

# ART DEPARTMENT (ART)

## ART 100 – INTRODUCTION TO ART

3 credits.

Seek answers to the fundamental question "What is art?" from multiple perspectives such as historical, theoretical, critical, conceptual, formal, and experiential. Develop visual literacy, sophisticated observational skills and a formal language to assist in the interpretation of objects and experiences in the context of art. Through both theory and practice, develop an understanding of the ways artists arrive at the ideas that inform their creative processes. Includes a survey of developments in art media and looks broadly at art movements, trends and styles throughout history and in varied world cultures.

**Requisites:** Not open to students declared in Art BS, Art BFA, or Art Education BS

**Course Designation:** Breadth - Humanities

Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Identify major functions, themes, and styles in the visual arts from pre-history to the present.

Audience: Undergraduate

2. Recognize the formal elements and design principles in works of art and analyze their effect on interpretation and meaning.

Audience: Undergraduate

3. Conduct technical exercises as well as open-ended experiments with art tools and media to determine how to articulate an idea visually and conceptually.

Audience: Undergraduate

4. Demonstrate habits for researching, analyzing and creating artworks.

Audience: Undergraduate

5. Communicate the role of art and artists to the larger society.

Audience: Undergraduate

6. See oneself as an active participant in the art world.

Audience: Undergraduate

## ART 102 – 2D FOUNDATIONS

3 credits.

Application of 2D design principles for image creation and graphic arrangement, with both analog and digital skills. Provides skillsets for 2D-related content, such as photography, graphic design, drawing, painting, and printmaking.

**Requisites:** None

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Conduct research to generate multiple solutions to two-dimensional design problems and to inform artistic decisions.

Audience: Undergraduate

2. Gain competency with creative problem solving in digital formats such as Adobe Illustrator, InDesign, and Photoshop and in analog formats such as ink, pencil and collage.

Audience: Undergraduate

3. Analyze and critique two-dimensional work based on the relationship between subject matter, form, and content.

Audience: Undergraduate

4. Explore 2D design within its historical and contemporary contexts through readings, research, artist presentations and/or discussion.

Audience: Undergraduate

### **ART 104 – 3D FOUNDATIONS**

3 credits.

Uses hands-on problem solving to develop an informed understanding of the creation of objects in three dimensions. Provides foundational skillsets for sculpture, ceramics, wood, glass, and metals.

**Requisites:** None

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Define and apply the terminology, elements, and principles of three-dimensional design.

Audience: Undergraduate

2. Ideate, execute, and iterate three-dimensional objects with a variety of materials, tools, and techniques.

Audience: Undergraduate

3. Demonstrate an understanding of the relationship between form, subject matter and content as they relate to three-dimensional objects and the spaces they inhabit.

Audience: Undergraduate

4. Perform safe and effective studio practices with a variety of tactile materials, hand tools and basic construction techniques.

Audience: Undergraduate

5. Critically analyze one's work and the work of one's peers using appropriate three-dimensional design terminology.

Audience: Undergraduate

6. Successfully engage in collaborative learning through group activities, discussions, and critiques.

Audience: Undergraduate

### **ART 107 – INTRODUCTION TO DIGITAL FORMS**

3 credits.

An introduction to a range of digital media techniques for artists and designers, including digital imaging, vector graphics, web design and 3D digital modeling. Emphasis on creative development along with technical skill building.

**Requisites:** None

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Use basic raster, 3d design, video and code technologies in the creation of works of art.

Audience: Undergraduate

2. Effectively combine elements of visual, spatial, and networked organization to create narrative, associative, and metaphorical compositions.

Audience: Undergraduate

3. Speak and write critically about personal and peer artworks and propose alternatives.

Audience: Undergraduate

### **ART 108 – FOUNDATIONS OF CONTEMPORARY ART**

3 credits.

Artists' formal, technical and expressive concerns; the principal ideas of movements which have significantly influenced the major tendencies in contemporary art.

**Requisites:** None

**Course Designation:** Breadth - Humanities

Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Identify by name the major art movements of the 20th century.

Audience: Undergraduate

2. Describe the essential characteristics of these art movements and articulate their significance using vocabulary and concepts covered in lecture and readings.

Audience: Undergraduate

3. Summarize the role and viewpoints of key critics and theorists that shaped what is now known as contemporary art.

Audience: Undergraduate

4. Formulate relationships between movements, artists, and theorists.

Audience: Undergraduate

5. Analyze the way a narrative of "Modern Art" was formed, and how that shaped who was involved (and, more importantly, excluded) from the story.

Audience: Undergraduate

**ART 112 – DRAWING FOR NON-ART MAJORS**

3 credits.

Introduction to basic drawing. Core elements of drawing such as the use of line, shape, composition, space, perspective, value, and texture. Provides foundational skillsets for drawing.

**Requisites:** None

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Define and apply the elements of art and the principles of design in drawing construction.

Audience: Undergraduate

2. Demonstrate observational and perceptual skills, translating three-dimensional forms in space into two-dimensions using the formal elements of drawing.

Audience: Undergraduate

3. Explore historical and contemporary drawing media and techniques.

Audience: Undergraduate

4. Critically analyze their work and the work of classmates using appropriate terminology related to the elements and principles of drawing.

Audience: Undergraduate

5. Practice a variety of research methods to structure and contextualize drawing projects.

Audience: Undergraduate

**ART 176 – DIGITAL PHOTOGRAPHY FOR NON-ART MAJORS**

4 credits.

Introduction to the tools, techniques and concepts of digital photography. An emphasis will be placed on the digital photography workflow beginning with composition and image capture, to digital manipulation and enhancement, to the end goal of print or online publication. Develop a robust fundamental skill set in digital photography.

**Requisites:** Not open to students declared in Art BS or Art BFA

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Identify the fundamentals of digital cameras and their applications (exposure, focus, white balance).

Audience: Undergraduate

2. Develop a proficiency in techniques for raw-file conversion, non-destructive imageadjustment & manipulation using Adobe Photoshop and Adobe Bridge software.

Audience: Undergraduate

3. Develop a working understanding of image file types, compression and resolution.

Audience: Undergraduate

4. Explore creative ideas and concepts through photography.

Audience: Undergraduate

5. Develop visual and critical thinking skills.

Audience: Undergraduate

6. Develop understanding of a range of issues in contemporary fine art photography.

Audience: Undergraduate

7. Learn to write about their creative work.

Audience: Undergraduate

8. Discuss and critique photographs and their content and technique in depth.

Audience: Undergraduate

### **ART 208 – CURRENT DIRECTIONS IN ART**

3 credits.

Examination of current artists' motivations, intentions, and processes and their relationship to general developments in contemporary art.

**Requisites:** None

**Course Designation:** Breadth - Humanities

Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Describe trends in art during this specific period and the shift from modernism to postmodernism (and/or poststructuralism) and how this is reflected in changed concepts of art such as the grand narrative, authorship and the object.

Audience: Undergraduate

2. Discuss how feminism, globalism, gay rights and other late 20th century and contemporary movements have engaged with, influenced and been affected by political and cultural landscapes through the arts and how historical events and political trends have affected artists and art-making.

Audience: Undergraduate

3. Define and apply a range of art-related terms such as the abject, kitsch, purity and interdisciplinary.

Audience: Undergraduate

4. Identify the work of a variety of artists, theorists and critics and describe their contexts and significance.

Audience: Undergraduate

5. Engage in discussions and demonstrate development in their ideas about contemporary art and their ability to articulate them.

Audience: Undergraduate

6. Describe how artists challenged and expanded the range of artistic practices, including performance, video art, practice-led research, community based art practice, non-material forms of creative practice and all other situational art making.

Audience: Undergraduate

7. Create several original works in response to the course content and engage in participatory, creative activities and understand their roots in late 20th century art practices.

Audience: Undergraduate

8. demonstrate an understanding of the institutions and practices related to contemporary art such as curation.

Audience: Undergraduate

9. Relate specific artists' work and practice to issues of identity, perspective, spirituality, etc.

Audience: Undergraduate

10. Describe aspects of globalism and name and describe the practice of several non Western artists.

Audience: Undergraduate

### **ART 212 – DRAWING FOUNDATIONS**

3 credits.

Apply the elements of drawing to more exploratory drawing methods and explore a wide variety of drawing concepts and applications in the context of Modern and Contemporary Art. Provides foundational skillsets for drawing and painting, printmaking and book art.

**Requisites:** ART 112, or declared in Art BS, Art BFA, or Art Education BS

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Utilize the knowledge and experience acquired in previous art courses to create drawings that demonstrate increasingly more sophisticated technical and conceptual proficiency.

Audience: Undergraduate

2. Demonstrate experimentation and investigation with a variety of drawing media.

Audience: Undergraduate

3. Develop an index of ideas and research references to support the creation of drawing-based work.

Audience: Undergraduate

4. Apply drawing skills and concepts more broadly as a vehicle for conveying ideas in other media such as printmaking and book art.

Audience: Undergraduate

5. Analyze and critique drawing-based artworks using relevant concepts and terminology.

Audience: Undergraduate

**ART 214 – SCULPTURE I**

4 credits.

Introduction to techniques and basic sculpture concepts to provide a survey of sculpture studio practices.

**Requisites:** ART 104

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop sculpture shop skills with beginning techniques in woodworking, metalworking, casting, and textiles.

Audience: Undergraduate

2. Discuss creative projects in conversation, group critique, and in writing.

Audience: Undergraduate

3. Research themes and subjects which are personally meaningful and bring this into class projects.

Audience: Undergraduate

4. Engage openly and generously with class readings, discussions, critiques, and guests.

Audience: Undergraduate

5. Cultivate and maintain impeccable shop safety habits and uphold shop cleanliness standards.

Audience: Undergraduate

**ART 222 – INTRODUCTION TO PAINTING**

3-4 credits.

Introduction to various technical processes and aspects of painting. Studio practice, lectures, discussions, and critiques.

**Requisites:** ART 102, 112, 212, or 302

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop a basic knowledge of painting materials.

Audience: Undergraduate

2. Demonstrate experience mixing specific colors and color palettes.

Audience: Undergraduate

3. Demonstrate a working knowledge of different ways to start a painting.

Audience: Undergraduate

4. Develop understanding of painting composition and pictorial space.

Audience: Undergraduate

5. Create a habit of taking risks and making mistakes for the sake of learning.

Audience: Undergraduate

**ART 224 – CERAMICS I**

4 credits.

Properties of clay and fundamentals of forming; hand-building, throwing, slip-casting, press molding; with emphasis on individual form concepts. Glazing, decorating, firing techniques including reduction, oxidation and primitive methods.

**Requisites:** None

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Recognize good craftsmanship in clay forms and ceramic materials.

Audience: Undergraduate

2. Apply both hand-building and wheel throwing techniques to construct hollow clay forms.

Audience: Undergraduate

3. Apply the techniques of scuffito, inlay, and glazing to achieve thoughtful surface decoration.

Audience: Undergraduate

4. Synthesize technical skills with conceptual interests.

Audience: Undergraduate

5. Describe a variety of contemporary approaches to ceramic art.

Audience: Undergraduate

6. Assess own work critically and respond to the work of others constructively.

Audience: Undergraduate

**ART/DS 226 – TEXTILE DESIGN: OFF-LOOM CONSTRUCTION**

3 credits.

Studio design problems in two and three dimensional off-loom constructions; off-loom weaving, looping, and knotting; historical reference and contemporary application.

**Requisites:** DS 120 and 153

**Course Designation:** Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

**Repeatable for Credit:** No

**Last Taught:** Spring 2021

**ART/DS 229 – TEXTILE DESIGN: WEAVING I**

3 credits.

The relationship of hand weaving to textural surfaces and sculptural forms are examined through the study of problems including structure, pattern, composition, and additional conceptual technical possibilities. Content is explored in the development of individual direction and in relationship to the discussion of historical and contemporary textiles and other works of art. Pursue an advanced investigation of concept and technique of hand-woven cloth.

