

**BOARD OF TRUSTEES  
UNIVERSITY OF THE DISTRICT OF  
COLUMBIA UDC RESOLUTION NO. 2024- 01**

**SUBJECT:    APPROVAL OF THE BACHELOR OF FINE ARTS (BFA) PROGRAM,  
COLLEGE OF ARTS & SCIENCES**

**WHEREAS**, pursuant to D.C. Official Code § 38-1202.06(3), the Board of Trustees is authorized to establish or approve policies and procedures governing admissions, curricula, programs, graduation, the awarding of degrees, and general policy for the components of the University; and

**WHEREAS**, pursuant to DCMR § 08-8308.1, new associate, baccalaureate, and graduate degree programs may be added to the University curricula upon recommendation by the Academic Senate and the President and after approval by the Board; and

**WHEREAS**, the College of Arts & Sciences recognizes the importance of awarding students with the Bachelor of Fine Arts degree, which is considered to be the professional degree in the arts fields, with the specific intent of providing greater professional degree options for matriculating students and providing more preparation and benefits for students seeking advanced degrees in the fine arts; and

**WHEREAS**, the BFA degree will have the same courses and the same number of credits currently required by the B.A. Arts Program degree and all visual Art program concentrations, including Studio Art, Graphic Design, and Photography, will exist as options under the BFA degree; and

**WHEREAS**, the National Association for the Accreditation of Schools of Art & Design (NASAD) has confirmed by review that the degree requirements within the current Art Program degree and its three concentrations meet the national requirements for a BFA degree; and

**WHEREAS**, the Administration proposes to add a Bachelor of Fine Arts based in the College of Arts & Sciences, and the proposed program has been approved by all required levels of faculty and administration.

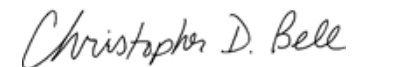
**NOW, THEREFORE, BE IT RESOLVED** that the University of the District of Columbia is hereby authorized to implement the BFA in Art Degree Program in accordance with the attached Exhibit A proposal.

Submitted by the Academic & Student Affairs Committee:

January 18, 2024

Approved by the Board of Trustees:

February 6, 2024



Christopher D. Bell  
Chairperson of the Board

# Exhibit A

## **Bachelor of Fine Arts Degree Program**

Received 9-11-23 (dbs)

**APPROVED**

OCAO 12/11/23

**CURRICULUM PROPOSAL GUIDELINES: PROGRAM OFFERINGS**  
**UNIVERSITY OF THE DISTRICT OF COLUMBIA**  
**FACULTY SENATE**  
**ACADEMIC PROGRAM APPROVAL TRANSMITTAL FORM**

PROGRAM Bachelor of Fine Arts (B.F.A.)

PROPOSED BY Professor Daniel Venne

TYPE OF REVIEW REQUESTED Proposal for New Program: B.F.A. in Art

R Niyangoda Niyangoda Rukman 10/24/2022  
Signature Print Date

**Chair, Program Curriculum Committee**

Davide Prete Davide Prete 11/04/2022  
Signature Print Date

**Chair, Department Curriculum Committee**

Alexander Howe Alexander Howe 11/05/2022  
Signature Print Date

**Transmittal by Department/Division Chair on behalf of the Program Unit Faculty<sup>1</sup>**

Jasmine Noelle Yarish Jasmine Noelle Yarish 12/1/2022  
Signature Print Date

**Chair, College/School Curriculum Committee**

April Massey April Massey 12/1/2022  
Signature Print Date

**College/School Dean**

Cherie Ann Turpin Cherie Ann Turpin 7/12/23  
Signature Print Date

**Chair, ASPPC, Faculty Senate**

Cherie Ann Turpin Cherie Ann Turpin 7/12/23  
Signature Print Date

**Chair, Faculty Senate**

Andrea Adams Andrea Adams 7/12/23  
Signature Print Date

**Chief Academic Officer**

Maurice Edington Maurice Edington 12/21/23  
Signature Print Date

**University President (if required)**

Signature Print Date  
**Chair, Board of Trustees**

Addendum:

The only significant change to course offerings is the change of codes and names of the following courses:

GRCT 109 Digital Applications

GRCT 107/108 Desktop Publishing Lecture/Lab

GRCT 113/114 Digital Imaging Lecture/Lab.

These three courses have been respectively replaced with the following courses codes and names:

ARTD 106 Introduction to Digital Design

ARTD 107 Page Layout & Design

ARTD 203 Digital Photo Imaging

The substitutions are necessary since the Graphic Communications Technology program (GRCT) was eliminated a few years ago and is now defunct. Therefore, the three GRCT course codes and names will now be replaced by the three course codes and names listed under Graphic Design (ARTD). This means that students in the Art Program will now enroll in courses under only two codes: Studio Art (ARTS) and Graphic Design (ARTD).

With the elimination and replacement of the GRCT courses within the curriculum, this also means that there are no longer any "Lecture/Lab" courses within the Art Program curriculum. There remains only studio art courses and lecture courses (the Art History requirements, etc.), as is standard for BFA degree programs.

There is also the proposal for a new elective called "Art and new technologies" that will be offered as soon it is approved.

Courses maintain same syllabus ( Course description, Course Objectives, Prerequisites, etc)

# **B.F.A. in ART**

## **With concentrations in Studio Art, Graphic Design, and Photography**

### **Proposal for New Program**

**Submitted by  
The Division of Arts and Humanities  
University of the District of Columbia  
Washington, DC**

**Submitted October 25, 2022 for current signatures**

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**PROPOSAL FOR NEW PROGRAM:  
B.F.A. ART  
With concentrations in  
Studio Art, Graphic Design, and Photography**

*Submitted by the Division of Arts & Humanities  
The University of the District of Columbia*

**A. TYPE OF REVIEW REQUESTED:** Program Update/Revision, Art Program Degree

The University of the District of Columbia (UDC's) Arts & Humanities Division is submitting the proposal for the revision of the B.A. degree under the Art Program. This program would change the current B.A. degree to a B.F.A. (the professional degree in the field). This degree will have the same courses and the same number of credits currently required by the Art Program B.A. degree.

*Rationale for proposal*

The Art Program recognizes the importance of assigning to students the B.F.A. degree, which is considered to be the most prestigious bachelor's degree that one can receive in the visual arts. The Art Program also recognizes the importance of having all of the Art concentrations (Studio Art, Graphic Design, and Photography) existing as options under the BFA degrees requiring the same number of credits as one another.

*Probable impact on unit*

There will be no impact on the unit. Art Program students are currently receiving B.A. degrees, when the actual content of the degree that they earn is a B.F.A. All current curriculum requirements have been provided to Nora Hamme ([nhamme@arts-accredit.org](mailto:nhamme@arts-accredit.org)) and Derek Bowden, Management Associates for Accreditation and Education Services at the National Association for the Accreditation of Schools of Art & Design (NASAD). With their review, it has been confirmed that the degree requirements within the current UDC Art Program degree and its three concentrations conform to the national requirements for a B.F.A. degree. This needs to be fixed as soon as possible; students need to be credited with the professional degree that they are earning.

We simply need the designation of the degree to change from the current B.A. degree to a B.F.A. degree. This change provides greater professional benefit for matriculating students. It also provides more options for students seeking Master's degrees in the visual arts.

This proposal also replaces 3 courses that were offered through the now-defunct Graphic Communications Technology program. Under this current proposal, 3 new courses under the ARTD designation (Graphic Design) will replace the courses in the Art Program degree curriculum; these courses have course descriptions and course objectives current to graphic design industry standards.

#### *Art Program Degree Concentration Options:*

Studio Art  
Graphic Design  
Photography

#### *Faculty and staff affected*

There is no effect on faculty involved. The Art Program faculty will continue to be responsible for teaching all of the art, design, and art history courses required for the degree.

#### *Impact on students*

The projected impact on students is that this B.F.A. degree is stronger professionally and for those seeking a Master's degree in the arts.; the curriculum remains the same.

### **B. DESCRIPTION OF PROPOSED PROGRAM:**

The B.F.A. Art degree will continue to serve the University of the District of Columbia's academic mission. The Art Program Curriculum Committee is in agreement that the current designation of "B.A." needs to be changed to "B.F.A." (Bachelor's of Fine Arts). The B.F.A.

carries greater weight for students applying to jobs within the art and design disciplines, and also presents advantages to those students seeking to enter M.F.A. programs.

The current degree requirements meet the standards for B.F.A. degrees nationally: the degree contains the correct number of studio classes, the correct number of Art History classes, and the correct ratio of major classes to general education classes. There is absolutely no reason why the degree should not be a B.F.A. degree. The degree was established as a B.A. many years ago by now-retired or deceased faculty who were presumably unaware that the degree should have been a B.F.A.

Members of the accrediting body the National Association of Schools of Art and Design (NASAD) have reviewed the degree requirements, and they concur that the degree needs to be changed to a B.F.A. status.

