

Art

Art Degrees and Certificates

- Digital Design
- Graphic Design

Art Classes

ART& 100: Art Appreciation

Appreciation of various visual art forms with emphasis on the history, materials and aesthetics of art (not a studio course).

Credits 5

Weekly Contact Hours 5

Meets Degree Requirements For
Humanities

ART 106: Design 2-Dimensional Composition and Color

Introduction to the elements and principles of two-dimensional design and composition. Includes study of planar structure, depth illusions, figure-ground relationships and color theory.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For
Humanities with Performance

ART 107: 3D Design Introduction to Sculpture

Introduction to the elements and principles of sculpture and three-dimensional composition through a variety of processes and materials. Emphasis on spatial structure, basic volumes, and relationships of form and space.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For
Humanities with Performance

ART 110: Drawing I

Introduction to the principles of drawing from observation. Investigation of proportion, modeling and perspective with various drawing media.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For
Humanities with Performance

ART 111: Figure Drawing I

Introduction to the principles and processes of drawing the human figure. Investigation of proportion, gesture and composition with various drawing media from live models.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For
Humanities with Performance

ART 113: Drawing II

Continuation of study of the principles of drawing from observation, with investigation of proportion, modeling and perspective in various drawing media.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For
Humanities with Performance

ART 116: Drawing: Figure II

Continuation of study of the principles and processes of drawing the human figure. Investigation of proportion, gesture and composition with various drawing media from live models.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For
Humanities with Performance

ART 117: Drawing: Figure III

Continuation of study of the principles and processes of drawing the human figure. Investigation of proportion, gesture and composition with various drawing media from live models.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For
Humanities with Performance

ART 130: Graphic Design Technology I

An introductory, comprehensive step-by-step instruction and explanation of the 'how' and 'why' behind the industry standard software skills of Adobe Creative Suite, including InDesign, Photoshop and Illustrator. Students will be introduced to each feature as they work through information, including projects, reviews and step-by-step tutorials.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For
Humanities with Performance

ART 131: Graphic Design Technology II

Study of industry-standard software and how to integrate these programs into seamless communication, while producing works that conform to design principles and client expectations. Learn essential graphic-design terminology and continue developing knowledge and skills through advanced, hands-on projects implementing vector illustrations, page layouts, image manipulation and typography.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 130](#) or Instructor Permission

ART 132: 3D Digital Design 1: Intro to 3D Computer Aided Modeling

Provides an introduction to computer-aided three-dimensional modeling technology used by designers in various disciplines including industrial design, graphic design, web design, game design, sculpture, and animation.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For

Humanities with Performance

ART 133: 3D Digital Design 2: Advanced Modeling, Rendering and Presentation

Provides further development of skills in the computer-aided three-dimensional modeling technology used by designers in various disciplines including industrial design, graphic design, web design, game design, sculpture, and animation. Focus is on developing advanced skills in rendering and presentation.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 132](#) or Instructor Permission

ART 134: Introduction to Graphic Design

Introductory studio inquiry into graphic communication, including concepts and practical applications of traditional and contemporary visual art. Covers symbols, typography, information design, visual concepts and three-dimensional graphic design. Lectures, readings, demonstrations, slide presentations and group exercises are applied to visual problem solving, using digital hardware and software tools.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For

Humanities with Performance

ART 135: Graphic Design I

Covers foundations of two-dimensional visual graphic design, using basic computer skills, techniques and technology. Classic design elements of balance, harmony, variety and other design principles are explored and employed toward projects covering line and shape, type combinations, typography as design elements, color composition, drawing, photo, and collage.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For
Humanities with Performance

ART 137: Typography

Focuses on using typography as the primary visual in design exploration, with text introduced as a design element. Includes font classification, composition and production techniques. Projects cover typographic history, effective use of type and letterforms, and working knowledge of effective typographic methodology to creatively solve communications problems.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For
Humanities with Performance

ART 138: Digital Photography

An introduction to fundamentals of digital photography. Topics include learning to use and understand digital cameras, shooting techniques, lenses, correct exposure, lighting, composition, creative image enhancement and manipulation. Includes instruction on skills useful for graphic design.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For
Humanities with Performance

ART 139: Publication Design & Layout

This foundation class for graphic designers identifies issues specific to publications and ways in which design principles and techniques are applied to solve them. Topics include effectively organizing content, using type and color, understanding the development of functional and visually engaging compositions, understanding visual and informational hierarchy, and typography.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For
Humanities with Performance

ART 141: Illustration I

Introduction to the study of techniques and methods used in illustration. Concentrated practice in working with available media and techniques, with emphasis on the use of design elements in creating effective graphics for visual advertising and journalistic communications.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 142: Illustration II

Advanced study of techniques and methods used in commercial illustration projects. Concentrated practice on a variety of media and techniques, including digital media, in order to create effective imagery for visual communication.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance
Prerequisites
[ART 141](#)

ART 143: Natural Science Illustration

Study and practice of techniques and methods used in commercial illustration projects, with subjects and applications related to the Natural Sciences. Using research and observation of specimens, the course provides concentrated practice on a variety of media and techniques, including digital media, in order to create effective imagery for visual communication.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 150: Ceramics I

Introduction to the history, methods, materials, skills and equipment for creating ceramic design. Work in hand methods, wheel throwing, glazing and firing.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 151: Ceramics II

Continued study and work in the methods and skills for creating ceramics.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance
Prerequisites
[ART 150](#)

ART 152: Ceramics III

Continued study and work in the methods and skills for creating ceramics.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 151](#)

ART 154: Sculpture 1

Sculpture 1 follows 3D Design as a further investigation of three-dimensional form in art, including experience with subtractive, additive, modeling and casting processes. This project-based course focuses on developing the skills to work with traditional and non-traditional sculpture materials.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 107](#)

ART 155: Sculpture 2

Sculpture 2 follows Sculpture 1 as a further investigation of three-dimensional form in art, including advanced experience with subtractive, additive, modeling, and casting processes, along with theoretical and conceptual practices of object making. The creative process is developed through projects that emphasize creative expression and the sculptural work's presentation.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 154](#)

ART 201: Art History Survey: Ancient to Medieval

Introduction to the history of art. Survey of the art and architecture of Western Civilization from prehistoric through Gothic periods.