**Requisites:** None

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Demonstrate understanding of theories, approaches, concepts, and current and historical textile/weaving practices in projects and presentations.

Audience: Undergraduate

2. Utilize the techniques, skills and modern tools/software necessary to create work in the field.

Audience: Undergraduate

3. Examine articles and conduct and present research to inform personal style and concept goals.

Audience: Undergraduate

4. Synthesize knowledge and use insight and creativity to better understand and improve their own design/art

Audience: Undergraduate

5. Communicate effectively through oral presentations, discussion and critiques.

Audience: Undergraduate

**ART 232 – LIFE DRAWING I**

4 credits.

Anatomical structure and intrinsic forms involved in drawing from different models. Development of technical control in a range of media.

**Requisites:** ART 212 and (ART 100, 108, or 208)

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Experience developing visual language.

Audience: Undergraduate

2. Obtain an understanding of a hybrid drawing practice.

Audience: Undergraduate

3. Expand ability to discuss works-on-paper - personally, those of peers, and those of historical and contemporary artists.

Audience: Undergraduate

4. Create a habit of taking risks and making mistakes for the sake of learning.

Audience: Undergraduate

5. Enhance the role experimentation has in the development of your studio practice.

Audience: Undergraduate

6. Develop observational skills.

Audience: Undergraduate

**ART 236 – BASCOM COURSE**

3 credits.

A low-enrollment course developing skills in critical reading, logical thinking, use of evidence, and use of library resources. Emphasis on writing in the conventions of specific fields.

**Requisites:** Satisfied Communications A requirement

**Course Designation:** Gen Ed - Communication Part B

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Demonstrate reader-awareness and art-specific language and reasoning.

Audience: Undergraduate

2. Examine one's own thoughts and feelings at the root of that enthusiasm and ground those in the objective delineation of how the work functions.

Audience: Undergraduate

3. Critically dissect a work of culture in oral presentation.

Audience: Undergraduate

4. Formulate and concisely communicate a basic personal aesthetics.

Audience: Undergraduate

5. Demonstrate collaboration and cooperation in forms crucial to artistic practice.

Audience: Undergraduate

6. Write persuasively about culture as a member of a critical community; work in peer workshops to learn collaboratively.

Audience: Undergraduate

7. Use library research methods to engage with critical context.

Audience: Undergraduate

**ART 242 – WATERCOLOR I**

3-4 credits.

Painting with watercolor and mixed media on paper. Experimental and traditional uses of the media will be explored, emphasizing drawing, composition, and imagination. Field trips.

**Requisites:** ART 112, 212, 222, 316, 326, or 336

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Explore a wide range of watercolor techniques and materials, including traditional transparent watercolor, gouache, flashe, inks, and transparent dyes, to develop a personal artistic vocabulary.

Audience: Undergraduate

2. Engage in experimental approaches to watercolor media and papers, encouraging innovation and discovery in artistic practice.

Audience: Undergraduate

3. Demonstrate the ability to articulate conceptual and aesthetic components of the work and provide constructive feedback to peers.

Audience: Undergraduate

**ART 244 – ART METAL I**

3-4 credits.

Basic jewelry techniques; metal fabrication dealing with piercing, soldering, forming.

**Requisites:** None

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop creative concepts.

Audience: Undergraduate

2. Understand the formal elements and principles of art in the creation of 3D/metal objects.

Audience: Undergraduate

3. Develop skills in metals fabrication - piercing, riveting and cold connections, soldering and hollow construction, surface manipulation, textures, coloration, finishing, basic forming, basic stone setting, and basic mechanics to accomplish designs in metal and related material.

Audience: Undergraduate

4. Develop ideas through sketching and model making, plan projects out using a variety of approaches, and respond to the unexpected in the making process.

Audience: Undergraduate

5. Understand historical and contemporary influences as they relate to the individual and culture in developing designs in the metal arts.

Audience: Undergraduate

6. Learn tools and vernacular of a metals studio.

Audience: Undergraduate

7. Understand relevant health and safety issues when working with metals and related material.

Audience: Undergraduate

8. Engage in the evaluation and assessment of projects both individually and in a group setting via the critique process and develop critical responses to your work and the work of others, therefore being a part of formulating a metals studio community.

Audience: Undergraduate

9. Demonstrate a commitment to one's own values and the understanding of the origins of one's own interests and concepts in the making of art, and the ability to express these verbally and in writing.

Audience: Undergraduate

**ART 302 – COLOR**

4 credits.

Color phenomena and visual perception as applied in art problems. Lectures, readings in theory, philosophy, and history of design.

**Requisites:** ART 102, 107, 112, 212, 222, 232, 242, 306, 312, 316, 326, 336, or DS 120

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Structure color in specific/limited palettes.

Audience: Both Grad & Undergrad

2. Understand and identify color value and tone.

Audience: Both Grad & Undergrad

3. Locate color temperature.

Audience: Both Grad & Undergrad

4. Mix Complementary neutrals (grays).

Audience: Both Grad & Undergrad

5. Color match neutrals (browns and grays).

Audience: Both Grad & Undergrad

6. Create color transparency.

Audience: Both Grad & Undergrad

7. Understand simultaneous contrast.

Audience: Graduate

**ART 306 – RELIEF PRINTMAKING**

3-4 credits.

Woodcut, collage print, linoleum cut, and wood engraving; color printing. Studio practice, lectures, discussion, critiques.

**Requisites:** None

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Identify and describe various relief printmaking technique, including additive and reductive relief cut, multiple block, and monotype/monoprint processes.

Audience: Both Grad & Undergrad

2. Demonstrate the ability to apply relief printmaking techniques to create prints that effectively utilize formal design elements such as line, shape, composition, and positive/negative space

Audience: Both Grad & Undergrad

3. Critically analyze the history and contemporary use of relief printmaking, conducting research and presenting on artists or collectives that utilize relief printmaking in their work.

Audience: Graduate

4. Create a portfolio of prints, including preparatory drawings and final works, and present the work in a group exhibition and digital presentation, articulating the conceptual and aesthetic choices

Audience: Both Grad & Undergrad

**ART 307 – MAKING COMICS 1**

4 credits.

An introduction to making comics as both a subject and means of academic inquiry. This is a rigorous class and the workload is substantial. Students will learn a variety of ways of making pictures and stories using materials that will vary over the course of the semester. Final project will be an original, reproducible, handmade book of at least 32 pages, based on the stories or comics or characters created during the semester. No previous drawing experience necessary, but must be eager to draw seven days per week throughout the duration of the course.

**Requisites:** None

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Translate autobiographical stories, interviews and fictional stories into illustrative comics form.

Audience: Both Grad & Undergrad

2. Illustrate, label, and compose on a daily basis in journaling style.

Audience: Both Grad & Undergrad

3. Identify and apply methodologies for teaching others to create comics.

Audience: Both Grad & Undergrad

4. Read, analyze and discuss a wide variety of comics and comics related articles.

Audience: Both Grad & Undergrad

5. Develop technical facility with materials involved in making comics including basic ink pens, color pencils, watercolor, Chinese ink and brush, and different types of drawing papers.

Audience: Both Grad & Undergrad

6. Design, create and assemble a 32-page publication as a final project

Audience: Both Grad & Undergrad

7. Will use comics as a means of academic inquiry, along with active engagement with the latest research and scholarly activity of the use of comics in their field of study.

Audience: Graduate

### **ART 309 – DIGITAL ART AND CODE**

4 credits.

An introduction to the principles of computer coding in a visual context. Course emphasizes the production of graphical and interactive output delivered on a screen.

**Requisites:** ART 107 or declared in an Art graduate program

**Course Designation:** Level - Elementary

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2024

**Learning Outcomes:** 1. Author a simple webpage using HTML and CSS.

Audience: Both Grad & Undergrad

2. Read and write the Processing(based on Java) and p5.js (based on JavaScript) programming languages.

Audience: Both Grad & Undergrad

3. Use iterative structures to create complex visual and multimedia compositions.

Audience: Both Grad & Undergrad

4. Effectively use data from multiple sources and data formats in the creation of interactive multimedia artwork.

Audience: Both Grad & Undergrad

5. Complete an ambitious capstone project, a processing/p5.js app that runs on the desktop, web, or android.

Audience: Graduate

### **ART 312 – INTERMEDIATE DRAWING I**

3-4 credits.

The exploration of conceptual drawing in various media. Emphasis on conceptual/formal solutions.

**Requisites:** (ART 212, 232, 316, or 326), or declared in an Art graduate program

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop your own visual language.

Audience: Undergraduate

2. Obtain an understanding of a hybrid drawing practice.

Audience: Undergraduate

3. Expand your ability to discuss drawing - your own, those of your peers, and those of historical and contemporary artists.

Audience: Undergraduate

4. Create a habit of taking risks and making mistakes for the sake of learning.

Audience: Undergraduate

5. Enhance the role experimentation has in the development of your studio practice.

Audience: Undergraduate

### **ART 314 – SCULPTURE II**

4 credits.

Continued investigation in sculpture studio practices with an emphasis on developing concepts and technique.

**Requisites:** ART 214 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Apply advanced techniques in woodworking, metalworking, casting, and textiles to develop complex and refined sculptural works, demonstrating a deeper understanding of material properties and fabrication processes.

Audience: Both Grad & Undergrad

2. Critically evaluate creative projects through in-depth conversations, group critiques, and written reflections, articulating constructive feedback and integrating diverse perspectives into artistic practice.

Audience: Both Grad & Undergrad

3. Conduct comprehensive research on themes and subjects that are personally meaningful, synthesizing research into class projects to create conceptually rich and contextually relevant sculptures.

Audience: Both Grad & Undergrad

4. Demonstrate an ability to connect theoretical concepts with practical applications.

Audience: Graduate

**ART 316 – LITHOGRAPHY**

4 credits.

Direct drawing on stone with crayon and tusche, transfer techniques, color processes; studio practice, lectures, discussions, and critiques.

**Requisites:** None

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Express Ideas with a willingness to attempt to stretch themselves through concepts and materials.

Audience: Undergraduate

2. Demonstrate a minimum mastery of the technical skills involved in Lithography.

Audience: Graduate

3. Follow through ideas to completion.

Audience: Both Grad & Undergrad

**ART 318 – INTRODUCTION TO VIDEO, PERFORMANCE & INSTALLATION ART**

4 credits.

An introduction to time-based art forms including video, installation, and visual art performance.

**Requisites:** None

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Describe art world practices in video, performance and installation at an introductory level

Audience: Undergraduate

2. Analyze art world practices in video, performance and installation at an advanced level

Audience: Graduate

**ART 322 – INTERMEDIATE PAINTING I**

4 credits.

Development of technical processes, concepts, historical continuity. Study and application of various media of oils, acrylics, collage materials.

**Requisites:** ART 222 or declared in an Art graduate program

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Experience developing your own visual language.

Audience: Undergraduate

2. Obtain an understanding of a hybrid painting practice.

Audience: Undergraduate

3. Expand your ability to discuss painting - your own, those of your peers, and those of historical and contemporary artists.

Audience: Undergraduate

4. Create a habit of taking risks and making mistakes for the sake of learning.

Audience: Undergraduate

5. Enhance the role experimentation has in the development of your studio practice.

Audience: Undergraduate

### **ART 324 – CERAMICS II**

4 credits.

Continued investigation into forming; hand-building, throwing, slip-casting, press molding; with emphasis on individual form concepts. Glazing, decorating, firing techniques including reduction, oxidation and primitive methods.

**Requisites:** ART 224 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop a basic understanding of the aesthetics of ceramic art.

Audience: Both Grad & Undergrad

2. Learn the historical context and cultural significance of producing works in clay.

Audience: Both Grad & Undergrad

3. Develop a vocabulary for discussing ceramics.

Audience: Both Grad & Undergrad

4. Learn essential information about the materials and processes of ceramic art.

Audience: Both Grad & Undergrad

5. Demonstrate proficiency in the technical aspects of hand building, throwing, and the use of mid and high temperature surface materials and techniques.