### **Degree Requirements:**

#### ***Art Program degree Requirements (Studio Art Concentration):***

##### **1. Required Studio Courses:**

ARTD – 105 Foundations of Design  
ARTS – 101 Introduction to Drawing  
ARTD – 106 Introduction to Digital Design  
ARTS – 102 Figure Drawing  
ARTS – 145 Basic Photography  
ARTS – 231 Introduction to Painting  
ARTS – 261 Introduction to Ceramics  
ARTD – 124 Computer Art  
ARTS – 241 Introduction to Printmaking  
ARTS – 251 Introduction to Sculpture  
ARTD – 201 Computer Illustration  
ARTS – 217 Color Theory  
ARTS – 331 Advanced Painting  
ARTS – 380 Illustration Techniques  
ARTS – 305 Advanced Figure Drawing  
ARTS – 341 Advanced Printmaking  
ARTS – 460 Video for the Arts  
ARTS – 490 Senior Portfolio

**Total: 54credits**

##### **2. Required Lecture Courses:**

ARTS – 115 Visual Thinking  
ARTS – 480 Interdisciplinary Art I  
ARTS – 481 Interdisciplinary Art II

**Total: 9 credits**

##### **3. Required Art History Courses:**

ARTS – 281 World Art History: Ancient to Renaissance  
ARTS – 282 World Art History: Renaissance to Contemporary  
**Total: 6 credits**

**4. Art History Electives:**

2 Art History Electives (*3 credits each*)  
**Total: 6 credits**

**5. Other Elective Courses:**

1 Studio Elective (*Recommended: ARTS 351 Advanced Sculpture or ARTS Advanced Ceramics*)  
1 Open Studio Elective (*3 credits each: studio course in ARTS or ARTD*)  
1 Open Elective (*2 credits*)  
**Total: 8 credits**

**Total Art Program classes:** 83 credits

**Total General Education classes:** 37 credits

Total credits for graduation: 120

***Art Program degree Requirements (Graphic Design Concentration):***

**1. Required Studio Courses:**

ARTD – 105 Foundations of Design  
ARTS – 101 Introduction to Drawing  
ARTD – 106 Introduction to Digital Design  
ARTD – 107 Page Layout & Design  
ARTD – 124 Computer Art  
ARTS – 145 Basic Photography  
ARTD – 113 Graphic Design I  
ARTD – 126 Typography  
ARTD – 201 Computer Illustration  
ARTD – 203 Digital Photo Imaging  
ARTD – 207 Web Design I  
ARTD – 213 Publication Design  
ARTS – 102 Figure Drawing  
ARTS – 231 Introduction to Painting  
ARTS – 303 Animation I  
ARTD – 212 Graphic Design II  
ARTD – 310 Applied Typography  
ARTS – 409 Animation II  
ARTS – 380 Illustration Techniques  
ARTD – 470 Advanced Web Design  
ARTD – 494 Graphic Design Practicum  
ARTS – 490 Senior Portfolio

**Total: 66 credits**

**2. Required Lecture Courses:**

ARTS – 115 Visual Thinking

**Total: 3 credits**

**3. Required Art History Courses:**

ARTS – 281 World Art History: Ancient to Renaissance

ARTS – 282 World Art History: Renaissance to Contemporary

ARTD – 208 History of Graphic Design

**Total: 9 credits**

**4. Art History Electives:**

1 Art History Elective (*3 credits*)

**Total: 3 credits**

**5. Other Elective Courses:**

1 Open Elective (*2 credits*)

**Total: 2 credits**

**Total Art Program classes:** 83 credits

**Total General Education classes:** 37 credits

Total credits for graduation: 120

***Art Program degree Requirements (Photography Concentration):***

**1. Required Studio Courses:**

ARTD – 105 Foundations of Design

ARTS – 101 Introduction to Drawing

ARTD – 106 Introduction to Digital Design

ARTS – 145 Basic Photography

ARTD – 124 Computer Art

ARTD – 203 Digital Photo Imaging

ARTS – 206 Intermediate Photography I: Portrait Photography

ARTS – 209 Intermediate Photography II: Fine Art Photography

ARTS – 260 Digital Photography

ARTS – 231 Introduction to Painting

ARTS – 217 Color Theory

ARTS – 354 Photographic Lighting

ARTS – 364 Advanced Photographic Lighting

ARTS – 460 Video for the Arts

ARTS – 473 Advanced Photography I

ARTS – 474 Advanced Photography II

ARTS – 490 Senior Portfolio

**Total: 48 credits**

**2. Required Lecture Courses:**

ARTS – 115 Visual Thinking  
ARTS – 240 Photojournalism  
ARTS – 480 Interdisciplinary Art I  
ARTS – 481 Interdisciplinary Art II

**Total: 15 credits**

**3. Required Art History Courses:**

ARTS – 281 World Art History: Ancient to Renaissance  
ARTS – 282 World Art History: Renaissance to Contemporary  
ARTS – 280 History of Photography

**Total: 9 credits**

**4. Art History Electives:**

1 Art History Elective (*3 credits*)

**Total: 3 credits**

**5. Other Elective Courses:**

2 Studio Electives (*3 credits each: studio course in ARTS or ARTD*)

1 Open Elective (*2 credits*)

**Total: 8 credits**

**Total Art Program classes:** 83 credits

**Total General Education classes:** 37 credits

Total credits for graduation: 120

**Choice of Electives in the Art Program:**

The Studio Art Concentration and the Photography concentration includes two elective studio classes (at 3 credits each), and one open elective course (at 2 credits). These electives round out the number of studio requirements for the degree. Studio elective options include the courses Advanced Sculpture, and Advanced Ceramics. Additionally, students in the Studio Art Concentration may choose to take studio classes from the Photography curriculum as their electives, and vice-versa.

The Graphic Design Concentration has one open elective course (at 2 credits). As with the 2-credit open elective requirement for the Studio Art and Photography Concentrations, this does not need to be an art course; it might be covered by Freshman orientation credits, non-art courses, or art courses if they so choose.

**Course descriptions and prerequisites:**

**ART PROGRAM Course Descriptions & Course Objectives**

**ARTS 101 Introduction to Drawing (3 credits)**

**This course is an analysis and exploration of basic drawing techniques. Traditional media is used to create still life, landscape, and perspective drawings. Emphasis is on representational visual interpretation of forms in the environment through the use of contour line and various shading techniques. Prerequisite: none. Studio course.**

**Course Objectives:**

Students will learn traditional drawing techniques and materials. Students will become familiar with drawings of historically significant artists as well as contemporary artists. Students will learn how to create drawings using traditional techniques. Students will learn to produce drawings through observation and comparison of geometric forms and forms in the environment, and will develop an understanding of proportion, linear perspective, atmospheric perspective, and composition. Students will develop proficiency in representational drawing through the use of contour and the application of value (various shading techniques). Additionally, students will learn aspects of personal expression, and the articulation of concepts concerning drawing.

**ARTS 102 Figure Drawing (3 credits)**

Explores drawing through the study of the human figure using a variety of media. Portraiture, gestural studies, working from plaster casts and from the live model are all covered.

Prerequisite: ARTS 101 or permission of instructor. Studio course.

**Course Objectives:**

**Students will develop visual sensitivity to the human form through the study of human proportion, anatomy, and physiognomy (facial features and their character). Students will come to an understanding of how the skeletal system informs the structure of the body, how musculature lifts and moves the body, and how surface anatomy can be captured through observation of light, form, and texture. The final portfolio of drawings will demonstrate the student's ability to manage portraiture, gesture drawings, and finished figure compositions with a realistic drawing style.**

**ARTS 115 Visual Thinking (3 credits)**

An introduction to conceptual visual thinking and the development of *visual literacy* as it applies to communication design and the fine arts. This is an idea-oriented course designed to help students solve visual and artistic problems through invention and interpretation.

Emphasis is placed on imagination and experimentation with concepts and ideas, as well as exploring approaches to art and design. Value is placed both on individual problem solving as well as working in groups to produce creative work. Prerequisite: none. Lecture course with studio projects required.

**Course Objectives:**

Students will learn how to generate original concepts for visual problem-solving. Students will enhance their ability to think visually, and communicate ideas in visual ways, including thumbnail sketching, body language, and storyboarding. Students will be familiar with conceptual components of design (signs, symbols, visual metaphors, clichés) and be able to discuss art via an understanding of Gestalt principles. Students will explore the creative and design processes that enhance the ability to brainstorm, conceptualize and generate ideas. Students will demonstrate familiarity with the work of historically noteworthy artists and designers whose work relied significantly upon conceptual innovation. Students will discover

new ways to develop and play with ideas while developing proficiency with using non-traditional art materials.

### **ARTS 145 Basic Photography (3 credits)**

Introduces the use of black and white photography as both a graphics and fine arts medium. Explores the use of the adjustable camera, the development of the negative, and the production of the photographic print. Students study aspects of composition, lighting, camera settings, and dark room processing. Prerequisite: a 35mm camera is required for the course. Studio course.

#### **Course Objectives:**

Students will demonstrate familiarity with basic black and white photography. This includes: manual use of a 35mm SLR camera, film processing and assessment of negatives, and black and white printing in a darkroom. By the end of the semester, students will have a portfolio of black and white prints that demonstrate the technical aspects of photography and the ability to thoughtfully create a series of images. Students will demonstrate knowledge about important historical and contemporary figures that have helped to shape and push the medium of photography through presentations by their classmates, class discussions, and experiencing the work of a photographer first hand in a gallery. Students will demonstrate knowledge of the principles elements of design, composition, photography technique and theory, to help shape the concept communicated by the photographic print.

### **ARTS184 Fundamentals of Art Appreciation (3 credits)**

Presents basic tools for the understanding and discussion of visual expression from a variety of perspectives. Explores art and design theory, history, and media with reference to social context. Prerequisite: none. Lecture course.

#### **Course Objectives:**

Students will demonstrate a knowledgeable appreciation of different aspects of art. Students will articulate a basic knowledge of the characteristics of art styles though time, as well as understanding the meaning and function of art. Additionally, students will be able to articulate an understanding of the goals of artists. Students will be able to explain the artwork of the past as well as the current era, demonstrating how art reflects a culture's geography, history, beliefs, traditions, and attitudes. Students will be able to discuss the imagery (subject matter), the technique (various artistic practices) and the history (political, social, and cultural meaning) of different types of art.

