate seminar course concerning problems selected within an area of specialization. Variable Credit (1-3). (This course may be taken for Academic Distinction credit. See Academic Distinction Program in this catalog.)

Prerequisite: 6 hours of credit in the area of investigation, with permission of the instructor and department chair.

ARTS 4079. Independent Study. 1-3 Hours.

This course is provided to allow the student, under the supervision of a faculty member, to develop specialized skills, to conduct an investigation into an area of special interest. Regular meetings will be held with the faculty sponsor. The course will culminate in a portfolio of photographs and/or a scholarly written report. Departmental approval is required before student may enroll in this course. May be repeated or taken concurrently to a maximum of 6 hours. Variable credit (1-3).

Prerequisite: ARTS 2375 and ARTS 2370.

ARTS 4305. Advanced Painting. 3 Hours.

Exploration of traditional painting processes and concepts along with the introduction of non-traditional techniques and materials. Emphasis is placed on skill development and individual exploration of ideas.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 3305.

ARTS 4307. Painting In Aquamedia. 3 Hours.

The focus is on transparent watercolor. Landscape, still life, and the figure are emphasized, along with experimentation.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, and ARTS 3305 with a grade of C or better.

ARTS 4309. Book Arts. 3 Hours.

In this course students explore techniques and processes used to create books as an artistic expression. Techniques such as papermaking and bookbinding are used along with printmaking, photography, and drawing. Students use traditional and experimental book structures to create books that are personal expressions. Each student creates a series of books. The historical and conceptual foundations of contemporary artists' bookmaking is also examined.

Prerequisite: ARTS 3310.

ARTS 4310. Advanced Printmaking. 3 Hours.

Advanced problems in printmaking. Special procedures and problems involving further investigation of various printmaking media and formats. An emphasis is placed on creative development.

Prerequisite: ARTS 1313, 1314, 1315, and 3310 with a grade of C or better.

ARTS 4311. Advanced Studio. 3 Hours.

This course is an interdisciplinary studio course emphasizing contemporary issues in art. Students will be encouraged to work in a variety of mediums, cross boundaries between mediums, incorporate technology, and collaborate. They will develop a body of work that is based on concepts relevant to personal expression and contemporary issues. Group and individual critiques will be used to evaluate progress and students will be encouraged to exhibit their work. Credit 3

Prerequisite: 6 hours Art at the 3000 level or higher.

ARTS 4313. W.A.S.H Practicum. 3 Hours.

Students will gain leadership and advanced critique skills while mentoring other students, contributing and participating in the Workshop in Art Studio and History (W.A.S.H) program. Additionally, students will be expected to complete an independent studio project. Departmental approval is required.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, Senior standing.

ARTS 4315. Professional Practices in Art. 3 Hours.

This class is designed to prepare the art studio major for a professional presentation of their portfolio to present to a gallery or for admittance into graduate school. Students will learn how to photograph their art-work, write a resume, artist statement and cover letter. Crate building, mat cutting and frame making will also be covered. Class discussions, guest lectures and readings on current art topics are also required.

Prerequisite: ARTS 1313, ARTS 1314, and ARTS 1315 with a grade of C or better.

ARTS 4316. Advanced Drawing. 3 Hours.

Drawing problems with emphasis on the development of personal expressive techniques.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 3317.

ARTS 4317. Museum And Gallery Practices. 3 Hours.

This course focuses on the practices and operations of Alternative Art Spaces, Commercial Art Galleries, and Museums of Art. Students will visit museums and galleries in the area and assist with exhibitions in the Gaddis Geeslin Gallery in the Department of Art. The course will cover art handling and installation, registration procedures, and curatorial theories and practices. Students will curate and mount an exhibit, and prepare press materials and publicity as a course project.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, and ARTS 2386 or ARTS 3385 with a grade of C or better.

ARTS 4318. Sculpture II. 3 Hours.

The exploration of three-dimensional media through the proper use of tools, working processes, and a variety of materials. Emphasis placed on skill development and individual exploration of ideas.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2318.

ARTS 4320. Ceramics II. 3 Hours.

A continued exploration of clay with an emphasis on personal expression and discovery. The course is geared towards those students dedicated to understanding the contemporary issues surrounding the material in relationship to their own work and methodology. There are a number of required readings/writings, along with several group discussions. Additional technical information will be provided regarding advanced techniques (mold-making, firing wood/gas/soda kilns, and alternative building techniques). Interdisciplinary work is encouraged.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, and ARTS 3320 with a grade of C or better.

ARTS 4323. Senior Studio In Graphic Design. 3 Hours.

An internship in an approved field and an intense portfolio review.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2323, ARTS 3322, ARTS 3323, and ARTS 3324 with a grade of C or better.

ARTS 4325. Advanced Typographic Design. 3 Hours.