Audience: Graduate

### **ART 326 – ETCHING**

4 credits.

Introduction to intaglio printmaking techniques. Studio problems in platemaking and printing.

**Requisites:** (ART 102, 112, 212, 232, 306, 316, or 336) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Demonstrate confidence in expressing ideas with a willingness to attempt to stretch themselves in concepts, materials, and process.

Audience: Both Grad & Undergrad

2. Follow through ideas to completion.

Audience: Both Grad & Undergrad

3. Demonstrate a minimum mastery of the technical skills involved in printmaking.

Audience: Graduate

### **ART 332 – LIFE DRAWING II**

4 credits.

Further investigation into anatomical structure and intrinsic forms involved in drawing from different models. Development of concepts and technique.

**Requisites:** ART 232 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Experience developing your own visual language.

Audience: Both Grad & Undergrad

2. Obtain an understanding of a hybrid drawing practice.

Audience: Both Grad & Undergrad

3. Expand your ability to discuss works-on-paper - your own, those of your peers, and those of historical and contemporary artists.

Audience: Both Grad & Undergrad

4. Create a habit of taking risks and making mistakes for the sake of learning.

Audience: Both Grad & Undergrad

5. Develop observational skills.

Audience: Both Grad & Undergrad

6. Enhance the role experimentation has in the development of your studio practice.

Audience: Graduate

**ART 333 – INTRO TO RESPONSIVE WEB DESIGN**

4 credits.

Introduction to user-centered, responsive web design for mobile, tablet, and laptop. Write HTML, CSS, and Javascript directly to design and develop fully responsive websites.

**Requisites:** (ART 102 or 107), ART 346, and ART 438 or concurrent enrollment in ART 438, or declared in (MFA-Art or MS Design + Innovation)

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2024

**Learning Outcomes:** 1. Critique and apply graphic design principles and functions in web composition.

Audience: Both Grad & Undergrad

2. Demonstrate the capabilities of web typography.

Audience: Both Grad & Undergrad

3. Demonstrate the capabilities of creating responsive web designs.

Audience: Both Grad & Undergrad

4. Enhance responsive web page presentation with HTML5 & CSS3.

Audience: Both Grad & Undergrad

5. Design responsive websites from scratch with HTML5 & CSS3.

Audience: Both Grad & Undergrad

6. Develop complex layouts and effects with advanced CSS.

Audience: Both Grad & Undergrad

7. Design and develop professional research documentation for the Web.

Audience: Graduate

**ART 334 – WOOD WORKING**

3-4 credits.

Exploration of wood as a medium for constructing creative and functional three-dimensional forms.

**Requisites:** (ART 104, 112, 212, 214, 224, 244, 354 or DS 220) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop an understanding and a "material empathy" for wood. Knowing how to best carve, shape and build basic forms with it, including the most common frame or box construction joints.

Audience: Both Grad & Undergrad

2. Understand when and how to employ different processes and techniques, based on what your project or idea needs: structurally, conceptually, and aesthetically.

Audience: Both Grad & Undergrad

3. Develop knowledge of woodworking terms to make discussing projects/ ideas and buying materials easier.

Audience: Both Grad & Undergrad

4. Demonstrate safe and efficient use of the machine and hand tools commonly used in woodworking.

Audience: Both Grad & Undergrad

5. Develop an understanding of the baggage that comes with working with wood, from historical, cultural, and environmental viewpoints, as well as others.

Audience: Graduate

**ART 336 – SERIGRAPHY**

3-4 credits.

Materials and techniques of silk screen process; silk screen as a fine art form.

**Requisites:** (ART 102, 112, 212, 222, 232, 306, 316, or 326) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop shop safety and confidence that will allow them to work individually and with success.

Audience: Both Grad & Undergrad

2. Describe and identify the major printmaking processes including intaglio, relief, lithography, screen print and digital printmaking.

Audience: Undergraduate

3. Apply and Evaluate the major printmaking processes including intaglio, relief, lithography, screen print and digital printmaking.

Audience: Graduate

### **ART 338 – SERVICE LEARNING IN ART**

2 credits.

Students discuss community-based practices in the field, and will work with a community partner in an art-related capacity.

**Requisites:** None

**Course Designation:** Workplace - Workplace Experience Course

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Identify and describe various community-based art practices and the roles of artists in fostering civic responsibility and cultural development.

Audience: Undergraduate

2. Apply service-learning principles by engaging in organized service activities that meet identified community needs, integrating academic knowledge with experiential learning.

Audience: Undergraduate

3. Critically reflect on the service-learning experiences and analyze the impact of projects on the community.

Audience: Undergraduate

4. Synthesize research, fieldwork, and class discussions into a final presentation demonstrating learning and contributions to the community.

Audience: Undergraduate

### **ART/DANCE 341 – SOUND DESIGN FOR THE PERFORMING AND VISUAL ARTS**

3 credits.

Production of audio soundtracks to complement the work of artists. The relationship of sound and music to dance, video, film, computer art, and other interdisciplinary forms.

**Requisites:** Declared in an Art, Dance, or Communication Arts program

**Course Designation:** Breadth - Humanities

Level - Intermediate

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

### **ART 342 – WATERCOLOR II**

4 credits.

Continued investigations in watercolor and mixed media works on paper with goal of development of concepts and technical skill.

**Requisites:** ART 242 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Apply a wide range of watercolor techniques and materials, including traditional transparent watercolor, gouache, flashe, inks, and transparent dyes, to create complex compositions that reflect a personal artistic vocabulary.

Audience: Both Grad & Undergrad

2. Experiment with advanced watercolor media and papers, incorporating mixed media elements to push the boundaries of traditional watercolor practices.

Audience: Both Grad & Undergrad

3. Analyze and critique the conceptual and aesthetic components of both personal and peer artworks, providing detailed and constructive feedback.

Audience: Graduate

### **ART 343 – METAL FABRICATION AND WELDING IN SCULPTURE**

3-4 credits.

Reviews common welding and metal fabrication techniques available to artists, including various welding processes, brazing techniques, torch work, cutting devices, bending methods, and finishing techniques. Mild steel will be the primary material of exploration.

**Requisites:** (ART 214 or 244) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2020

**Learning Outcomes:** 1. Develop understanding of metal fabrication processes.

Audience: Both Grad & Undergrad

2. Expand visual vocabulary.

Audience: Both Grad & Undergrad

3. Expand knowledge of the materials and tools used in the production of sculpture.

Audience: Graduate

**ART 346 – BASIC GRAPHIC DESIGN**

4 credits.

Introduces the basic principles of graphic design. Develop an initial understanding of formal, conceptual, and technical aspects of the field. Emphasis will be given to the importance of working process, presentation and craftsmanship.

**Requisites:** (ART 102 or 107) and declared in Art , Art Education, Certificate in Art Studio, or Certificate in Graphic Design; or declared in Art MFA or Design + Innovation MS

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Understand the role of design process in creative practice for designers.

Audience: Both Grad & Undergrad

2. Understand basic visual research methodologies used by graphic designers in the field.

Audience: Both Grad & Undergrad

3. Strengthen professional presentation skills.

Audience: Both Grad & Undergrad

4. Develop a body of work that displays your design skills in the best possible light.

Audience: Both Grad & Undergrad

5. Extend knowledge of software used in design practice.

Audience: Both Grad & Undergrad

6. Expand knowledge and use of design terminology and vocabulary.

Audience: Both Grad & Undergrad

7. Appraise these tools, methods, and processes, and learn how to strategically, creatively apply them to your own work and research.

Audience: Graduate

**ART 348 – INTRODUCTION TO DIGITAL PRINTMAKING**

4 credits.

Provides students with fundamental skills in combining hand printed and digital output. Hybrid print integrates laser plate, monoprint, collograph, stencil, stamping, and embossment with inkjet output. Focuses on enhancement of digital output through integration of hand printed elements.

**Requisites:** (ART 102, 107, 176, 306, 316, 326, 336, 346, or 376) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Understand historical/contextual perspectives and approaches to digital/analogue printmaking.

Audience: Both Grad & Undergrad

2. Develop critical and analytical skills concerning your work and that of others.

Audience: Both Grad & Undergrad

3. Understand core ideas, processes and lab safety.

Audience: Both Grad & Undergrad

4. Develop inventive and creative solutions to practical and conceptual problems.

Audience: Both Grad & Undergrad

5. Develop a commitment to working independently and collaboratively.

Audience: Both Grad & Undergrad

6. Organize and complete a comprehensive Final Project within the timeline.

Audience: Both Grad & Undergrad

7. Demonstrate visual literacy and engage in critical discussion, through public talk back or closed seminar.

Audience: Graduate

### **ART 354 – GLASSWORKING**

4 credits.

Glassworking toward a personal concept of material.

**Requisites:** (ART 104, 214, 224, 244, or 334) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Learn how to safely navigate around and execute basic processes in a glass shop.

Audience: Both Grad & Undergrad

2. Synthesize and apply acquired technical skills with conceptual interests in your studio projects.

Audience: Both Grad & Undergrad

3. Integrate literacy in contemporary glass practice.

Audience: Both Grad & Undergrad

4. Engage in critical dialog via discussions and critiques by vocalizing your thoughts/experience and exercising your skills of observation, analysis and evaluation.

Audience: Both Grad & Undergrad

5. Contribute to your community of material-specific learners by being a role model to your peers, being a respectful observer of demonstrations, asking questions, offering generous feedback, and helping others.

Audience: Graduate

### **ART 356 – CODING FOR GRAPHIC DESIGN**

4 credits.

Explore the aesthetic of computational graphic design and typography with physical interaction, sound, data, and digital fabrication.

**Requisites:** (ART 102 or 107), ART 346, and ART 438 or concurrent enrollment in ART 438, or declared in (MFA-Art or MS Design + Innovation)

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2023

**Learning Outcomes:** 1. Apply design and typography principles and functions in computational drawing.

Audience: Both Grad & Undergrad

2. Apply mathematic expressions, computer algorithms, and libraries to create computational illustrations.

Audience: Both Grad & Undergrad

3. Demonstrate image, text, video, sound, and data skills to create computational graphic design and typography.

Audience: Both Grad & Undergrad

4. Demonstrate ability to explore linear and non-linear visual storytelling using computer algorithms and physical interaction.

Audience: Both Grad & Undergrad

5. Demonstrate ability to develop ideas from conceptualization to implementation in computational graphic design and typography.

Audience: Both Grad & Undergrad

6. Demonstrate ability to extend visual output from cyberspace to physical space using digital fabrication.

Audience: Both Grad & Undergrad

7. Develop professional documentation for generative graphic design systems.

Audience: Both Grad & Undergrad

8. Cultivate and develop graphic design research and practices with various new mediums, including computation, sound, data, self-portraits, and digital fabrication.

Audience: Graduate

**ART/THEATRE 366 – STAGE LIGHTING I**

3 credits.

Application of lighting design to the stage and natural environment. Color principles, lighting instruments, and control equipment. Production participation and labs.

**Requisites:** THEATRE 130, ART 100, or DS 120

**Course Designation:** Level - Intermediate

L&S Credit - Counts as Liberal Arts and Science credit in L&S

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Observe light in its natural, artistic, and theatrical environments, and discuss its controllable qualities and functions.

Audience: Undergraduate

2. Summarize the role of a lighting designer and the roles of other members of a production team.

Audience: Undergraduate

3. Understand theatrical lighting production planning and implementation methods, including: lighting hang and focus, lighting control, instrument design and selection.

Audience: Undergraduate

4. Develop the analytical skills needed to read a script, communicate ideas, and establish a design aesthetic and personal design process.

Audience: Undergraduate

5. Design the lighting for a play and produce all relevant paperwork and documentation, including drafting a full light plot.