### **ARTS 206 Intermediate Photography: Portrait Photography (3 credits)**

This course is an introduction to the fundamentals of creating portraits using the camera. Students learn the qualities of effective portrait compositions while working in a studio environment. Additional topics explored include lighting, posing, expression, make-up, wardrobe, and cropping images. Prerequisite: ARTS 145. Studio course.

#### **Course Objectives:**

Students will demonstrate a professional understanding of the techniques and ethics of working as a portrait photographer. Students will demonstrate knowledge of portrait photography through composition, styling, mood, and different types of lighting techniques. Students will demonstrate understanding of different genres in portraiture photography, as well as portrait theory, and portrait history. Students will produce a concise professional portraiture portfolio (print & online) by the end of the semester.

**ARTS 208 Film Photography and Wet Processing (3 credits)**

This course explores traditional and experimental darkroom developing techniques. Students explore the possibilities of darkroom wet processing procedures and effects using filters and various photographic papers. Prerequisite: ARTS 145. Studio course.

**Course Objectives:**

Students will demonstrate experiential knowledge of ways to construct a visual message using techniques in photography. Students will be able to build a B&W and color photography portfolio. Student will be able to judge and criticize photos and learn something of their aesthetics.

**ARTS 209. Intermediate Photography: Fine Art Photography (3 credits)**

This course is an Intermediate Photography course. Student will learn how to control exposure, use various types of films, papers, and different chemistry to creatively communicate messages using photography. Student will also be introduced to different film camera formats and digital photography. Prerequisite: ARTS 145. Studio course.

**Course Objective:**

In this course, student will be able to build a strong photography portfolio and process alternative methods of photography. Student will have a better understanding of the history of Fine Art Photography as well as the more recent artists in this field. Prerequisite: ARTS 145 or permission of instructor. Studio course.

**ARTS 217 Color Theory (3 credits)**

This course is an introduction to basic theories of color. Students perform investigations This course is an introduction to color theory as it applies to the visual arts. Using paint and traditional art media, students perform investigations of color contrasts, color intensity, color mixing, and explore advanced aspects of the color wheel. Psychological and physiological aspects of color are investigated. Prerequisite: none.

**Course Objectives:**

Students will demonstrate a working understanding of the essential traits of color. Students will establish and demonstrate various strategies for selecting color palettes and concept-driven color harmonies using color theories and systems of color design. Students will demonstrate skill in color mixing and color-discernment. Students will articulate knowledge of the history of the use of color, including some prominent color theories by color researchers and artists. Students will demonstrate understanding of the physics of color (light), the chemistry of color (pigment), and the impact of color (psychology). Students will be able to apply the system of color charting based upon the theories of Albert Munsell, Richard Ellinger, and Joseph Albers. ). Students will create color-based artwork in a studio setting.

**ARTS 220 Intermediate Drawing(3 credits)**

**This course presents advanced drawing concepts and techniques using pencil, charcoal, conté crayon, pen and ink, and color drawing media. Emphasis is placed on techniques for representational drawing of forms. Compositional strategies for still life and landscape are examined. Basic elements of portraiture are presented. Advanced methods of the representation of light and shadow are explored, as well as techniques of**

**using line for expressive interpretation of visual form. Prerequisite: ARTS 101**  
**Introduction to Drawing**

**Course Objectives:**

Students will demonstrate the ability to translate space and form through drawing. Drawing. Students will demonstrate the ability to interpret forms using a variety of techniques and materials. Students will learn techniques used by historically significant artists, and use those techniques to produce original drawings of their own. Students will demonstrate a sophisticated understanding of proportion, linear perspective, atmospheric perspective, and composition. Students will create convincing representational drawings through the use of contour and the application of shading techniques. Additionally, students will be able to articulate the concepts expressed in their drawings via group critiques.

**ARTS 231 Introduction to Painting (3 credits)**

Introduces techniques and theory of working in oil, watercolor, gouache, and acrylic paints. Students explore a variety of techniques in creative painting. Representational painting, abstract approaches, and color theory are covered. Prerequisite: ARTD 105, ARTS 101. Studio course.

**Course Objectives:**

Students will demonstrate proficiency in traditional painting techniques and materials, via the creation of paintings in a studio setting. Students will learn how to prepare surfaces for painting, including stretching canvases and formatting watercolor paper. Students will demonstrate familiarity with paintings of some historically noteworthy painters and contemporary artists. In addition, students will demonstrate skill in the use of various media (watercolor, gouache, acrylic, and oil paint), using principles of color theory. Students will also show the skill to develop original compositions. Students will be able to articulate a critical understanding of form and color. Students will be master different techniques of framing and presentation for gallery-ready works.

**ARTS 232 Landscape Painting (3 credits)**

This course is an exploration of creating painted images of the landscape. Emphasis is on the use of color to represent atmosphere and space. Students work from local landscapes using “en plein air” techniques. Short local field trips will be necessary for making landscape sketches and paintings.

Prerequisite: ARTS 231. Studio course.

**Course Objectives:**

Students will develop an understanding of atmospheric (aerial) perspective. Students will gain proficiency in painting both nature and manmade environmental structures. Students will be able to accurately paint the details of plant life. Students will be able to make quick studies of new environments. Students will articulate an understanding of expressive ways of composing landscapes by referencing the works of master landscape painters.

**ARTS 240 Photojournalism (3 credits)**

The student will use the camera to create socially current images, as well as visual narratives documenting a variety of events and situations. Students will also learn the essentials of how picture editing can support or help craft the story. Prerequisite: ARTS 145. Lecture course with studio projects.

**Course Objective:**

In this course, the student will develop the skill, techniques and art of capturing the essence of a story in a photograph. Students will be able to use a camera to capture the moment or event, to enhance a news story, or to create images that stand alone as a visual statement. By the end of the course, students should be able to visualize content; use the camera as an extension of the eye, and know what is visually newsworthy.

**ARTS 241 Introduction to Printmaking (3 credits)**

Explores the fundamentals of fine art printmaking through a variety of techniques and media, with emphasis on relief and intaglio processes such as woodcut, linoleum cut, drypoint, and collagraphy. Prerequisite: ARTS 101. Studio course.

**Course Objectives:**

Students will demonstrate skill in four basic printmaking techniques using a variety of materials, and will create multiple artworks in a studio setting. Students will work together in a workshop setting to make prints and maintain the print studio. Students will demonstrate familiarity with both historical and contemporary printmaking. Students will become show knowledge of printing techniques via research and studio output, and will show knowledge of printmaking aesthetics in discussions about art and inspiration. Students will be able to articulate a review of a museum printmaking exhibition. Students will demonstrate the use of drawing skill and design concepts. Class discussions and critiques will demonstrate sophisticated language regarding the printmaking process. Students will master different techniques of framing and presentation for gallery-ready works.

**ARTS 245 Visual Communication Photography (3 credits)**

Emphasizes studio concepts in photography as a visual communication tool. Students learn the elements of small, medium, and large format camera work. An introduction to photographic processes used in advertising, illustration, editorial and fashion photography. Prerequisite: ARTS 145. Studio course.

**Course Objectives:** Students will demonstrate critical awareness of photographic uses in the digital age and be able to articulate ideas concerning image authenticity, manipulation and use as propaganda. Students will be able to assess and analyze photographs for information, social awareness and social change. Each student will create their own visual communication project with a minimum of fifteen photographs from a film or digital camera, accompanied by text that will detail the project from its inception to its conclusion; this project will be presented at the end of the course.

**ARTS 249 Large Format Photography (3 credits)**

Teaches the parts and operational features of large format cameras and how to overcome the limitation of monocular vision with the understanding that photography reduces images to a two dimensional form. The student will also discover how to apply the same principles of light and shadows mastered by the great painters to acquire the appearance of the third dimension and the realism that accompanies those techniques. Prereq.: Basic Photography or permission of instructor.

**ARTS 251 Introduction to Sculpture (3 credits)**

Basic sculpture materials and methods are explored as students create original sculptural

artworks. Additive and subtractive methods of sculpture are examined as students learn the physical and aesthetic qualities of working three dimensionally. The focus is on both representational and abstract forms. Includes studio intensive work, readings, and field trips. Prerequisite: none. Involves use of mechanical equipment and power tools in the studio workspace. Studio course.

**Course Objectives:**

Students will demonstrate proficiency in traditional sculpting techniques and materials, via the creation of three-dimensional artworks in a studio setting. Students will become familiar with sculptural works of some historically noteworthy sculptors and contemporary artists. In addition, students will demonstrate skill in the use of various three-dimensional media, both additive and subtractive methods of sculpting. Finished works will demonstrate the student's understanding of the physics of sculpture, mold-making, surface patinas and textures, and effective composition. Students will be able to articulate the aesthetic value of three-dimensional works.

**ARTS 260 Digital Photography (3 credits)**

Using conceptual thinking and basic compositional elements, students will learn how to create and analyze photography as a visual communication and story telling tool. In this course students learn the basic principles of the photographic media, basic camera functions, and explore the photographic process from pre-visualization, taking images, to adjusting and manipulation of digital images. Emphasis is placed on learning design principles, composition, capturing light and motion, and understanding fundamental theories of photographic media. Through the creation of digital photography projects students will approach various subjects to create images that are personal and expressive. Prerequisite: a digital camera is required for the course. Studio course.