Advanced Typographic Design is an exploration of typography beyond its foundations. Students will investigate the interdependence of type, image, and content, as they relate to visual communication. Experimental and hand created type will be explored with the goal of developing a sophisticated typographic voice.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, and ARTS 3323 with a grade of C or better.

ARTS 4331. Illustration. 3 Hours.

This course promotes the inventive and individual solutions to illustrational problems, explores relationships of the image to the text and develops individual skill level using a variety of media, including the computer.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 1316, and ARTS 1317 with a grade of C or better.

ARTS 4333. Interactive Design. 3 Hours.

This is an advanced course for web design concepts and processes as well as motion graphics applying Dreamweaver, Flash, Photoshop, and ImageReady applications. The course addresses terminology of the web environment, usability, web file formats, JavaScript, web typography, and web graphics. In addition, this course introduces web-based interactive multimedia including animation, sound, and motion graphics.

Prerequisite: ARTS 1313, 1314, 1315, 3323 and 3375 with a grade of C or better.

ARTS 4350. Character Animation. 3 Hours.

This course explores the techniques of character animation and rigging using pre-rigged characters and models in 3D computer software.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 3317, and ARTS 3343 with a grade of C or better.

ARTS 4355. Shading, Lighting & Rendering. 3 Hours.

An in depth study of surfaces and shaders including: texture and image mapping, lighting for compositing, cel shading, and rendering methods.

Prerequisite: ARTS 1313, ARTS 1314, ARTS 1315, ARTS 2323, and ARTS 3343 with a grade of C or better.

ARTS 4356. 2D Interactive Animation. 3 Hours.

This course is an in-depth study of 2D Interactive Multimedia Technologies for the creation and distribution of content over the internet and as stand-alone desktop applications. Coursework will concentrate on the development of interactive audio and video, interactive narratives, and game production. Focus will be on both asset creation and scripting for these types of applications. Readings and discussions will focus on technical, aesthetic, and theoretical issues relating to this evolving art medium.

Prerequisite: ARTS 2343.

ARTS 4357. 3D Interactive Animation. 3 Hours.

This course is an in-depth study of 2D Interactive Multimedia Technologies for the creation and distribution of content over the internet and as stand-alone desktop applications. Coursework will concentrate on the development of interactive audio and video, interactive narratives, and game production. Focus will be on both asset creation and scripting for these types of applications. Readings and discussions will focus on technical, aesthetic, and theoretical issues relating to this evolving art medium.

Prerequisite: ARTS 3343.

ARTS 4358. Animation Portfolio. 3 Hours.

Students in this course will create a work in a specific area of expertise and author a demo reel using this work and refined work from previous courses. A print portfolio will be created and job searching skills such as presentation and resume building will be taught.

Prerequisite: 12 hours of animation studio and approval of instructor.

ARTS 4370. Documentary Photography. 3 Hours.

ARTS 4384. Modern Art Before 1945. 3 Hours.

This course will provide an examination of modern art in Europe and the United States through a critical engagement with ideas of modernism and methodologies from 1850 through World War II. Mediums to be studied include photography, painting, drawing, sculpture, and early film. Credit 3

Prerequisite: ARTS 3385.

ARTS 4385. Art Since 1945. 3 Hours.

This course is an international examination of painting, sculpture, and other media since 1945. Students will explore artistic production through social, political, historical, and theoretical frameworks.

Prerequisite: ARTS 3385.

ARTS 4386. History Of American Art. 3 Hours.

A history of American architecture, painting, and sculpture from the colonial period to the present.

Prerequisite: ARTS 2386 or ARTS 3385.

ARTS 4387. History Of Mexican Art. 3 Hours.

This course is a survey of Mexican and Mesoamerican art. Students will study images of prehistoric artifacts and the art and architecture of pre-hispanic cultures including the Olmec, Mixtec, Maya, and Aztec. The impact of the Spanish conquest, the role of art in the Mexican Revolution and the Socialist movement, Arte Popular, the Muralists, late twentieth century and contemporary Mexican art are also explored.

Prerequisite: ARTS 2386 or ARTS 3385 with a grade of C or better.

ARTS 4388. Hist 19Th & 20Th Century Art. 3 Hours.

A survey of major artistic movements and artists working in painting, sculpture and architecture. Writing enhanced.

Prerequisite: ARTS 1303 and ARTS 2386 or ARTS 3385 with a C or better.

ARTS 4389. Criticism Thry In Visual Arts. 3 Hours.

The study of historical and contemporary aspects of major thinking concerning the visual arts. Writing enhanced. Writing Enhanced.

Prerequisite: ARTS 1303, ARTS 4388, ARTS 5386 or ARTS 3385 with a grade of C or better.

Chair: **Michael H. Henderson**

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