Audience: Undergraduate

**ART/THEATRE 372 – SET DESIGN I**

3 credits.

Principles of composition, scale, perspective, and color applied to the stage; production of ground plans, elevations, sketches, and models.

**Requisites:** None

**Course Designation:** Level - Intermediate

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**ART 376 – DARKROOM PHOTOGRAPHY**

3-4 credits.

Emphasizes the basic aesthetic grammar of photography while providing a historical and critical context for looking at and making photographs. Techniques, philosophies, and concepts in photography as an art form. Emphasis on personal expression and relationship to other media.

**Requisites:** ART 100, 102, 104, 107, 108, 176, 208 or declared in Art MFA

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Describe the basic functions of a film camera.

Audience: Both Grad & Undergrad

2. Explain visual history and grammar of photography.

Audience: Both Grad & Undergrad

3. Demonstrate the ability to approach B&W film photography in a serious problem solving manner.

Audience: Both Grad & Undergrad

4. Demonstrate skill to edit and discuss both your own work as well as other visual artists in the field of contemporary photography.

Audience: Both Grad & Undergrad

5. Examine the technical, mechanical and history of photography for future instructional skills.

Audience: Graduate

### **ART 393 – INTERNSHIPS IN ART**

1 credit.

This online course allows students who have found outside art-related internships to earn academic credit in connection with their work experience.

**Requisites:** None

**Course Designation:** Workplace - Workplace Experience Course

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2022

**Learning Outcomes:** 1. Develop marketable skills.

Audience: Undergraduate

2. Gain hands-on experience.

Audience: Undergraduate

3. Build confidence and self-esteem.

Audience: Undergraduate

4. Try out a career in the arts on a short-term basis.

Audience: Undergraduate

5. Develop relationships with professional contacts for future networking.

Audience: Undergraduate

6. Be more employable since employers want to hire students who have had internship experience.

Audience: Undergraduate

### **ART 409 – DIGITAL FABRICATION STUDIO**

4 credits.

Introduction to the practice and application of digital fabrication technologies in an artistic context with an emphasis on extending and integrating with traditional material approaches to art production. Includes theoretical readings devoted to the implications of digital and machine technologies on art practice.

**Requisites:** ART 107 or declared in an Art graduate program

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Use basic vector, raster, and 3d software design tools in the preparation of files for various digital fabrication tools.

Audience: Undergraduate

2. Effectively combine elements of material, visual and spatial organization to create narrative, associative, and metaphorical compositions in physical space.

Audience: Undergraduate

3. Speak and write critically about personal and peer artworks and propose alternatives.

Audience: Undergraduate

4. Place your artistic production in a historical and critical context through the analysis and discussion of texts related to mechanical and industrial production methods.

Audience: Undergraduate

### **ART 414 – ART FOUNDRY**

3 credits.

Traditional and nontraditional methods of fine art foundry.

**Requisites:** (ART 104, 214, 224, 244, 314, 334, 343, or 354), or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**ART 428 – DIGITAL IMAGING STUDIO**

4 credits.

Explore current and historical practices in the digital fine arts while refining conceptual and technical understanding of digital art forms as powerful tools for generating and communicating images and ideas. Students will create and manipulate both static and moving imagery, with implications for digital drawing, painting, print-making, video editing/post-production, and narrative or non-narrative 2D animation in a fine art context.

**Requisites:** (ART 107, 176, 318, 429, or 529) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Understand the 12 principles of animation.

Audience: Both Grad & Undergrad

2. Demonstrate pre-production techniques including mind mapping, story boarding, screenplays, and animatics.

Audience: Both Grad & Undergrad

3. Understand common video formats.

Audience: Both Grad & Undergrad

4. Understand the techniques involved in the following animation types, 2D digital limited animation, 2D digital full animation, 2.5D digital full animation, and rotoscoped hand animation.

Audience: Both Grad & Undergrad

5. Understand the elements and principles of design in the context of the moving image.

Audience: Both Grad & Undergrad

6. understand contemporary practice in the field, including the use of image manipulation in fine art, design and entertainment.

Audience: Both Grad & Undergrad

7. Incorporate digital imaging techniques into research.

Audience: Graduate

**ART 429 – 3D DIGITAL STUDIO I**

4 credits.

Introduction to three-dimensional modeling in the computer, in particular the use of 3D digital models for the creation of images and objects.

**Requisites:** ART 107 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Create polygonal models using a variety of techniques.

Audience: Both Grad & Undergrad

2. Understand shaders including the ability to create and use complex shader networks using procedural and image based textures.

Audience: Both Grad & Undergrad

3. Understand texture projection techniques as well the editing of mesh Uvs to control textures in your shaders.

Audience: Both Grad & Undergrad

4. Understand camera setup and lighting including the ability to create and use the full range of lights.

Audience: Both Grad & Undergrad

5. Understand rendering including the ability to render photo-real and non-photo-real images using a number of different renderers.

Audience: Both Grad & Undergrad

6. Understand contemporary practice in the field, including the use of 3D digital technology in fine art, design and entertainment.

Audience: Both Grad & Undergrad

7. Incorporate 3D digital techniques into their own research.

Audience: Graduate

**ART 438 – HISTORY OF GRAPHIC DESIGN AND TYPOGRAPHY**

3 credits.

Examines the major developments in graphic design and typography as the fields slowly emerged and began to define themselves during the 19th, 20th, and 21st centuries.

**Requisites:** (ART 102 or 107), and ART 346 or concurrent enrollment; or declared in Art MFA or Design + Innovation MS

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Foster respect and appreciation for the achievements of graphic designers and typographers.

Audience: Both Grad & Undergrad

2. Identify the major designers and graphic works of each period covered.

Audience: Both Grad & Undergrad

3. Recognize the major aesthetic movements and ideas that have influenced graphic design and typography.

Audience: Both Grad & Undergrad

4. Understand the social, cultural, and political contexts that have shaped graphic design and typography.

Audience: Both Grad & Undergrad

5. Appraise these influences and learn how to strategically, creatively, apply them to your own work and research.

Audience: Graduate

**ART 442 – ICONS, SYMBOLS, AND PICTOGRAMS**

4 credits.

Addresses basic visual communication principles that include semiotics, gestalt, form, and context, and applies them to the design of icons, symbols, and pictograms. Cultural, psychological, social, and historical interpretations of these forms are analyzed through design projects, readings, discussion, and research.

**Requisites:** (ART 102 or 107), ART 346 and 438

**Repeatable for Credit:** No

**Learning Outcomes:** 1. Apply basic visual communication principles to the design process.

Audience: Undergraduate

2. Explore semiotics analysis in relation to forms and messages intended for diverse audiences.

Audience: Undergraduate

3. Identify the various contexts and functions for which icons, symbols, and pictograms can be designed.

Audience: Undergraduate

4. Practice the specific techniques and processes that are used in the construction of icons, symbols, and pictograms.

Audience: Undergraduate

5. Extend knowledge of software used in design practice.

Audience: Undergraduate

6. Strengthen collaboration and presentation skills.

Audience: Undergraduate

**ART 443 – GRAPHIC DESIGN FOR EXHIBITIONS**

4 credits.

Provides an introduction to exhibition design from spatial typography, posters, banners, and wayfinding to online exhibition design, including virtual reality for the Web.

**Requisites:** (ART 102 or 107), ART 346, and ART 438 or concurrent enrollment in ART 438, or declared in (MFA-Art or MS Design + Innovation)

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Learning Outcomes:** 1. Define the fundamental elements of two and three-dimensional typography.

Audience: Both Grad & Undergrad

2. Apply those fundamental elements in developing a typographic system for environmental settings.

Audience: Both Grad & Undergrad

3. Analyze existing way-finding problems and apply design to the practice of exhibit design.

Audience: Both Grad & Undergrad

4. Explore environmental graphic venues, materials, and applications to produce visual components for exhibition design.

Audience: Both Grad & Undergrad

5. Demonstrate how innovative concepts, branding, and custom exhibition design can improve showroom design and function.

Audience: Both Grad & Undergrad

6. Practice exhibition design for the Web and virtual reality.

Audience: Both Grad & Undergrad

7. Develop the complete functional exhibition design for the Web and virtual reality.

Audience: Graduate

**ART 446 – ARTISTS' BOOKS**

4 credits.

The multiple and sequential visual imagery of the non-printed book, including its design and creation.

**Requisites:** (ART 306, 316, 326, 336, 346, or 376) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Design and create artist's books using various techniques and materials, with particular emphasis on contemporary folded book structures and boxes.

Audience: Both Grad & Undergrad

2. Demonstrate proficiency in accessible mark making techniques and integrate various media such as printmaking, drawing, painting, photography, digital media, and collage into the artist's book projects.

Audience: Both Grad & Undergrad

3. Demonstrate the ability to critically analyze their own work and the work of peers through class discussions and critiques.

Audience: Both Grad & Undergrad

4. Develop and execute a fully realized artist book project, including submission of a written proposal, timeline, and participation in multiple critiques throughout the semester including scholarly and technical research.

Audience: Graduate

**ART 448 – SPECIAL TOPICS**

1-4 credits.

Various beginning-level special topics courses in Art.

**Requisites:** None

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**ART 452 – INTERMEDIATE PAINTING: NEW FIGURATION I**

4 credits.

The human figure as a source for creative and independent viewpoints in painting and other media. Students work together in the painting studio from a live model and from other figural sources.

**Requisites:** (ART 222, 232 or 322) or declared in an Art graduate program

**Course Designation:** Level - Intermediate

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2025

**Learning Outcomes:** 1. Explore historical and contemporary painting practices, identifying key movements and their relationships.

Audience: Both Grad & Undergrad

2. Develop basic vocabulary and communication skills for discussing painting, including the work of peers and broader art contexts.

Audience: Both Grad & Undergrad

3. Experiment with different painting methods and materials, encouraging creativity and risk-taking in studio practice.

Audience: Both Grad & Undergrad

4. Analyze and reflect on personal painting practices to build confidence and technical skills.

Audience: Graduate

**ART 454 – NEON: LIGHT AS SCULPTURE**

4 credits.

Introduction to light as sculptural medium including techniques for creating art using luminous tubes.

**Requisites:** None

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Learn how to safely navigate around and execute basic processes in a Neon Lab.

Audience: Both Grad & Undergrad

2. Gain proficiency in basic principles of neon glass bending and blowing.

Audience: Both Grad & Undergrad

3. Practice design and fabrication processes to work from a pattern to make a shape in neon glass tubing.

Audience: Both Grad & Undergrad

4. Gain literacy in processing a neon unit, including the safety concerns and underlying science of making a plasma discharge tube glow.

Audience: Both Grad & Undergrad

5. Apply technical neon skills in the creation of multimedia sculptures and/or installations that emphasize a conceptual framework to further each students' studio practice.

Audience: Graduate

**ART 458 – GRAPHIC DESIGN FOR BRANDING AND IDENTITY**

4 credits.

This is an advanced graphic design course with an emphasis on corporate brand identity development. Topics can include mark development, product packaging, marketing and advertising collateral, web branding, and broadcast advertising development. Special attention is given the application of semiotics and other forms of basic communication theory to the design process.

**Requisites:** (ART 102 or 107 or declared in an Art graduate program), ART 346, and 438

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop a body of work which demonstrates skills in the development of marks, logotypes, and their systemic application.

Audience: Both Grad & Undergrad

2. Further develop an understanding of communication theory.

Audience: Both Grad & Undergrad

3. Add to skills with industry-standard software.

Audience: Both Grad & Undergrad

4. Introduce practices and procedures used in a professional design work environment.

Audience: Graduate

**ART 463 – INFORMATION GRAPHICS**

4 credits.

This course examines the theory and practice of visual representation of information. Students will learn to create effective and illuminating graphical displays of data based on four basic formulations -- location, time, category, hierarchy, and index.