**Course Objective**

This course is designed to give students experiential learning in ways of constructing a visual message with basic techniques in digital photography, from still to motion images, as well as the vernacular used to discuss and critique these various media. These will be applied to the creation and critical analysis of individual projects. Students will produce a digital portfolio (print and online) of images, as well as a short film.

**ARTS 261 Introduction to Ceramics (3 credits)**

Introduces students to the practice of ceramics techniques. Students learn about the physical structure and aesthetic properties of ceramic art using three-dimensional building approaches. Focus is on both functional and decorative forms. Prerequisite: none. Studio course.

**Course Objectives:**

Students will demonstrate skill with traditional ceramic techniques and materials. Students will develop knowledge of ceramic styles of historic cultures. Students will learn to produce ceramic artworks through the shaping of stable forms. Students will develop proficiency in the surface elaboration of ceramics through incising, embellishment, and the application of glazes. Additionally, students will learn aspects of personal expression, and be able to articulate their knowledge of design concepts as they relate to three-dimensional artifacts.

**ARTS 270 Cartooning and Sequential Art (3 credits)**

This course focuses on developing the student's approach to creating their own cartooning and comics style, derived from simplification and abstraction of realistic images. From this comes a basis for creating sequential art through focus on story as told by image. Explores the uses of Cartoons and Sequential Art throughout history, and how they have affected the very outcome of history. Students will learn to take their ideas from concept to finished presentation, ready for publication. The course will include information on licensing and marketing of work, as well as exposure to venues designed specifically for this market. Prerequisites: ARTS 101 Introduction to Drawing, ARTS 102, Introduction to Figure Drawing

**Course Objectives:**

Exposure to cartoon drawing techniques will be provided through instructor demonstrations. Students will experiment with storytelling from one-panel comics, to cartoon strips, to a graphic novel format. Introduction to approaches such as script-writing and generating thumbnails and storyboards will be a part of the studio class time, as well. Students will generate comics based on their own original concepts, with reference to the particular assignments given.

**ARTS 271 Creative Crafts (3 credits)**

Provides experience in techniques and design in a variety of media such as weaving, paper-mache, mosaics, fabric hangings, collages, graphics, and other areas of crafts and introduces the student to procedures in presenting art projects for educational and recreational purposes. Open to all students. Prereq.: (None).

**ARTS 272 Art & New Technologies**

This is an introductory course exploring interactions between new technologies—such as 3D Printing, Laser Scanning, 3D modeling—and traditional art techniques. The course will explore different software and hardware as design exploration and implementation tools for the interpretation of both 2D and 3D art works. Students will learn how to use and set up a 3D printer and laser scanner, as well as learn how to create and manipulate three dimensional pieces through 3D modeling software. Studio course.

Open to all students. Prereq.: (None).

**Course Objectives:** The student will demonstrate an understanding of Digital Acquisition (3D Scanning), Solid Modeling, NURBS, "Like Clay" 3D modeling, Parametric Modeling, Mesh preparing, and Additive Manufacturing (3D Printing). Students will demonstrate an understanding of Virtual Reality and Augmented Reality; how and when to apply these technologies to develop a meaningful and appealing visual communication piece. Students will produce original artworks using industry standard software. Students will demonstrate the ability to work with different hardware for 3D scanning and 3D printing.

**ARTS 280 History of Photography (3 credits)**

In this course students will survey the development of photography from the inception of daguerreotypes through the development of digital image-making. Students will examine the impact of photography on culture by learning of the medium's influence on society and the arts. Independent reading and study will be necessary. Prerequisite: none. Lecture course, field trips required.

**Course Objectives:**

Students will demonstrate an understanding of the impact of photography upon human history. Students will be able to articulate the aesthetic properties of photography understood within a fine art context. Students will demonstrate knowledge of photojournalism and its relation to other forms of historical narratives. Students will demonstrate knowledge of stylistic characteristics of different periods in photography, and effectively place individual works within historical context. Students will be able to express (in written and oral contexts) the importance of the technology (developing photographic processes), and the unique personal history of individual photographers and how their culture and personal history shaped their work.

### **ARTS 281 World Art History I: Ancient to Renaissance (3 credits)**

Presents a chronological survey of art and visual expression across cultures. Emphasizes purposes of creating and the role of the creator in an historical and cultural context from prehistory to c. 1400. Assigned reading, field trips, and written reports. Course material will be presented through lectures, image analysis, and video presentations. Prerequisite: none. Lecture course, field trips required.

#### **Course Objectives:**

Students will demonstrate a discerning appreciation and knowledge of visual art through the study of artwork through the ages. Students will demonstrate knowledge of stylistic characteristics of different art periods, and effectively use the terminology necessary to discuss the works. Students will learn the traits which characterize a given art movement, and articulate the meaning, aesthetics, and impact of the artwork. Students will be able to express (in written and oral contexts) the importance of the technology (developing artistic processes), the diverse political, social, economic, religious, and geographic backgrounds of the artwork, and how different cultures express their ideas and beliefs through artwork.

### **ARTS 282 World Art History II: Renaissance to Contemporary (3 credits)**

This course continues the chronological survey of art and visual expression across cultures. Students examine the processes and purposes of creating, and the role of the creator, in historical and cultural contexts from c. 1400 to the present. In this course students will survey the development of various visual arts (painting, drawing, sculpture, architecture, photography, etc.) in diverse world cultures from the Renaissance in the 15<sup>th</sup> century into the current era. Course material will be presented through lectures, image analysis, and video presentations. Independent reading and writing will be necessary. Lecture course, field trips required.

#### **Course Objectives:**

Students will demonstrate a discerning appreciation and enjoyment of visual art through the study of artwork through the ages. Students will gain knowledge of stylistic characteristics of different art periods, and learn the terminology necessary to discuss the works. Students will learn the traits which characterize a given art movement, and learn about the meaning, aesthetics, and impact of the artwork. Students will be able to express (in written and oral contexts) the importance of the technology (developing artistic processes), the diverse political, social, economic, religious, and geographic backgrounds of the artwork, and the unique personal history of individual artists and how their culture and personal history shaped their work. Additionally, students will develop an understanding and appreciation of the goals and intent of the artists. In our understanding of the works of the past, we learn how

to understand the styles of our own era. In our understanding of diversity in global creative output, we learn more about our own cultural quality.

### **ARTS 285 African-American Art History (3 credits)**

Provides an historical survey of African-American art and its global influence. Emphasizes social and historical context of art created by and for the African-American community.

Prerequisite: none. Lecture course, field trips required.

#### **Course Objectives:**

Students will demonstrate a discerning appreciation and knowledge of visual art through the study of artwork created by African-American artists. Students will learn the traits that characterize different aspects of African-American art, and articulate the meaning, aesthetics, and impact of the artwork. Students will be able to express (in written and oral contexts) the importance of the American political, social, economic, religious, and geographic landscape and how these elements impacted the lives of African-American artists as they created their work. Students will be able to discuss the unique personal history of individual artists and how their culture and personal history shaped their work.

### **ARTS 288 Multicultural Traditions in American Art(3 credits)**

Examines the contributions of American artists from various cultural, ethnic, and social minority traditions that are often neglected in traditional art history courses. Presents a chronological survey of art and visual expression across cultures. Emphasizes purposes of creating and the role of the creator in a social, historical and cultural context.

Prerequisite: none. Lecture course, field trips required.

#### **Course Objectives:**

Students will demonstrate a discerning appreciation and knowledge of visual art through the study of artwork created by various subcultures in America. Students will learn the traits that characterize different aspects of African-American art, Latin American Art, Native American Art, Feminist Art, the art of the Japanese internment camps, and LGBT art. Students will be able to express (in written and oral contexts) the importance of the American political, social, economic, religious, and geographic landscape and how these elements impacted the lives of artists as they created their work. Students will be able to discuss the unique personal history of individual artists and how their culture and personal history shaped their work.

### **ARTS 294 Directed Studies (3 credits)**

Provides a structure for independent studio work at the sophomore level under the close supervision and direction of an art faculty member. Provides independent studio time equal to the amount of time required for all three-credit studio courses. Requires weekly conferences with instructor. Prerequisite: ARTD 105, ARTS 101 and permission of Department Chair. Studio course.

#### **Course Objectives:**

Course objectives for all independent studies are to be planned in consultation with the instructor and the Art Program Coordinator. Course objectives, course calendar, and course content for all Directed Studies classes is to be finalized in written form and presented to the student and the Art Program Coordinator within the first two weeks of the course.

### **ARTS 296 Intermediate Digital Photography (3 credits)**

Students utilize digital camera technology to produce a portfolio of works around a theme. Advanced digital darkroom techniques are explored. Black and white and color image creation are explored as the student develops a unified body of work. Prerequisite: Intro to Digital Photography. Studio course.

**Course Objectives:**

Students will be able to assess and apply camera techniques necessary for using digital photography as a creative tool, and effectively manage professional images editing software and proper digital workflow. Students will be able to interpret and discuss the concept of digital photography as an art form as well as critique contemporary photography.

**ARTS 301 Advanced Drawing and Design I (3 credits)**

This course explores advanced drawing techniques and provides an opportunity to explore design elements within drawing compositions. Students will be exposed to a variety of traditional and experimental drawing media, including color drawing media. Prerequisites: ARTS 101 & ARTD 105.

**Course Objectives:**

Students will be able to create believable representations of the visible world through drawing. Students will demonstrate a mastery of perspective, proportion, and the creation of form through the application of value. Students will demonstrate a proficiency with color drawing media.

**ARTS 302 Advanced Drawing and Design II (3 credits)**

Explores further the work of Advanced Drawing and Design I with the same emphasis, but expands the range of materials used and further explores original and personal means of visual expression using drawing media. Prereq.: 1105 205 or permission of instructor.