Credits 5

Weekly Contact Hours 5

Meets Degree Requirements For

Humanities

ART 202: Art History Survey: Renaissance

Introduction to the history of art. Survey of the art and architecture of Western Civilization from Renaissance through Neoclassical periods.

Credits 5
Weekly Contact Hours 5
Meets Degree Requirements For
Humanities

ART 203: Art History Survey: Modern

Introduction to the history of art. Survey of the art and architecture of Western Civilization from Romantic through Modern periods.

Credits 5
Weekly Contact Hours 5
Meets Degree Requirements For
Humanities

ART 204: Contemporary Art History

An introduction to contemporary art history and the concerns of artists generally from the 1970s to the present. Will include discussion of artists who have been historically excluded, overlooked, or marginalized from major academic art history traditions.

Credits 5
Weekly Contact Hours 5
Meets Degree Requirements For
Diversity, Humanities

ART 206: Printmaking: Intaglio

Studio problems and individual development in intaglio printmaking. Includes drypoint, line etching, and aquatint using traditional copperplate processes.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 208: Printmaking: Relief

Studio problems and individual development in relief printmaking. Includes black and white, color, subtractive, and multiblock processes.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 210: Painting I

Introduction to the principles and processes of oil and/or acrylic painting. Investigation of color and composition with various studio subjects.

Credits 5

Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 211: Painting II

Continued study of the principles and processes of oil and/or acrylic painting.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance
Prerequisites
[ART 210](#)

ART 212: Painting III

Continued study of the principles and processes of painting.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance
Prerequisites
[ART 211](#)

ART 213: Watercolor I

Introduction to the principles and processes of transparent watercolor painting. Investigation of color and composition with various studio and outdoor subjects.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 217: Native American Beading I

Introduction to basic materials, cultural styles and techniques of Native American beading. Three-color Peyote stitch and two-needle flatwork articles will be created.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 218: Native American Beading II

Continued study in the materials, cultural styles and techniques of Native American beading. Seven colors for Peyote stitch and flatwork with student-researched designs.

Credits 5

Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance
Prerequisites
[ART 217](#)

ART 219: Native American Beading III

Advanced study of the materials, cultural styles, and techniques of Native American beading, including beading onto leather and completion of a large project.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance
Prerequisites
[ART 218](#)

ART 220: Painting: Advanced

Advanced study of the principles and processes of oil and/or acrylic painting. Emphasis on development of individual approaches to form and media. May be repeated.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance
Prerequisites
[ART 212](#)

ART 222: Drawing: Advanced

Advanced study of the theory and practice of drawing. Emphasis on the development of individual approaches to form and media.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance
Prerequisites
[ART 113](#)

ART 224: Printmaking 1

Introduction to the art of printmaking, including studio problems and individual design development. Students will learn to use intaglio and relief processes to create editions of fine art prints.

Credits 5
Weekly Contact Hours 7
Meets Degree Requirements For
Humanities with Performance

ART 225: Printmaking: Advanced

Advanced study of the theory and practice of printmaking. Emphasis on the development of individual approaches to form and media.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 206](#) or [ART 208](#) or [ART 224](#)

ART 233: Packaging Design

Packaging design combines marketing and graphics with an emphasis on three-dimensional design. Packages are analyzed and positioned from a marketing point of view. Brand marks, visual graphics and color schemes are developed for individual products and more sophisticated related product lines. Typical assignments include food, fragrance and mass-market packaging designs.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 135](#)

ART 234: Graphic Design II

Studio course covering the process and purpose of graphic design. Projects include developing graphic design solutions for logos, branding, book jackets, packaging, posters, and advertising. Components of the design process including typography, layout, two-dimensional design principles, the job search, and student portfolios will be covered.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 139](#)

ART 235: Web Graphic Design

Introduction to Web Graphic Design stressing fundamental principles and their application to the web. Beyond mastering technical details of software, the course focuses on the essential building blocks of color, type, and layout, in working toward professional, appealing and functional website designs.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 234](#)

ART 236: Graphic Design- Branding

Capstone class investigates each phase of the branding process through comprehensive coverage of key brand applications in graphic design and advertising. Gain insight into the art of designing individual brand applications: brand identity, promotional design, identification graphics, websites and advertising. Develops strategies for generating ideas and creating brands.

Credits 5

Weekly Contact Hours 6

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 235](#)

ART 250: Ceramics: Advanced

Advanced study of the theory and practice of ceramics. Emphasis on the development of individual approaches to form and media. May be repeated.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 152](#)

ART 256: Sculpture: Advanced

Advanced Sculpture builds upon skills from previous sculpture classes, developing greater technical and conceptual skills in three-dimensional visual art practices. Students develop a sophisticated body of three-dimensional work, and a directed, productive approach to studio practice.

Credits 5

Weekly Contact Hours 7

Meets Degree Requirements For

Humanities with Performance

Prerequisites

[ART 155](#)