**Requisites:** (ART 102 or 107), ART 346 and 438

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Gain an understanding of the ways in which data and visualization can be structured.

Audience: Undergraduate

2. Demonstrate skills in the development of information graphics and their systemic application to a range of context.

Audience: Undergraduate

**ART 465 – GRAPHIC DESIGN FOR PACKAGING**

4 credits.

Defines the role of packaging in product identification, presentation, and production. The unique challenges of adapting typography, illustration, design and materials to three-dimensional forms are explored. Research includes marketing objectives, structural integrity and display aesthetics.

**Requisites:** (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** No**Last Taught:** Spring 2022**Learning Outcomes:** 1. Identify the function of three dimensional design in communication, specifically in package design and display.

Audience: Undergraduate

2. Plan a strategy and organize information prior to final construction utilizing roughs, patterns, and structural/graphic design.

Audience: Undergraduate

3. Develop technical skills in the areas of high comps and model making, construction patterns and perspective renderings.

Audience: Undergraduate

**ART 466 – PAPERMAKING: HISTORY, ELEMENTS AND TECHNIQUES**

4 credits.

Investigation and explanation of papermaking by hand as it relates to printmaking, drawing, and sculpture. History of papermaking stressing the last hundred years. Techniques of the craft, traditional sheet forming and use of paper pulp as pure plastic material with same educational goals as metal, ceramics, and wood.

**Requisites:** None**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Last Taught:** Fall 2025**Learning Outcomes:** 1. Identify and describe the historical development of papermaking, particularly over the last hundred years, and explain various traditional and contemporary papermaking techniques.

Audience: Both Grad &amp; Undergrad

2. Apply various papermaking techniques, such as sheet forming, pulp painting, watermarking, low-relief casting, and sculptural techniques, to create original artworks that integrate papermaking with printmaking, drawing, and sculpture.

Audience: Both Grad &amp; Undergrad

3. Critically analyze their own work and the work of their peers through participation in class discussions and critiques, demonstrating the ability to develop and refine concepts from initial proposals to final projects.

Audience: Both Grad &amp; Undergrad

4. Develop and execute a fully realized project in which handmade paper plays a significant role, such as an artist's book, a series of 2-D artworks, or an installation. This will include submitting a detailed proposal, conducting scholarly and technical research, and presenting their work in multiple critiques throughout the semester.

Audience: Graduate

**ART 467 – GRAPHIC DESIGN FOR POSTERS**

4 credits.

Examines the design of posters as a mode of communication. Students will learn to create effective combinations of words and images that mobilize principles of composition, perception, and rhetoric. Projects will encourage students to further explore graphic design as a means of communication, artistic expression, and information organization.

**Requisites:** (ART 102 or 107), ART 346 and 438**Repeatable for Credit:** No**Last Taught:** Spring 2026**Learning Outcomes:** 1. Gain an understanding of the ways in which posters can be developed to perform specific strategic functions.

Audience: Undergraduate

2. Enhance creative and analytical thinking skills.

Audience: Undergraduate

3. Understand and demonstrate effective visual communication skills.

Audience: Undergraduate

4. Understand the appropriate use of typefaces when combined with images or used as images.

Audience: Undergraduate

5. Develop a body of work which demonstrates skills in aesthetics and communication.

Audience: Undergraduate

**ART 470 – SPECIAL TOPICS IN 4D ART**

3-4 credits.

Topics courses exploring historical, theoretical and studio components surrounding time-based art forms including digital animation, video, installation, and visual art performance.

**Requisites:** None**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2026

### **ART 476 – INTERMEDIATE PHOTOGRAPHY**

4 credits.

Introduction to advanced digital printing techniques, critical analysis, and discussion of history of photography and current trends.

**Requisites:** ART 107, 176, or declared in Art MFA

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Describe the visual history and grammar of digital photography.

Audience: Both Grad & Undergrad

2. Demonstrate the ability to approach photography in a serious problem-solving manner.

Audience: Both Grad & Undergrad

3. Demonstrate the skill to edit and discuss both your own work as well as other visual artists.

Audience: Both Grad & Undergrad

4. Demonstrate the ability to understand your own work in the context of contemporary photography.

Audience: Both Grad & Undergrad

5. Examine the technical, mechanical and history of photography for future instructional skills.

Audience: Graduate

### **ART 486 – LETTERPRESS PRINTING: BOOKS AND MULTIPLES**

4 credits.

Covers materials and techniques used in contemporary letterpress printing of both text and image with a focus on letterpress printing as an art medium. Learn how to print using handset type, photopolymer plates and other printmaking techniques suitable for letterpress. Design and letterpress print broadsides and artist's books.

**Requisites:** None

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, for 3 number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Master a range of letterpress printing techniques to complete original artwork.

Audience: Both Grad & Undergrad

2. Engage in creative and design thinking in the development of creative projects that include text and image.

Audience: Both Grad & Undergrad

3. Develop ability to work both independently and collaboratively on creative projects.

Audience: Both Grad & Undergrad

4. Develop written and visual ideas that address issues in the world around them.

Audience: Both Grad & Undergrad

5. Apply problem-solving techniques needed to work with letterpress printing tools and equipment.

Audience: Both Grad & Undergrad

6. Develop oral and written communication skills and critical thinking during critique sessions of work and the work of peers.

Audience: Both Grad & Undergrad

7. Develop creative work that is directly connected to their wider creative practices

Audience: Graduate

8. Develop a familiarity and understanding of the artist's book collection at the Kohler Art Library through research for class that will influence their wider creative practices.

Audience: Graduate

**ART 506 – ADVANCED RELIEF PRINTMAKING**

4 credits.

Emphasis on color problems, surface qualities; studio practice, discussion, critiques.

**Requisites:** ART 306 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Express individual insights in conjunction with close personal consultation with the instructor.

Audience: Both Grad & Undergrad

2. Propose a series of projects that have a component of Relief or Serigraphy.

Audience: Graduate

**ART 507 – MAKING COMICS 2**

4 credits.

Builds on the work begun in Making Comics 1. Students will already be comfortable working on deadline, with applying previous comics-making experience to a variety of story styles, both fictional and non-fictional, and with using a variety of materials. This class is just as rigorous and demanding as Art 307. You'll be required to write and draw in your journal every day. Homework is substantial. Students will finish a 3-4 page comic strip each week, even when feeling uninspired. Readings will include more long-form comics. Students will identify a theme present in their own work to be explored through drawing and writing. In the last part of the semester, students will create a 'zine with a focused narrative. It will be an original, reproducible, handmade book of at least 32 pages, comprised of both visual and written elements. Everything created will be drawn, painted and written by hand.

**Requisites:** ART 307

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, for 3 number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Increase facility with using dip pens, manga ink and manga paper

Audience: Both Grad & Undergrad

2. Continue developing technical facility with materials involved in making comics including basic ink pens, color pencils, watercolor, Chinese ink and brush, and different types of drawing papers.

Audience: Both Grad & Undergrad

3. Translate academic articles, autobiographical stories, interviews with others, and works of fiction into longer form comics

Audience: Both Grad & Undergrad

4. Illustrate, label and compose in a journal on a daily basis.

Audience: Both Grad & Undergrad

5. Identify and apply methodologies for teaching others to create comics

Audience: Both Grad & Undergrad

6. Read, analyze and discuss a wide variety of long-form comics, graphic novels and comics-related articles

Audience: Both Grad & Undergrad

7. Design, create and assemble a 32-page book with a single theme as a final project.

Audience: Both Grad & Undergrad

8. Use comics as a means of academic inquiry, along with active engagement with the latest research and scholarly activity of the use of comics in their field of study.

Audience: Graduate

### **ART 508 – COLLOQUIUM IN ART**

1 credit.

Prominent artists, curators critics present their work through lectures and visual presentations.

**Requisites:** None

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Describe the work and contributions of various artists and scholars, gaining a broad understanding of contemporary art practices and theories.

Audience: Undergraduate

2. Demonstrate engagement with course content through written reflections that connect artists' work to their own interests and practices.

Audience: Undergraduate

3. Evaluate the artistic concepts and processes presented by visiting artists, offering thoughtful critiques and questions, and reflecting on how these concepts relate to their own artistic development.

Audience: Undergraduate

4. Demonstrate an advanced understanding of diverse artistic practices and their implications for contemporary art.

Audience: Undergraduate

### **ART 511 – ART PERFORMANCE**

3-4 credits.

An exploration of art genres that often incorporate a form of time-based performance, including but not limited to elements found in theater, dance, music, spoken word/poetry, etc.

**Requisites:** None

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Experiment with different conceptual, formal, and thematic approaches to performance, applying them in exercises and student-developed artworks.

Audience: Both Grad & Undergrad

2. Analyze examples of art performance from art history, contemporary art scenes, and their peers' class projects, to differentiate their varying aesthetic and structural approaches and evaluate their effectiveness.

Audience: Both Grad & Undergrad

3. Survey, through readings and in-class materials, the recent history of performance as an interdisciplinary art form, and connect their own goals to historical precedents.

Audience: Both Grad & Undergrad

4. Articulate a relation to performance that supports planned graduate work.

Audience: Graduate

### **ART 512 – ADVANCED DRAWING I**

4 credits.

Advanced level drawing course taught in a structured format where students work on various problems/issues in drawing.

**Requisites:** ART 312 and (ART 100, 108 or 208) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop and refine a unique visual language demonstrating advanced skills in expressing complex ideas and emotions through drawing.

Audience: Both Grad & Undergrad

2. Obtain a deep understanding of hybrid drawing practices, integrating various techniques and media to create innovative and sophisticated artworks.

Audience: Both Grad & Undergrad

3. Critically discuss drawing and engage in thoughtful analysis of the artwork of peers, historical and contemporary artists and their own work, contributing to advanced artistic discourse.

Audience: Both Grad & Undergrad

4. Create a habit of taking risks and making mistakes as a vital part of the learning process, enhancing the role of experimentation in the development of advanced studio practice.

Audience: Both Grad & Undergrad

5. Conduct advanced research and develop complex conceptual frameworks for their drawing projects, demonstrating the ability to synthesize theoretical knowledge with practical application to produce innovative and critically engaged artworks.

Audience: Graduate

**ART 514 – ADVANCED SCULPTURE WORKSHOP 1**

4 credits.

Instruction in the use of various materials as required by the individual in terms of the formal and conceptual basis of the work. Emphasis on independent research and development of studio projects.

**Requisites:** ART 314 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop further understanding of sculpture tools and techniques.

Audience: Both Grad & Undergrad

2. Articulate ideas in physical form, discussions, and writing.

Audience: Both Grad & Undergrad

3. Develop and maintain impeccable shop safety habits.

Audience: Both Grad & Undergrad

4. Understand how to develop and find content in your work, and the work of other artists.

Audience: Graduate

**ART 516 – ADVANCED LITHOGRAPHY**

2-3 credits.

Development of advanced concepts and techniques in lithography, to include drawing on stone with crayon and tusche, transfer techniques, color processes; studio practice, lectures, discussions, and critiques.

**Requisites:** ART 316 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Evaluate and articulate complex ideas with confidence, demonstrating a willingness to push boundaries in concepts and materials, and defend artistic choices in critiques.

Audience: Both Grad & Undergrad

2. Master advanced technical skills in lithography, integrating multiple techniques to produce sophisticated and innovative prints.

Audience: Both Grad & Undergrad

3. Design and execute comprehensive lithography projects, following through ideas to completion with a high level of professionalism and attention to detail.

Audience: Both Grad & Undergrad

4. Conduct original research on advanced lithography techniques and contemporary practices.

Audience: Graduate

**ART 518 – ARTIST'S VIDEO**

4 credits.

Principles and techniques in video art.

**Requisites:** (ART 208 and 318) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2021

**Learning Outcomes:** 1. Describe various techniques and forms of screen performance, including first-person narrative, spoken word, Screendance, fictional cinema, and experimental documentary.