**ARTS 303 Animation I (3 credits)**

Students are introduced to basic fundamentals of creating animation. This class covers how to convert scripts to visuals, how to create storyboards, invent characters, and design backgrounds. Basic concepts include designing key frames, developing character movement, and managing visual rhythm in animated film. Prerequisite: ARTS 101, GRCT 109. Digital studio course.

**Course Objectives:**

Students will demonstrate the ability to draw forms utilizing a sense of volume, movement, and rhythm. Students will demonstrate the ability to design original animated characters. Students will be able to create cohesive, practical storyboards that indicate character movement, expression, volume, and form. Students will produce original animation segments within a digital studio environment. Students will demonstrate knowledge of techniques used in traditional and experimental animation, and show familiarity with historically noteworthy animators. Students will demonstrate knowledge of visual editing for animated sequences as well as sound editing and mixing for animated work.

**ARTS 305 Advanced Figure Drawing (3 credits)**

This course focuses on intensive study of the human figure, with particular emphasis upon muscular, skeletal, and surface anatomy. Students draw directly from draped and undraped figures, the skeletons, and plaster casts to create drawings as finished statements using the

figure as primary subject. Expressive drawing techniques using mixed media are explored.  
Prerequisite: ARTS 102. Studio course.

**Course Objectives:**

Students will expand upon their knowledge of figure drawing techniques. Students will explore experimental drawing techniques introduced in class. Portraiture will be managed with distinction, and the presentation of the human form in the drawings will reflect an accurate understanding of anatomy and proportion. The drawings will also explore sophisticated handling of both contour line and value to build structure and form. The final portfolio will be a consistent, professional body of work using monochromatic and some color drawing media.

**ARTS 309 Advanced Visual Design I (3 credits)**

Studies advanced concepts and applications of graphic design principles in print graphics. Focuses on corporate imaging, special projects, and advanced computer applications, exploring techniques in scanning, texture-making, and special effects. Applies objectives to publication and other printable formats. Prereq.: 1101 213 or permission of instructor.

**ARTS 310 Advanced Visual Design II (3 credits)**

Focuses on advanced concepts and applications in media related graphics. Gives attention to multimedia formats, special projects, and advanced computer applications exploring techniques in animation and authoring programs. Allows students to design special presentations to include slide and interactive shows with sound effects, animation, and pictorial libraries. Prereq.: 1105 309 or permission of instructor.

**ARTS 325 Graphic Design Lab (3 credits)**

Provides students the opportunity to select a design specialty area and graphic problem. Generates assignments from instructor that combine student computer/traditional skills to accomplish objectives, with special focus on software mastery. Explores additional concepts in typography, print, and media graphic techniques with exposure to contemporary hard/software. Prereq.: 1105 309 or permission of instructor.

**ARTS 331 Advanced Painting (3 credits)**

Continues exploration of techniques presented in Introduction to Painting with focus on study of a specific medium, including watercolor, oil, gouache, acrylic, or mixed media techniques.  
Prerequisite: ARTS 231. Studio course.

**Course Objectives:**

Students will create artwork in a studio setting. Students will demonstrate a professional level of expression, the use of media, the development of textural effects, and the understanding of form and color. Students will complete a minimum of three original compositions, and be able to articulate the meaning behind their compositional choices and design strategies. Advanced Painting Students will create a portfolio of unified, gallery-ready work. Advanced Painting students will demonstrate a high level of professionalism and craftsmanship in the presentation of their painted works.

**ARTS 332 Advanced Painting II (3 credits)**

Continues exploration of techniques presented in Introduction to Painting with focus on study of specific medium, including watercolor, oil, or acrylic. Prereq.: 1105 231 or permission of

instructor.

**ARTS 333 Advanced Painting II (3 credits)**

Continues exploration of techniques presented in Introduction to Painting with focus on study of specific medium, including watercolor, oil, or acrylic. Prereq.: 1105 231 or permission of instructor.

**ARTS 334 Portrait Painting (3 credits)**

Focuses on developing the skills of portrait painting through the study of the human form, facial expression, and variations in human physical appearance. Various painting media are utilized. Prerequisite: ARTS 231. Studio course.

**Course Objectives:**

Students will create paintings from live models and plaster anatomical models in a studio setting. Students will demonstrate the ability to depict the correct proportions and anatomical structure of the human head through a series of painted sketches and finished works. Students will be able to depict solid structure and form through convincing use of tonality and color to establish form. Original works will demonstrate a rendering of distinct features of various models, indicating differences of age, gender, and ethnic background. Students will demonstrate a high level of professionalism and craftsmanship in the presentation of their painted works.

**ARTS 341 Advanced Printmaking (3 credits)**

Continues exploration of printmaking techniques with focus on study of a specific medium such as relief printing, collagraphy, or monoprinting. Students will develop a cohesive portfolio of works exploring a common theme and technique. Explores contemporary and experimental printmaking techniques including mixed media, and use of new technologies. Prerequisite: ARTS 241. Studio course.

**Course Objectives:**

Students will demonstrate accomplished knowledge of printmaking techniques and materials, and will create multiple artworks in a studio setting. Each student will develop original images as a part of a larger edition. Students demonstrate the ability to work together in workshop setting to make prints and maintain the print studio. Each advanced student will choose a Master Printmaker, Historical or Contemporary, to study, write and draw from and present to the class, demonstrating their knowledge of both printmaking history and printmaking techniques. Advanced students will demonstrate mastery of printmaking knowledge and art history reference through their choice of printmaking techniques and imagery. Students will demonstrate leadership skills in the management of the Print Studio.

**ARTS 342 Advanced Printmaking II (3 credits)**

Continues exploration of techniques presented in Introduction to Printmaking with focus on study of a specific medium, including silkscreen, etching, or lithography. Prereq.: 1105 241 or permission of instructor.

**ARTS 343 Advanced Printmaking II (3 credits)**

Continues exploration of techniques presented in Introduction to Printmaking with focus on study of a specific medium, including silkscreen, etching, or lithography. Prereq.: 1105 241 or

permission of instructor.

### **ARTS 350 Advertising and Publication Photography (3 credits)**

This course presents advanced study of the techniques and business practices for advertising and commercial photography. Topics include location lighting, location portraits, product and food photography, marketing, salesmanship, and working with commercial clients.

Prerequisite: ARTS 145. Studio course.

#### **Course Objectives:**

By the end of semester, students will produce a commercial and editorial portfolio, which will cover fashion, beauty, architectural, and food photography, using different lighting technique as well as various camera formats.

### **ARTS 351 Advanced Sculpture (3 credits)**

This course is a continued exploration of sculpture materials and methods. Additive and subtractive methods of sculpture are examined as students work with the physical and aesthetic qualities of working three dimensionally. The focus is on both representational and abstract forms. Includes studio intensive work, readings, and field trips. Prerequisite: ARTS 251 Intro to Sculpture. Involves use of mechanical equipment and power tools in the studio workspace. Studio course.

#### **Course Objectives:**

Students will demonstrate proficiency in traditional sculpting techniques and materials, via the creation of three-dimensional artworks in a studio setting. Students will be able to identify works of some historically noteworthy sculptors and contemporary artists. Students will demonstrate skill in the use of various three-dimensional media, both additive and subtractive methods of sculpting. Finished works will demonstrate the student's understanding of the physics of sculpture, mold-making, surface patinas and textures, and effective composition. Students will be able to articulate the aesthetic value of three-dimensional works.

### **ARTS 354 Photographic Lighting (3 credits)**

This is an advanced class in using studio and natural lighting to achieve a variety of effects while generating successful photographic images. The use of contemporary photographic lighting theory is explored. Prerequisite: ARTS 145. Studio course.

**Course Objective:** Students will produce a portfolio which focuses on lighting qualities. This portfolio will consist of a total of fifteen images that demonstrate the skill of lighting. Students will be able to demonstrate effective use of artificial or natural light, in a studio or on location. Students will also be able to achieve fine art and commercial aspects in their portfolios, and show their work in a professional manner.

### **ARTS 360 Advanced Ceramics (3 credits)**

This course explores advanced techniques in the practice of ceramics. Students learn about experimental physical structures and aesthetic properties of ceramic art. Artwork is created using wheel-thrown clay work as well as three-dimensional building approaches. Focus is on both functional and decorative forms. Studio course. Prerequisite: ARTS 261

#### **Course Objective:**

Students will demonstrate skill with advanced ceramic techniques and materials. Students will demonstrate a sophisticated knowledge of ceramic styles, both historic and contemporary.

Students will learn to produce high-quality ceramic artworks through the shaping of stable forms. Students will use the wheel to create balanced ceramic vessels. Students will develop proficiency in the surface elaboration of ceramics through incising, embellishment, and the application of glazes. Additionally, students will learn aspects of personal expression, and be able to articulate their knowledge of design concepts as they relate to three-dimensional works.

### **ARTS 364 Advanced Photographic Lighting (3 credits)**

This is an intensive course that will help students produce more effective and consistent results using natural, ambient, and non-continuous lighting sources. The course provides an advanced study of essential camera functions, including meter, exposure, and white balance. The course explores strategies for addressing a variety of challenging lighting circumstances, subject situations (indoors and outdoors), lighting ratio/contrast concerns, color controls, lighting direction, and degrees of diffusion. This course examines how light works and how light is effectively used to create different types of images. Prerequisite: ARTS 354

Photographic Lighting

#### **Course Objective:**

Students will produce a lighting photography portfolio that will include a series of images (prints), from portraiture, architectural, fashion/beauty, as well as food photography. They will build an online portfolio of work that demonstrates the effective use of advanced photographic lighting techniques.