Audience: Both Grad & Undergrad

2. Apply performance and media skills to create original screen-based projects, demonstrating proficiency in conceptualizing, filming, and editing performative works for various screen formats.

Audience: Both Grad & Undergrad

3. Demonstrate the ability to engage with theoretical concepts and provide constructive feedback.

Audience: Both Grad & Undergrad

4. Conduct a comparative analysis of the works presented by visiting artists and scholars, synthesizing their observations into a comprehensive paper that evaluates the diverse approaches to screen performance and their implications for contemporary art practice.

Audience: Graduate

**ART 521 – INSTALLATIONS AND ENVIRONMENTS**

4 credits.

Studio projects in site-specific art making supplemented by readings and examples of relevant contemporary artists' work.

**Requisites:** ART 214 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop sculpture installation shop skills with advanced techniques in woodworking, metalworking, casting, and textiles.

Audience: Both Grad & Undergrad

2. Discuss creative projects in conversation, group critique, and in writing.

Audience: Both Grad & Undergrad

3. Research themes and subjects which are personally meaningful and interesting, and work independently to develop individual assignments in consultation with the instructor.

Audience: Both Grad & Undergrad

4. Engage openly and generously with class readings, discussions, critiques, and guests.

Audience: Both Grad & Undergrad

5. Cultivate and maintain impeccable shop safety habits, and serve as a positive example for beginning students.

Audience: Graduate

**ART 522 – ADVANCED PAINTING I**

4 credits.

Technical processes; emphasis on personal expression, concepts, in various approaches to painting.

**Requisites:** (ART 322 or 452) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Experience in developing you own visual language.

Audience: Both Grad & Undergrad

2. Obtain an understanding of a hybrid painting practice.

Audience: Both Grad & Undergrad

3. Expand your ability to discuss painting - your own, those of your peers, and those of historical and contemporary artists.

Audience: Both Grad & Undergrad

4. Create a habit of taking risks and making mistakes for the sake of learning.

Audience: Both Grad & Undergrad

5. Effectively establishing the necessary components for a sustainable studio practice.

Audience: Both Grad & Undergrad

6. Enhance the role experimentation has in the development of your studio practice.

Audience: Graduate

**ART 524 – ADVANCED CERAMICS I**

4 credits.

Thrown and hand-built forms, clay bodies, glazes, firing, general studio procedure; emphasis on development of personal concepts.

**Requisites:** ART 324 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Evaluate craftsmanship in clay forms and ceramic materials, providing detailed critiques based on established standards.

Audience: Both Grad & Undergrad

2. Integrate advanced hand-building and wheel throwing techniques to construct complex hollow clay forms.

Audience: Both Grad & Undergrad

3. Master the techniques of scuffito, inlay, and glazing to achieve sophisticated and thoughtful surface decoration.

Audience: Both Grad & Undergrad

4. Analyze and compare contemporary approaches to ceramic art, identifying trends and influences.

Audience: Both Grad & Undergrad

5. Critique own work and the work of others constructively, offering insightful feedback for improvement.

Audience: Both Grad & Undergrad

6. Combine technical skills with conceptual interests to produce innovative ceramic artworks.

Audience: Graduate

**ART 525 – ADVANCED TYPOGRAPHY**

4 credits.

An advanced investigation of typography for visual communication and expression. Emphasis is placed on the analysis of meaning as conveyed through, materials, technology, and design. Projects are experimental and are designed to challenge you to expand your understanding of the function typography plays in design, art, and culture.

**Requisites:** (ART 102 or 107), ART 346 and 438

**Repeatable for Credit:** No

**Last Taught:** Fall 2024

**Learning Outcomes:** 1. Gain further sensitivity to the formal qualities of letterforms.

Audience: Undergraduate

2. Gain broader experience in the selection and arrangement of type for effective legibility and readability.

Audience: Undergraduate

3. Explore the legibility constraints of type and color.

Audience: Undergraduate

4. Enhance skills for shaping verbal messages through typographic design.

Audience: Undergraduate

5. Explore the expressive range of typography as a primary visual, illustrative element.

Audience: Undergraduate

**ART 526 – ADVANCED ETCHING/INTAGLIO**

4 credits.

Research in advanced intaglio techniques. Color printing.

**Requisites:** ART 326 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Evaluate and articulate complex ideas with confidence, demonstrating a willingness to push boundaries in concepts, materials, and processes, and defend artistic choices in critiques.

Audience: Both Grad & Undergrad

2. Design and execute comprehensive printmaking projects, following through ideas to completion with a high level of professionalism and attention to detail.

Audience: Both Grad & Undergrad

3. Master advanced technical skills in printmaking, integrating multiple techniques to produce sophisticated and innovative prints.

Audience: Graduate

### **ART 529 – 3D DIGITAL STUDIO II**

4 credits.

Intermediate/advanced class covering the theory and practice of 3D digital modeling and animation software as a tool for making art.

**Requisites:** ART 429

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Use keyframe animation, motion paths and "Set Driven" keys.

Audience: Both Grad & Undergrad

2. Use a variety of deformers.

Audience: Both Grad & Undergrad

3. Develop and create an effective animation from sketching and storyboarding through final video delivery.

Audience: Both Grad & Undergrad

4. Demonstrate knowledge about contemporary practice in the field, including the use of 3D digital technology in fine art, design and entertainment.

Audience: Both Grad & Undergrad

5. Incorporate techniques and information covered by the class into their own research.

Audience: Graduate

### **ART 531 – SCREEN PERFORMANCE**

3-4 credits.

Focuses on performance made for the screen including first person narrative, spoken word, video dance, fictional cinema, experimental documentary and other forms of mediated performance practice.

**Requisites:** None

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2023

**Learning Outcomes:** 1. Learn the history of artists making performance for the gaze of the camera.

Audience: Undergraduate

2. Use historical models to form their own work in each assignment.

Audience: Undergraduate

3. Develop critical thinking skills necessary to create theories and arguments that support their projects beyond the visual composition of their work.

Audience: Undergraduate

4. Create a comprehensive portfolio to share at the end of the course that maps their progress during the semester.

Audience: Undergraduate

### **ART 532 – ADVANCED LIFE DRAWING I**

4 credits.

Further examination of the percepts of drawing with the human figure. Emphasis on formal elements. Problems of structure. Intense studio practice working from the model.

**Requisites:** ART 332 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Experience developing your own visual language.

Audience: Both Grad & Undergrad

2. Obtain an understanding of a hybrid drawing practice.

Audience: Both Grad & Undergrad

3. Expand your ability to discuss works-on-paper - your own, those of your peers, and those of historical and contemporary artists.

Audience: Both Grad & Undergrad

4. Create a habit of taking risks and making mistakes for the sake of learning.

Audience: Both Grad & Undergrad

5. Develop observational skills.

Audience: Both Grad & Undergrad

6. Enhance the role experimentation has in the development of studio practice.

Audience: Graduate

**ART 534 – ADVANCED WOOD WORKING**

4 credits.

Development of advanced concepts and techniques in wood-based functional and/or fine art forms.

**Requisites:** ART 334 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop a deep understanding and "material empathy" for wood, demonstrating advanced skills in carving, shaping, and constructing complex forms, including sophisticated joints and intricate designs.

Audience: Both Grad & Undergrad

2. Apply advanced woodworking processes and techniques, making informed decisions based on structural, conceptual, and aesthetic needs of their projects, and critically evaluating the effectiveness of their choices.

Audience: Both Grad & Undergrad

3. Expand knowledge of woodworking terminology, enabling precise and effective communication of project ideas and requirements, and facilitating the acquisition of specialized materials.

Audience: Both Grad & Undergrad

4. Demonstrate expert use of both machine and hand tools commonly used in woodworking, ensuring safe and efficient practices, and critically assessing their own and others' adherence to safety protocols.

Audience: Both Grad & Undergrad

5. Conduct a critical analysis of the historical, cultural, and environmental contexts of woodworking, synthesizing understanding into advanced projects that reflect a nuanced awareness of the implications and "baggage" associated with working with wood.

Audience: Graduate

**ART 536 – ADVANCED SERIGRAPHY**

4 credits.

Development of advanced concepts and techniques using silk screen processes to create fine art forms.

**Requisites:** ART 336 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Evaluate and implement advanced shop safety protocols, demonstrating the ability to work independently and mentor peers in maintaining a safe and efficient printmaking environment.

Audience: Both Grad & Undergrad

2. Analyze and compare the major printmaking processes (intaglio, relief, lithography, screen print, and digital printmaking), and justify the selection of specific techniques for complex artistic projects.

Audience: Both Grad & Undergrad

3. Create innovative printmaking works that integrate multiple processes, showcasing a sophisticated understanding of both traditional and contemporary printmaking methods.

Audience: Graduate

**ART 542 – ADVANCED WATERCOLOR I**

4 credits.

Transparent and opaque watercolor media; studio practice, critiques, field trips.

**Requisites:** ART 342 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Evaluate the impact of different watercolor techniques and materials on the overall composition and defend the artistic choices made in complex projects.

Audience: Both Grad & Undergrad

2. Design and execute original experimental approaches to watercolor media and papers, contributing to the field through innovative practices.

Audience: Both Grad & Undergrad

3. Critique and mentor peers in the articulation of conceptual and aesthetic components, fostering a collaborative and supportive artistic community.

Audience: Graduate

### **ART 544 – ADVANCED ART METAL I**

4 credits.

Advanced techniques in creating functional and/or fine art metal objects.

**Requisites:** ART 244 or 344 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Continue to develop creative concepts in metal objects while putting into practice an understanding of the formal elements and principles of art in creation.

Audience: Both Grad & Undergrad

2. Continue to develop ideas through sketching and model making, plan projects out using a variety of approaches, and respond to the unexpected in the making process.

Audience: Both Grad & Undergrad

3. Develop new skills in metals fabrication - using the hydraulic press, different finishes and color treatments, chasing and repoussé, hollow box construction, hinges, stone setting, wire weaving, and electroforming to accomplish designs in metal and related material.

Audience: Both Grad & Undergrad

4. Continue to learn the tools and vernacular of a metals studio, while understanding relevant health and safety issues when working with metals and related material.

Audience: Both Grad & Undergrad

5. Understand historical and contemporary influences as they relate to the individual and culture in developing designs in the metal arts, including using local and visiting artisans as models for imagining potential future paths.

Audience: Both Grad & Undergrad

6. Engage in the evaluation and assessment of projects both individually and in a group setting via the critique process and develop critical responses to your work and the work of others, therefore being a part of formulating a metals studio community.

Audience: Graduate

### **ART 546 – GRAPHIC DESIGN FOR PUBLICATIONS**

4 credits.

Covers the theory and practice of designing newspapers, magazines, books, and other narrative forms. Emphasis will be placed on advanced typographic theory, and advanced digital and manual production skills.

**Requisites:** (ART 102 or 107 or declared in an Art graduate program), ART 346, and 438

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Present different kinds of information with proper hierarchy, organization, and style.

Audience: Both Grad & Undergrad

2. Choose and combine photos, typefaces, and illustrations in a cohesive way based on the information to be edited.

Audience: Both Grad & Undergrad

3. Gain an understanding of the use of grid systems, image selection, and detailed typesetting for editorial content.

Audience: Both Grad & Undergrad

4. Develop editorial projects from sketching to refined printed pieces for portfolio.

Audience: Graduate

### **ART 548 – SPECIAL TOPICS: ADVANCED LEVEL**

1-4 credits.

Topical courses in art at an advanced level.

**Requisites:** Consent of instructor

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2025

**ART 552 – ADVANCED PAINTING: NEW FIGURATION II**

4 credits.

Advanced work in depicting the human figure as a source for creative and independent viewpoints in painting and other media.