### **ARTS 375 Tools and Materials of the Artist (3 credits)**

Focuses on traditional and experimental tools and materials used in the creation of art and encourages exploration of personal expression through alternate media. Prereq.: 1105 112, 1105 102 and 200-level studio sequence or permission of instructor.

### **ARTS 380 Illustration Techniques (3 credits)**

Students will explore traditional and experimental media and techniques used for illustration. Students will develop compositional strategies for a variety of black-and-white and color illustrations. Students learn about the integration of text and image. This course is an exploration of visual style, narrative, and communication. Students work on concept development, gathering visual reference, and the use of craft in making intellectually and aesthetically pleasing images. Prerequisite: ARTS 101. Studio course.

#### **Course Objectives:**

Students will demonstrate a proficiency in a variety of traditional illustration techniques (pen & ink, pastel, colored pencil, scratchboard, collage) following instructor demonstrations. Using suggested media, students will perform media experiments and also generate finished artwork in a studio setting. Students will complete compositions demonstrating a variety of compositional/design strategies. Students will demonstrate sophisticated drawing skill. Students will demonstrate knowledge of historically significant illustrators as well as contemporary illustrators. Students will learn how to use preliminary sketches and reference photography as resources for illustration work. Students will generate illustrations based upon their own original concepts. The final portfolio will reflect a sense of personal style, understanding of visual storytelling, and sophistication of style, content and form.

**ARTS 385 African Art History (3 credits)**

Surveys the styles of the people of western and central Africa with reference to cultural influences on the art and styles. Assigns readings, field trips, and written reports. Prereq.: None.

**ARTS 387 Contemporary World Art (3 credits)**

Examines visual expressions of the world, including painting, sculpture, architecture, and other forms created from the 20<sup>th</sup> Century to contemporary times presented in a global cultural and historical context. Prerequisite: none. Lecture course, involves field trips.

**Course Objectives:**

Students will demonstrate knowledge of contemporary visual art via written and verbal discussions that utilize relevant terminology and reference points. Students will learn the traits that characterize contemporary art in several cultural contexts. Students will be able to discuss (in written and oral contexts) the unique personal history of individual contemporary artists and how their culture and personal history shaped their work. Students will be able to debate the value of contemporary art with reference to several critical theories relating to modernism and postmodernism.

**ARTS 394 Directed Studies (3 credits)**

Provides an opportunity for independent studio work at the junior level under the close supervision and direction of an art faculty member. Independent studio time is equal to the amount required of all three-credit studio courses. Requires weekly conferences with instructor. Prerequisite: 200-level series of classes and permission of the Department Chair. Studio course.

**Course Objectives:**

Course objectives for all independent studies are to be planned in consultation with the instructor and the Art Program Coordinator. Course objectives, course calendar, and course content for all Directed Studies classes is to be finalized in written form and presented to the student and the Art Program Coordinator within the first two weeks of the course.

**ARTS 409 Animation II (3 credits)**

Students examine advanced animation techniques. Varieties in character design and body language are covered. Visual timing, scene editing, and project workflow are developed as students collaborate on animation in a group workshop setting. Prerequisite: ARTS 102, ARTS 303, or permission of instructor. Digital studio course.

**Course Objectives:**

Students will demonstrate the ability to design and draw a set of integrated characters for an animated film. Students will show skill at creating animated character movement through the use of storyboarding, key frames and motion in-betweens. Students will demonstrate the skills of background and environmental design for animated film, as well as creating changes in lighting and atmosphere for individual animated scenes. Students will demonstrate the ability to simulate camera movement and position within animated segments. Students will demonstrate the ability to design moving forms with a credible sense of volume, movement, and rhythm. Students will produce original animation segments within a digital studio environment. Students will demonstrate proper use of animated design vocabulary and terminology. Students will demonstrate familiarity with historically noteworthy animated

sequences. Students will demonstrate the ability to edit original animated sequences and apply original sound to animated work.

### **ARTS 411 Package and 3D Graphic Design (3 credits)**

This course explores advanced three-dimensional concepts as applied to package design, exhibit design, and other 3-D commercial formats. Covers traditional and computer-aided design techniques, and reviews graphic design software, utilizing concepts of color, type, presentation methods, and spatial design. Prerequisite: ARTD 113. Digital studio course.

#### **Course Objectives:**

Students will create effective graphic designs that are finished in a three-dimensional format. Students demonstrate the ability to create designs with a cohesive visual impact from a multitude of angles and utilizing changes of format and scale. Students demonstrate sophistication in their understanding of ergonomic considerations in design. Students use typography in a manner that is sensible, appropriate, legible, and aesthetically pleasing. Students use color to create visual impact, and demonstrate knowledge of how to economically present visual and typographic information. Students demonstrate knowledge of logistical concerns regarding printing, folding, and assembly of complex three-dimensional graphic forms.

### **ARTS 431 Painting (Various Media) (3 credits)**

Emphasizes advanced development of a personal style in the student's choice of a variety of painting media. Prereq.: 300-level painting studio sequence or permission of instructor.

### **ARTS 435 Mural Painting (3 credits)**

Covers the process of mural painting on interior and exterior surfaces and its use as a mode of personal expression and as a communication tool for the community. Students work both individually and in supervised groups to create finished mural artwork. Prerequisite: ARTS 231. Studio course, involves field trips and off-campus art making.

#### **Course Objectives:**

Students will demonstrate a proficiency in painting on a large public scale, both in interior and exterior settings. Students will show an ability to compose within a frieze format, and also demonstrate the capacity to mechanically enlarge designs to fit a large public scale. Using suggested media, students will generate finished mural designs in a studio setting. Students will complete finished works in a group setting, demonstrating the collaboration skills needed to complete group artwork. Students will demonstrate sophisticated drawing and painting skill.

### **ARTS 460 Video For The Arts (3 credits)**

This course explores creative production of time-based art using digital video, video editing, text for video, and introductory visual effects. Emphasis is on video concepts, narrative techniques, composition, sequencing of ideas, and creating cohesive visual presentations. This course is an introduction to the history of video as an art form and experimental approaches to video art and the expressive application of video. Prerequisite: Senior standing within the Art Program or the Digital Media Program. Digital studio course.

#### **Course Objectives:**

This course focuses on the creative production of time-based art using digital video and effects.

Students will learn the concepts and techniques utilized in video as well as the history of video as an art form. The course will include a look at experimental approaches to video art, and video installation as well as its historical development as an art form. Technical instruction will focus on the use of editing for both linear and non-narrative structures. The technical skills will assist students in the fields of computer art, video, film, and installation.

**ARTS 471 Advanced Studio Project I (3 credits)**

Provides a structure for advanced work. Allows the student, in collaboration with an art faculty member, to develop a problem in an area of specialization and resolve the problem through visual projects that eventually culminate in a student exhibition. Prereq.: Completion of required 300-level courses in area of specialization and permission of Department Chair.

**ARTS 472 Advanced Studio Project II (3 credits)**

Continues Advanced Studio Project I. Course culminates in senior art exhibition by student and involves all aspects of mounting an exhibition. Prereq.: 1105 471 and permission of Department Chair.

**ARTS 474 Advanced Photography (3 credits)**

Students will produce a unified portfolio of their own images to represent their work as a professional photographer. Students will explore subject choice, equipment and materials, and professional presentation. This course is meant for students that have completed the majority of their photographic coursework and are ready to build a final portfolio of photographic work. Prerequisite: ARTS 206, ARTS 209. Studio Course.

**Course Objectives:**

Students will have their commercial, editorial, and fine art portfolios ready for a job interview at the magazines, advertising agencies, galleries and other applications of the business of photography.

**ARTS 477 Independent Study in Art (3 credits)**

Provides independent study under the direction and supervision of art faculty. Offers the advanced student an in-depth study of the area of specialization. Prerequisite: Senior standing and permission of Department Chair. Studio course.

**Course Objectives:**

Course objectives for all independent studies are to be planned in consultation with the instructor and the Art Program Coordinator. Course objectives, course calendar, and course content for all Directed Studies classes is to be finalized in written form and presented to the student and the Art Program Coordinator within the first two weeks of the course.

**ARTS 478 Photography Portfolio Seminar (3 credits)**

Focuses on preparing students for the photography market through portfolio preparation and presentation. Career guidelines, job pricing, and marketing tips are discussed. Portfolio review and resumé are required. This course is a senior capstone course for photography students, who will revise their resúmes and organize a complete portfolio of photographic works to show to prospective clients and art buyers. Prerequisite: Completion of all 300-level photography courses. Studio course.

**Course Objective:**

Students will complete three separate photography portfolio books: the first book is commercial and editorial photography, the second book is a fine art portfolio, and the third book is a photojournalism/documentary series. Students will complete each of the three books with 20 of best images that they have produced. Students demonstrate readiness for the job interview at magazines, advertising agencies, galleries and other applications within the business of photography.

**ARTS 480 Interdisciplinary Art I (3 credits)**

Students will create artwork using two-dimensional, three-dimensional, digital and time-based techniques. Students learn about the integration of form and content. Students will explore the boundaries between art and community, art and anthropology, art and politics, art and sociology, art and narrative, etc. Prerequisite: completion of all 300-level studio and art history courses. Lecture course, field trips required, studio projects required.

**Course Objectives:**

Students will successfully integrate the procedures, materials or discourses of two art forms, resulting in work that can be considered interdisciplinary. Using various art media, students will complete media experiments and also generate artwork in a studio setting. Each student will demonstrate effective visual research for each assignment, in order to put informed content into visual context. Students will demonstrate knowledge of how to use conceptual sketches and thumbnail drawings to produce finished work. Students will generate artwork based upon their own original concepts. The final portfolio will reflect a sophistication of personal style, understanding of content, form, and craft, and professional presentation.

**ARTS 481 Interdisciplinary Art II (3 credits)**

This course is an exploration of experimental techniques for the visual arts. Using various art media, students will perform media experiments and develop artwork in a studio setting. The focus of this course is gathering visual data, refining art content, and honing craftsmanship. Students will integrate the procedures, materials and discourses of differing art disciplines. This course exposes students to collaborative art processes, the exploration of cultural identity through art, and the making of art within contemporary social context. Prerequisite: completion of all 300-level studio and art history courses. Lecture course, field trips required, studio projects required.

**Course Objectives:**

Students will use knowledge of traditional and contemporary media for the making of artwork. Students will demonstrate familiarity with contemporary art of an interdisciplinary nature: book arts, digital and time-based media, and installation are all considered and discussed with authority. Students will make aesthetically pleasing and intellectually challenging art pieces that reflect a sense of personal style and professional levels of craft. Students will create artwork specifically designed with relationship to a community, and will articulate (in written and oral form) the value of the work from an aesthetic and social impact.

**ARTS 485 Museum Techniques (3 credits)**

Provides an introduction to how a museum functions, including conservation of art works, display techniques, hanging, and exhibits, and general aspects of gallery operation. Includes theory and practical experience through cooperation with local museums and galleries.

Prereq.: Art history sequence, 200-level studio sequence, and permission of Department Chair.

### **ARTS 487 Survey of Modern Art (3 credits)**

This course explores the origins of Modernism through the study of drawings, paintings, architecture, design, sculpture, photography, and early cinema. The origins of Modernism, including French Impressionism, will be examined as the foundation of art theories developed in the 20<sup>th</sup> century. Field trips to local museums will provide direct experience with the works that shaped the art world in the Modern era. Prerequisite: none. Lecture course, involves field trips.

#### **COURSE OBJECTIVE:**

Students will demonstrate knowledge of Modernism as it applies to painting, sculpture, photography, and the advent of cinema. Students will demonstrate knowledge of historically significant Modern artists, their work, media, and styles. Students will be able to use the vocabulary necessary to articulate different aspects of these art movements. Students will be able to craft written scholarly discussions on the topic of Modernism. Students will be able to identify various movements within Modernism.

### **ARTS 490 Senior Portfolio (3 credits)**

This course is a senior capstone course for art, graphic design, and photography students. The creative output of each student is edited and revised for consideration in a final working portfolio. Students revise their résumés and develop a complete physical and digital portfolio of works to show to prospective clients and art buyers. Prerequisite: Senior standing. Studio course with writing involved.

#### **Course Objectives:**

Students will demonstrate the ability to self-select and edit the best pieces of their portfolios, using a critical eye. Students will collect a cohesive body of work representing their strengths as artists, designers, and/or photographers. Students will show their sensibility for selecting and revisiting a project from their past output, and redesign the work for inclusion in a final presentation portfolio. Students demonstrate the ability to compose the formal elements of a creative professional résumé, to articulate achievements in proper English, and to design the résumé using effective layout and font usage. Students demonstrate effective use of portfolio building techniques, including the construction of physical portfolios, the use of pages, page binding, and art mounting. Students will demonstrate the capacity to organize and create a digital portfolio of selected works.

### **ARTS 490 Radical Image (3 credits)**

Students will be exposed to a history of the radical image through filmmaking, video arts, photography and digital art. Lectures explore theories relating to surrealism, hyperrealism, magical realism, and gender, identity, and race deconstruction. Prerequisite: none. Lecture course, field trips required.

#### **COURSE OBJECTIVE:**

Students will demonstrate knowledge of alternative art movements. Students will demonstrate knowledge and vocabulary of alternative artists, their work, media, and styles. Students will be able to define the different aspects of these art movements, and most importantly, what makes these works true achievements that allowed for future revolutionary developments in the arts. Students will produce visual projects that demonstrate the working knowledge of alternative

art theory.

### **ARTD 105 Foundations of Design (3 credits)**

Students are introduced to the elements of visual art and design. The design principles of line, shape, value, and texture are examined, along with an introduction to color theory. Students are introduced to principles of aesthetics as they explore various solutions to design problems. Students focus on developing design skills as a means to communicate thoughts, ideas, and messages. Prerequisite: none. Studio course.

#### **Course Objectives:**

Students will create works that demonstrate a sophisticated use of line, shape, value, texture, color, and space in two-dimensional black-and-white and color compositions. Students will learn the elements of the color wheel, including color theories related to complementary color, analogous color, split-complementary color, divisionism (pointillism), warm-and-cool color contrasts, neutralized color, earth tones, and achromatic composition. Students will demonstrate an understanding of the design elements as they apply to fine art, applied art, and graphic arts. Students will learn to create artwork in a studio setting through lectures and demonstrations. Students will learn how to analyze design and how to use the art elements to create successful designs.

### **ARTD 106 Introduction to Digital Design (3 credits)**

Introduces students to a series of digital software used in the graphic design, publishing, and web design fields. Explores software programs used for page layout, raster/bitmap image manipulation, and vector graphics. Provides beginning students with the computer design skills needed for more advanced classes in the visual arts and design curriculum. Prerequisite: ARTD 106 Introduction to Digital Design. Digital Studio Course.

### **ARTD 107 Page Layout and Design (3 credits)**

Introduces students to the fundamentals of digital desktop publishing using page layout software. Topics include basic page formatting, effective composition, grid layouts, multi-page documents, copy fitting, typographic alignment, and text legibility. Explores font management, color models, the use of stock photography, and methods of page design for maximum visual impact. Prerequisite: ARTD 106 Introduction to Digital Design. Digital Studio Course.

### **ARTD 113 Graphic Design I (3 credits)**

Students apply basic design concepts to a variety of graphic formats. Page layout and spatial organization form the foundation for solving graphic design challenges. Students examine composition, communication through word and image, typographic layout, and use of color in design. Students produce works of graphic design such as posters, business communications, and other related graphics, for presentation via print and digital media. Studio course.

Prerequisite: ARTD 105; GRCT 109. Digital studio course.

#### **Course Objectives:**

Students will develop a series of graphic designs that demonstrate effective visual problem-solving skills. Students will design original iconic symbols, effectively use typography to communicate content, and use graphic techniques to create successful informational design. Students will demonstrate knowledge of studio operations and procedures, client relations, and production standards. Students will demonstrate the ability to verbally articulate their

design intent, using sophisticated and appropriate design terminology. Students will demonstrate the ability to receive criticism and to create revisions of designs based upon constructive feedback. Students will demonstrate professional levels of final design presentation.

### **ARTD 124 Computer Art (3 credits)**

An introductory course in the creation and production of art using the computer as a creative tool. This course is an exploration of digital design in a studio atmosphere. Students learn digital image development and manipulation while exploring conceptual ideas and compositional strategies. The focus is on raster-based image programs such as Photoshop, and the creation of art by utilizing image-building software programs. Prerequisite: ARTD 105, GRCT 109. Digital studio course.

#### **Course Objectives:**

Students will demonstrate the ability to draw legible and effective thumbnail sketches as preparatory works. Students will be able to develop multiple compositional approaches for a given design problem. Students will demonstrate the capacity to receive and act on constructive criticism during the thumbnail stage of development. Students will create computer-based designs and illustrations using industry-standard software programs. Students will show an understanding of the use of the major tools of visual software programs. Students will demonstrate an understanding of how to transfer and negotiate designs between differing graphic software programs. Students will learn how to act on feedback concerning digital design, and how to present digital designs in a professional manner and format.

### **ARTD 126 Typography (3 credits)**

This class is a survey of type used as a graphic design element. Typographic design is explored through the creation of letterforms, the use of traditional and contemporary fonts, and the creation of effective page layouts using type. The course combines technical aspects and rules of traditional typesetting with the aesthetics of creative typography. Prerequisite: ARTD 105, GRCT 109. Digital studio course.

#### **Course Objectives:**

Students will demonstrate skills in the correct usage of typography. Students will design effective graphics that are exclusively typographic, and will also create designs that show an understanding of the relationship between text and image. Students will be able to identify the major principles of typographic design, using the correct terminology regarding type structure, form, and configuration. Students will demonstrate the ability to create an original and uniform typeface. Students will demonstrate the ability to align type visually and using grid systems. Students will demonstrate awareness of the emotional and intellectual potential of type, both through verbal articulation and through the use of expressive and effective typographic designs.

### **ARTD 201 Computer Illustration (3 credits)**

Students learn the fundamentals of digital image building techniques that are applied in visual communications. The course focuses on developing vector-based drawing skills as students continue to develop conceptual solutions for effective illustration. Students learn the use of digital toolboxes to produce illustrations and logo design. Prerequisite: ARTS 101, ARTD 105,

GRCT 109. Digital studio course.

**Course Objectives:**

Students will demonstrate technical and artistic skills as they create computer illustrations for logos, technical illustrations, conceptual images, and artistic designs. Students will show a discerning knowledge of which kinds of illustration are most effective for a given concept and a given client, and be able to articulate the intent of their approach to computer-assisted illustration. Students will demonstrate technical expertise with vector graphics, both basic and advanced features: the pen tool, the alignment and pathfinder menus, custom brushes, meshes and layer management. Students will demonstrate fluency with filters, channels, brushes and color manipulation tools that may be used in conjunction with vector graphics. Students will show conceptual innovation, effective use of color, use of negative space, and typography (where applicable).