**Requisites:** ART 452 or declared in an Art graduate program

**Course Designation:** Level - Advanced

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Spring 2023

**Learning Outcomes:** 1. Develop and strengthen a visual language that is your own.

Audience: Both Grad & Undergrad

2. Expand knowledge of historical and contemporary painting practices and the relationship between them.

Audience: Both Grad & Undergrad

3. Build vocabulary and communication skills when talking about painting, the work of peers, and the broader art world.

Audience: Both Grad & Undergrad

4. Practice experimentation and risk taking as a regular part of a successful studio practice.

Audience: Both Grad & Undergrad

5. Increase skills, abilities, and confidence in the realm of painting.

Audience: Graduate

**ART 554 – ADVANCED GLASSWORKING**

4 credits.

Advanced concepts and techniques in fine art glass.

**Requisites:** ART 354 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**ART 556 – GRAPHIC DESIGN FOR INTERACTIVE MEDIA**

4 credits.

Explore creative visual interface and interactive storytelling for the Web.

**Requisites:** (ART 102 or 107), ART 346, 438, and one of: (ART 443, 458, 463, 465, 467, 546, 563, 565, 568 or 575); or declared in MFA Art or MS Design + Innovation.

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Fall 2022

**Learning Outcomes:** 1. Critique and apply visual principles in the design of expressive/communicative digital interactions.

Audience: Both Grad & Undergrad

2. Analyze and apply relevant screen-based interaction theories, processes, and methodologies.

Audience: Both Grad & Undergrad

3. Apply appropriate software and coding skills to create and publish a fully functional website.

Audience: Both Grad & Undergrad

4. Apply dynamic web design skills using user interaction, sound, and video.

Audience: Both Grad & Undergrad

5. Interact, critique, and collaborate through group critiques, discussions, writing, and visual works.

Audience: Both Grad & Undergrad

6. Design and develop spatial web design including virtual reality or augmented reality.

Audience: Graduate

### **ART 558 – PRODUCT DEVELOPMENT FOR GRAPHIC DESIGN**

4 credits.

Focuses on developing an understanding of design processes through the utilization of specific fabrication materials and methods. Experience is gained in giving form to objects and products. Prototyping techniques and digital design tools will be explored. In addition, investigates the movements in the history of product design and the development of materials, production, technologies, consumption and other social and cultural concerns that impact the field. A special focus on the identification and use of sustainable materials and processes.

**Requisites:** (ART 102 or 107), ART 346 and 438

**Repeatable for Credit:** No

**Learning Outcomes:** 1. Apply creativity, design thinking, and design process to bring new ideas, products, and value to companies, communities, and people.

Audience: Undergraduate

2. Integrate the notion of sustainability into a more holistic understanding of the interdependency of people, functional disciplines, socio-cultural systems and physical resources.

Audience: Undergraduate

3. Demonstrate comfort with complex, ambiguous problems and the uncertain path towards specific, viable solutions

Audience: Undergraduate

4. Understand the importance of the design process to guide your thinking without constraining it.

Audience: Undergraduate

5. View graphic design as an entrepreneurial practice.

Audience: Undergraduate

### **ART 560 – GRAPHIC DESIGN SENIOR THESIS PROJECT AND EXHIBITION**

4 credits.

A capstone experience for seniors in the Graphic Design Program. A hybrid of studio and seminar, course work will combine inquiry, research, creative problem-solving, and design prototyping. Students will use research to launch a comprehensive graphic design thesis project which will be exhibited at the end of the term.

**Requisites:** (ART 102 or 107), ART 346, 438, and two of: ART 458, 463, 465, 467, 546, 556, 565, 568

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Exhibit an advanced understanding of the form, function, and meaning of creative work.

Audience: Undergraduate

2. Apply understanding of how to identify and select creative problems/opportunities to pursue appropriate design research, brainstorming, and other creative problem-solving techniques.

Audience: Undergraduate

3. Apply a deliberate, effective project planning and problem-solving process in the proposal, design, and development of the professional-level graphic design.

Audience: Undergraduate

4. Communicate about and present creative ideas, design process, and the final graphic design product deliverables at a professional level in any number of appropriate formats (e.g., oral discussions and presentations, print or digital presentations, and in public displays).

Audience: Undergraduate

5. Demonstrate proficiency in communication, presentation, and time-management skills necessary to engage in professional practice in graphic design, including the ability to organize and manage a complex design project.

Audience: Undergraduate

**ART 563 – GRAPHIC DESIGN FOR GAMES**

4 credits.

Game design is a subdiscipline in which graphic designers create meaningful play and interactive experience through words, images, structure, process, and the study of user experience. This course, which explores both digital and non-digital games, aims to provide you with a critical vocabulary and historical context for analyzing games, as well as the skills and techniques necessary to incorporate game design into your ongoing design practice.

**Requisites:** (ART 102 or 107), ART 346 and 438

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Develop the vocabulary and critical understanding to describe and analyze the components of games and gameplay experiences.

Audience: Undergraduate

2. Develop a game idea from concept to playable, and analogue prototype.

Audience: Undergraduate

3. Use common methods for documenting game designs.

Audience: Undergraduate

4. Communicate game ideas through scratches, prototype, development and presentation.

Audience: Undergraduate

**ART 564 – GRAPHIC DESIGN FOR ACCESSIBILITY**

4 credits.

An introduction to designing for accessibility and inclusion including visual design research, design thinking, and digital fabrication.

**Requisites:** (ART 102 or 107), ART 346, and (ART 458, 463, 465, 467, 546, 565 or 568), or declared in Art MFA or Design + Innovation MS

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Fall 2024

**Learning Outcomes:** 1. Gather meaningful information about users and their experiences by asking, observing, learning, and surveying

Audience: Both Grad & Undergrad

2. Understand the importance and the impact of designing for accessibility and inclusion

Audience: Both Grad & Undergrad

3. Analyze design problems and propose design interventions based on the user-centered process

Audience: Both Grad & Undergrad

4. Apply an iterative design process, including prototyping skills with various analog and digital methods and testing for user experience design

Audience: Both Grad & Undergrad

5. Prepare high-quality professional documentation of the design process and presentation for a professional portfolio

Audience: Both Grad & Undergrad

6. Develop an abstract for conference presentations and a gallery plan for an exhibition using the final projects

Audience: Graduate

**ART 565 – TYPEFACE DESIGN**

4 credits.

Examine conceptual and technical processes used for designing fonts and typefaces in a digital environment.

**Requisites:** (ART 102 or 107), ART 346 and 438

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2023

**Learning Outcomes:** 1. Understand individual letters as visual forms that carry weight, texture, line, and composition.

Audience: Undergraduate

2. Recognize typefaces as systems of interrelated forms.

Audience: Undergraduate

3. Master digital tools that can be used to build and organize typefaces.

Audience: Undergraduate

4. Consider typeface design as a form of professional practice.

Audience: Undergraduate

**ART 568 – MOTION TYPOGRAPHY**

4 credits.

Examines conceptual and technical processes used setting type in motion in a digital environment using digital video, computer graphic, and digital photo technologies. Students must take ART 107 and ART 346 prior to enrolling in this course.

**Requisites:** (ART 102 or 107), ART 346 and 438

**Repeatable for Credit:** No

**Last Taught:** Fall 2019

**Learning Outcomes:** 1. Gain fundamental knowledge of graphic design in a time based medium.

Audience: Undergraduate

2. Explore linear messaging and how to enhance, reinforce, or change verbal meaning through time-based communication.

Audience: Undergraduate

3. Demonstrate their ability to understand time-based media by executing and refining storyboards, emphasizing the effectiveness and importance of clarity in designing time based messages.

Audience: Undergraduate

4. Be introduced to the basic elements of motion design: time, sequence, framing, editing, color, typography, sound effects, voice-over, sound, and transition.

Audience: Undergraduate

5. Gain basic knowledge in: Adobe Animate CC, Adobe Premier CC, and Processing. These applications will be used in combination with Photoshop and Illustrator.

Audience: Undergraduate

**ART 570 – ADVANCED TOPICS IN 4D ART**

3-4 credits.

Topics courses exploring advanced concepts in historical, theoretical and studio practices in the discipline of time-based art forms, including but not limited to: digital animation, video, installation, and visual art performance.

**Requisites:** ART 470 or declared in an Art graduate program

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Fall 2019

**ART/THEATRE 572 – SET DESIGN II**

3 credits.

Historical survey of visual theatre, painting, and architectural styles adapted to various dramatic forms. Application of design elements and styles to contemporary theatre productions.

**Requisites:** THEATRE/ART 372

**Course Designation:** Breadth - Humanities

Level - Advanced

L&S Credit - Counts as Liberal Arts and Science credit in L&S

Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Fall 2019

**ART 575 – USER EXPERIENCE FOR GRAPHIC DESIGN**

4 credits.

A project-based introduction to the examination of user experience, and is oriented toward practical methods for approaching a design problem. The focus of the course is to develop conceptual design based on the needs of users. Students will receive grounding in user research methods, design sketching, and design validation.

**Requisites:** (ART 102 or 107), ART 346 and 438

**Repeatable for Credit:** No

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Gather useful information about users and activities by asking, looking, learning, and trying.

Audience: Undergraduate

2. Convey user research findings with personas, user journey maps, user stories, and user flow.

Audience: Undergraduate

3. Learn and appreciate the skill of sketching as a process for user experience design.

Audience: Undergraduate

4. Analyze interaction design problems and propose a user-centered process.

Audience: Undergraduate

5. Appreciate the process of user experience design as an iterative process.

Audience: Undergraduate

6. Demonstrate low and high-fidelity prototyping skills.

Audience: Undergraduate

7. Understand the differences between user experience and usability.

Audience: Undergraduate

8. Prepare high-quality professional documentation about a user experience design process for a professional portfolio.

Audience: Undergraduate

9. Develop exhibition abstract and gallery plan for final documentation and design prototypes.

Audience: Undergraduate

**ART 576 – ADVANCED PHOTOGRAPHY**

4 credits.

Emphasis on advanced techniques, color, personal concepts and expression, criticism, communicative potential of photography.

**Requisites:** ART 476 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Illustrate the ability to promote your own work.

Audience: Both Grad & Undergrad

2. Understand the historical and contemporary practices of photography.

Audience: Both Grad & Undergrad

3. Demonstrate the ability to approach photography with personal concepts and expression.

Audience: Both Grad & Undergrad

4. Illustrate the skill to edit and sequence your own work.

Audience: Both Grad & Undergrad

5. Demonstrate the skill to discuss both your own work as well as other visual artists.

Audience: Both Grad & Undergrad

6. Illustrate the skill to edit and discuss both your own work as well as other visual artists.

Audience: Graduate

**ART 608 – INTERDISCIPLINARY CRITIQUE IN THE VISUAL ARTS**

3 credits.

Group critique for advanced students working in the various disciplines of the visual arts.

**Requisites:** Senior standing and declared in BS-Art, BFA-Art or BS-Art Ed degree program or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Summer 2023

**Learning Outcomes:** 1. Critically analyze interdisciplinary artworks, identifying and articulating formal, conceptual, and contextual elements within their peers' work.

Audience: Both Grad & Undergrad

2. Evaluate the effectiveness of artistic practices and methodologies, providing constructive feedback that fosters growth and development of their colleagues' artistic practices.

Audience: Both Grad & Undergrad

3. Develop and refine their own artistic statements and practices, integrating feedback from critiques to enhance their work's conceptual and formal qualities.

Audience: Both Grad & Undergrad

4. Synthesize diverse perspectives and critiques to produce a comprehensive and innovative body of work that demonstrates advanced understanding and application of interdisciplinary arts practice.

Audience: Graduate

**ART 612 – ADVANCED DRAWING II**

3-4 credits.

Continuation of advanced level drawing. Focus on advanced techniques and conceptual development in conversation with contemporary drawing practices.

**Requisites:** ART 512 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Create a distinctive and sophisticated visual language that reflects a deep personal and conceptual understanding of drawing practices.

Audience: Both Grad & Undergrad

2. Integrate advanced hybrid drawing techniques, combining traditional and contemporary methods to produce innovative and complex artworks.

Audience: Both Grad & Undergrad

3. Critique and evaluate drawings, including your own, those of peers, and those of historical and contemporary artists, contributing to scholarly and professional discourse.

Audience: Both Grad & Undergrad

4. Design and execute experimental projects that push the boundaries of traditional drawing practices, significantly enhancing your studio practice.

Audience: Both Grad & Undergrad

5. Lead and mentor peers in taking creative risks and embracing mistakes as essential components of the learning and artistic process.

Audience: Graduate

**ART 614 – ADVANCED SCULPTURE WORKSHOP 2**

3-4 credits.

Continuing instruction in the use of various materials as required by each student in terms of the formal and conceptual basis of their work. Emphasis on the development of individually directed studio projects, professional art practices, and preparing work for exhibition.

**Requisites:** ART 514 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Develop sculpture installation shop skills with advanced techniques in woodworking, metalworking, casting, and textiles.

Audience: Both Grad & Undergrad

2. Discuss creative projects in conversation, group critique, and in writing.

Audience: Both Grad & Undergrad

3. Engage openly and generously with class readings, discussions, critiques, and guests.

Audience: Both Grad & Undergrad

4. Cultivate and maintain impeccable shop safety habits, and serve as a positive example for beginning students.

Audience: Both Grad & Undergrad

5. Research themes and subjects which are personally meaningful and interesting, and work independently to develop individual assignments in consultation with the instructor.

Audience: Graduate

**ART 622 – ADVANCED UNDERGRADUATE PAINTING WORKSHOP**

3 credits.

Continuation of 522. Entrance is by consent through competitive portfolio review, held in the final week of the fall and spring semesters. Qualified applicants will have completed Art 222, 322, and at least one of the following: Art 312, 332, 342, 452, 512, 522, 542; or have transferred equivalent coursework. Not open to graduate students.

**Requisites:** Consent of instructor

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Experience in developing your own visual language.

Audience: Undergraduate

2. Obtain an understanding of a hybrid paintings practice.

Audience: Undergraduate

3. Expand your ability to discuss painting - your own, those of your peers, and those of historical and contemporary artist.

Audience: Undergraduate

4. Create a habit of taking risks and making mistakes for the sake of learning.

Audience: Undergraduate

5. Enhance the role experimentation has in the development of your studio practice.

Audience: Undergraduate

6. Effectively establish the necessary components for a sustainable studio practice.

Audience: Undergraduate

**ART 624 – ADVANCED CERAMICS II**

4 credits.

Advanced concepts and practices using clay/ceramics to create fine art objects.

**Requisites:** ART 524 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Create ceramic artworks that exemplify exceptional craftsmanship and innovative use of materials.

Audience: Both Grad & Undergrad

2. Design and execute complex hollow clay forms using advanced hand-building and wheel throwing techniques.

Audience: Both Grad & Undergrad

3. Develop unique surface decoration techniques, pushing the boundaries of scuffito, inlay, and glazing.

Audience: Both Grad & Undergrad

4. Synthesize technical skills with deep conceptual interests to produce a cohesive body of work.

Audience: Both Grad & Undergrad

5. Lead discussions on contemporary approaches to ceramic art, contributing original perspectives.

Audience: Both Grad & Undergrad

6. Mentor peers in the critical assessment of ceramic artworks, fostering a collaborative and supportive learning environment.

Audience: Graduate

**ART 629 – 3D DIGITAL STUDIO III**

4 credits.

An advanced project based class in 3D Digital Animation. Students will complete a single major animation project based on their own proposal as approved by the instructor.

**Requisites:** ART 429 or 529

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**ART 636 – COMPUTER AUGMENTED PRINTMAKING**

4 credits.

Advanced computer imaging for printmaking. Emphasis is on self-initiated projects that combine printmaking or photographic techniques with digital output.

**Requisites:** (ART 306, 316, 326, 336, or 348) or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Apply shop safety and confidence that will allow them to work individually and with success.

Audience: Both Grad & Undergrad

2. Develop and identify the major printmaking process including intaglio, relief, lithography, screen print and digital printmaking.

Audience: Undergraduate

3. Analyze and identify the major printmaking process including intaglio, relief, lithography, screen print and digital printmaking.

Audience: Graduate

**ART 642 – ADVANCED WATERCOLOR II**

4 credits.

Advanced concepts and processes in transparent and opaque watercolor media.

**Requisites:** ART 542 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Create a cohesive body of work that demonstrates mastery of a wide range of watercolor techniques and materials, showcasing a distinct personal artistic vocabulary.

Audience: Both Grad & Undergrad

2. Design and execute original experimental approaches to watercolor media and papers, contributing to the field through innovative practices.

Audience: Both Grad & Undergrad

3. Critique and mentor peers in the articulation of conceptual and aesthetic components, fostering a collaborative and supportive artistic community.

Audience: Graduate

**ART 644 – ADVANCED ART METAL II**

4 credits.

Further advanced study in the art of metalsmithing.

**Requisites:** ART 544 or declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Experience a variety of approaches to hollowware and develop forming and fabricating proficiency through: Raising, Sinking, Planishing, Soldering lapped seams, Shaping seamed forms, Shell structures including handles and spouts, pewter smithing, and tin smithing/sheet metal working.

Audience: Both Grad & Undergrad

2. Investigate the way metal hollowware has been used culturally and historically through research, reading, discussion and presentations, and to activate its relevance today.

Audience: Both Grad & Undergrad

3. Develop ideas through two and three-dimensional study and writing exercises.

Audience: Both Grad & Undergrad

4. Develop critical responses to your work and the work of others.

Audience: Graduate

**ART 656 – DESIGN PORTFOLIO AND PROFESSIONAL PRACTICE**

4 credits.

Advanced level graphic course designed to prepare senior level students for entrance into the design profession. Portfolio and resume preparation will be the primary emphasis. Legal and professional practice topics also will be addressed.

**Requisites:** (ART 102 or 107), ART 346, 438, and two of: ART 458, 463, 465, 467, 546, 556, 565, 568

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2022

**Learning Outcomes:** 1. Exhibit an advanced understanding of the form, function, and meaning of your work.

Audience: Undergraduate

2. Create a self-promotional visual identity as a graphic design professional.

Audience: Undergraduate

3. Develop personal portfolio of work on a professional level of quality.

Audience: Undergraduate

4. Demonstrate proficiency in communication, presentation, and business skills necessary to engage in professional practice in graphic design including the ability to organize and manage design projects and multi-tasking.

Audience: Undergraduate

**ART 699 – INDEPENDENT STUDY**

1-3 credits.

Independent undergraduate work in advanced area of study under direction of art faculty.

**Requisites:** Consent of instructor

**Course Designation:** Level - Advanced

L&S Credit - Counts as Liberal Arts and Science credit in L&S

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Spring 2026

**ART 700 – INTRODUCTION TO GRADUATE STUDIES IN ART**

3 credits.

Introduction to graduate study in art. Will explore the relationships between the contemporary art world, research and studio practice, theoretical issues, and education in the arts. Also addresses building and sustaining a career in the arts.

**Requisites:** Consent of instructor

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** No

**Last Taught:** Fall 2025

**ART 706 – TEACHING FOUNDATIONS OF COLLEGE ART**

1 credit.

Practical tools and techniques for teaching the foundations of college art and effectively managing the classroom.

**Requisites:** Declared in Art MFA

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, for 2 number of completions

**Last Taught:** Fall 2025

**Learning Outcomes:** 1. Identify and apply key teaching methods in college-level art instruction.

Audience: Graduate

2. Examine key issues in teaching of college-level art foundations.

Audience: Graduate

3. Reflect and collaborate on challenges that arise in the teaching and learning of college-level art.

Audience: Graduate

4. Develop resources and support peers in the teaching and learning of college-level art.

Audience: Graduate

**ART 722 – GRADUATE PAINTING I**

2-3 credits.

Graduate level instruction in all painting media.

**Requisites:** Declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Fall 2021

**ART 726 – GRADUATE INTAGLIO PRINTMAKING I**

2-3 credits.

Graduate level investigations of advanced intaglio methods; exploration toward an individual and mature imagery in graphics materials.

**Requisites:** Declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Fall 2025

**ART 736 – GRADUATE GRAPHICS WORKSHOP I**

2-6 credits.

Graduate level study in advanced graphics media. Emphasis on development of personal concepts.

**Requisites:** Declared in an Art graduate program

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, unlimited number of completions

**Last Taught:** Fall 2024

**ART 740 – INTERDISCIPLINARY GRADUATE CRITIQUE**

1 credit.

Present studio research to peers and faculty and engage with collaborative audience representing multiple artistic disciplines. Provides a holistic understanding of the creative process as it relates to practice and research. Diverse array of skills-sets and the opportunity to influence and enhance the creative process strengthening abilities in performing analysis and critical inquiry into practice and research.

**Requisites:** Declared in Art MFA

**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement

**Repeatable for Credit:** Yes, for 3 number of completions

**Last Taught:** Spring 2026

**Learning Outcomes:** 1. Position the student's artistic research within contemporary landscape of visual art

Audience: Graduate

2. Demonstrate understanding of research as it relates to a pluralistic approach outside a singular medium

Audience: Graduate

3. Present the complexities of their work to professionals in the field

Audience: Graduate

**ART 750 – PROFESSIONAL PRACTICE IN ART**

3 credits.

Consider numerous possibilities for producing, exhibiting, promoting, and marketing your work and wide range of practicalities for building and sustaining a creative practice. Expand the sense of what a professional path can be - taking into account the highly flexible and composite means by which cultural production happens in today's world.

**Requisites:** Graduate/professional standing**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** No**Learning Outcomes:** 1. Create a comprehensive professional portfolio.

Audience: Graduate

2. Develop and present a digital portfolio and professional website that effectively showcases artistic work and communicates the artist's identity and practice.

Audience: Graduate

3. Demonstrate the ability to research and apply for professional opportunities.

Audience: Graduate

4. Engage in peer review and collaborative critique.

Audience: Graduate

5. Deliver a public artist talk that clearly articulates artistic vision, practice, and career goals to a general audience.

Audience: Graduate

6. Articulate and refine career objectives.

Audience: Graduate

**ART 908 – SEMINAR-ART**

3 credits.

Special topics in grad-level seminars.

**Requisites:** Declared in an Art graduate program**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2026**ART 912 – ADVANCED RESEARCH-DRAWING**

1-4 credits.

Graduate level instruction in all drawing media processes.

**Requisites:** Consent of instructor**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Fall 2020**ART 914 – ADVANCED RESEARCH-SCULPTURE**

1-4 credits.

Graduate level instruction in all sculpture processes.

**Requisites:** Consent of instructor**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025**ART 922 – ADVANCED RESEARCH-PAINTING**

1-4 credits.

Graduate level instruction in all painting processes.

**Requisites:** Consent of instructor**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2022**ART 924 – ADVANCED RESEARCH-CERAMICS**

1-4 credits.

Graduate level instruction in all ceramics processes.

**Requisites:** Consent of instructor**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025**ART 944 – ADVANCED RESEARCH-ART METAL**

1-4 credits.

Graduate level instruction in metalsmithing.

**Requisites:** Consent of instructor**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2021**ART 996 – ADVANCED RESEARCH-GRAPHICS**

1-4 credits.

Graduate level instruction in all printmaking and photography processes.

**Requisites:** Consent of instructor**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2025**ART 999 – INDEPENDENT STUDY**

1-4 credits.

Independent graduate work in advanced area of study under direction of art faculty.

**Requisites:** Consent of instructor**Course Designation:** Grad 50% - Counts toward 50% graduate coursework requirement**Repeatable for Credit:** Yes, unlimited number of completions**Last Taught:** Spring 2026