**ARTD 203 Digital Photo Imaging (3 credits)**

Explores the range of effects achieved using digital image editing tools. Covers methods used to digitally manipulate photographs and graphics. Includes digital photo retouching via the use of filters, layers, and other digital tools to modify images for print and web design. This course presents industry-standard techniques using digital tools for visual problem solving.

Prerequisite: ARTD 106 Introduction to Digital Design. Digital Studio Course.

**ARTD 206 Multimedia (Authoring) (3 credits)**

Introduces basic fundamentals of authoring and scripting multi-media productions, using Director software or special scripting language(s). Students combine graphic elements, text, audio, video and animated sequences to produce interactive products and materials. Storage and transfer formats include CD ROM, video, Jag, and Zip formats. Primary Multimedia software is Director 7, Authorware and other software are explored. Students design interactive prototype schemes, navigation elements, and graphic interfaces after formulating overall design and content-flow charts or diagrams. Prereq.: 1101 115; 1101 201 or permission of instructor.

**ARTD 207 Web Design (3 credits)**

Students apply graphic design concepts to web page and site design, with the goal of creating a comprehensive, integrated web site. Students explore the use of type design, page flow, image placement, and hyperlinks as they develop an understanding of web structures. The course utilizes web authoring software. Prerequisite: ARTD 113, GRCT 109. Digital studio course.

**Course Objectives:**

Students will learn how to use design software to create and optimize graphics for the web and create webpage design mock-ups. Students will author in HTML/CSS front-end prototypes that are semantically correct, standards-compliant, and follow the industry's current best practices. Students will demonstrate basic knowledge of User Interface Design, HTML5/CSS3, Responsive Web Design, and the use of JavaScript in creating interactive web features. Students will demonstrate effective use of color, images, and typography in communicating the intent of the website. Students will publish at least one website.

**ARTD 208 History of Graphic Design (3 credits)**

Surveys the development of the graphic arts (design, typography, illustration, photography,

film, industrial design, architecture, and electronic media) in world culture through history. Visual communication is explored from the earliest days of civilization through the rise of industrialism and into the current era. Independent reading and study will be necessary. Prerequisite: None. Lecture course.

**Course Objectives:**

Students will demonstrate knowledge of stylistic characteristics of different periods of design, and know the terminology necessary to communicate an analysis of the works. Students will identify the traits which characterize a given graphic design trend or movement, and learn about the meaning, aesthetics, and function of the designs. Additionally, students will be able to articulate an understanding of the goals and intent of the designers. Students will demonstrate knowledge of the trajectory of developing design technology (developing artistic processes) and the political, social, economic, and geographic background of the design work.

**ARTD- 209 Interactive Multimedia (3 credits)**

Explores basic concepts in interactive multimedia and information design. Fundamental concepts include scripting, organizing, and planning the information design. Students manipulate digital media to communicate using text, graphics, animation, sound, and new media. Research and audience analysis become critical. Retrieval techniques and image databases are also important. The course teaches students to interface good digital design with a focus on interactivity, navigational, and linking concepts/procedures that create a good flow of the information used in the projects. Prereq.: 1101 115; 1101 201; or permission of instructor.

**ARTD 212 Graphic Design II (3 credits)**

This course applies advanced design concepts to various communication formats. Assignments include the development of visual identity systems, packaging design, and advanced communication design problems. Students apply concepts to web, publication, and promotion graphics. Prerequisite: ARTD 113. Digital studio course.

**Course Objectives:**

Students will complete graphic design projects that demonstrate effective visual problem-solving skills. Students will design original graphic identity systems, effectively utilize a consistent typographic program to communicate brand identity, and use various formats (including print, package design, and online interface presentation) to present graphically organized information. Students will demonstrate knowledge of quality aesthetic standards, studio operations and procedures, client relations, and production management. Students will demonstrate the ability to verbally articulate their design intent, using sophisticated and appropriate design terminology. Students will demonstrate the ability to receive criticism and to create revisions of designs based upon constructive feedback. Students will demonstrate professional levels of final design presentation.

**ARTD 213 Publication Design (3 credits)**

Covers concepts in publication design for circulated printed media. Students learn the core concepts of page layout for brochures, newsletters, magazines, annual reports, and other printed materials. The class explores copy fitting, text & image flow, and visual design identity. Prerequisite: ARTD 112, ARTD 126. Digital studio course.

**Course Objectives:**

Students will demonstrate an understanding of the core concepts of visual design identity, including the use of custom and process colors, the formatting of visual elements, and aesthetically pleasing layouts. Students will show a discerning knowledge of how to select and format logos, photographs, and illustrations for use in a professional publication. Students will be able to effectively design within a multitude of single-page and multiple-page documents, demonstrating an understanding of page layout uniformity, harmony, and variety. Students will be able to articulate the intent of their design solutions using vocabulary and terminology appropriate to the design field. Students will demonstrate technical expertise with copy fitting and adherence to type specifications. Students will demonstrate fluency with the creation of original page layout templates. Students will show design sophistication, appropriate and aesthetically pleasing use of color, and well-composed, legible typography that serves the communicative intent of the design work.

### **ARTD 2953D Modeling and Animation (3 credits)**

Students explore the world of three-dimensional graphic environments utilizing basic, and intermediate modeling techniques. Primitives are transformed into complex object models. Other topics focus on scene building, texture mapping, and animation procedures. The course includes motion analysis, project prototypes, and application to web, gaming, multimedia, and Quicktime videos are addressed. Additional light and camera techniques are taught to enhance student production. Prereq.: 1101 203; or permission of instructor.

### **ARTD 310 Applied Typography (3 credits)**

This course is an examination of typographic systems that structurally shape and organize visual communication. This course is an advanced exploration of typographic criteria such as hierarchy, reading order, legibility, meaning, and interpretation. Students will explore the interdependent nature of type, shape and image as it relates to visual communication. Students will have the opportunity apply knowledge of various typographic structures to a final project. Prerequisites: GRCT 109 Digital Applications, and ARTD 126 Typography I.

#### **Course Objectives:**

Students will demonstrate an understanding of using typography to communicate ideas and messages while gaining greater control and freedom using a structural typographic system. Students will demonstrate mastery of word and image organization. Students will show an understanding of the organizational principles of visual hierarchy and dominance. Students will create effective designs using the grid system of organization. Students will demonstrate methods of adapting and transforming the traditional structure for page layout.

### **ARTD 470 Advanced Web Design (3 credits)**

This course provides hands-on experience with advanced conceptual and technical concepts in Web Design. Covers advanced design and authoring issues specific to web-based presentations such as user interface design and testing, adaptive and responsive design techniques, the most current style and layout sheets, tags and techniques. Additionally, this course presents an introduction to maintainable and functional scripting. Prerequisite: Introduction to ARTD 207 Web Design, ARTD 212 Graphic Design II, and ARTD 126 Typography.

#### **Course Objectives:**

Students will demonstrate the ability to create standards-compliant web pages. Students will create web designs that incorporate interactive elements. Students will demonstrate ability to

create websites with basic user friendly content management systems and template-based shopping carts for e-commerce applications.

#### **ARTD 494 Graphic Design Practicum (3 credits)**

This course prepares students for the professional graphic design field by providing assignments for a local client. Students will respond to client concerns, deadlines, and project revisions in a design studio environment. Students will explore collaboration with an art director and other designers while completing group projects. Students may explore intern/apprenticeship experiences with local design studios for the semester to gain first-hand experience in the graphic design field. Prerequisite: ARTD 212. Studio course.

##### **Course Objectives:**

Students will demonstrate skill in concept development, thumbnail sketching, preliminary design presentations, project revision, and final graphic project presentation. Students will demonstrate professional standards of conduct within a design studio environment, including participation in the group evaluation of all stages of development. Students will demonstrate responsiveness to feedback and client changes to designs. Students will show an awareness of responsibilities toward assignment parameters and deadlines. Students will use correct design terminology when discussing the aesthetic and communicative intent of designs.

#### **ARTD 496 Graphic Design Seminar (3 credits)**

Applies knowledge to advanced project assignment related to job environment conditions. Emphasizes total job assignment concept, including initial concepts, design comprehensive, electronic pre-press, production, and final presentation. Instructs students to prepare a professional portfolio. Prereq.: 1101 411 or permission of instructor.

#### **Opportunities for dual degrees:**

Students may elect to pursue two degrees within the arts. By following the entire prescribed curriculum requirements for two (or three) concentrations, students can achieve additional degrees. Students enrolled in the current B.A. program are already taking advantage of this opportunity.

#### **Admission requirements:**

The admission requirements for all Art Program degrees are the same as the University admission requirements. No special portfolio review is required for entrance into the art program, although portfolio review is considered for those seeking transfer credits from other institutions. For transfer students, credits can be accepted from other accredited institutions, provided the student has passed the courses and have a portfolio demonstrating the mastery of concepts presented in the UDC Art Program equivalent courses. There will be a portfolio review as a requirement for admission into all Junior and Senior level courses.

## **C. PROGRAM CONSIDERATION FACTORS**

### ***1. Demonstration of need (including internal and external supporting data):***

- *The total number of credit hours required for Art majors currently at UDC:*

<b>Bachelor of Art (BA) – Studio Art</b>	<b>120</b>
<b>General Education</b>	<b>37</b>
<b>Studio Art (Major)</b>	<b>83</b>
<b>Total:</b>	<b>83</b>

*Comparable B.F.A. programs nationally:*

#### ***Virginia Commonwealth University, Richmond, VA.***

BFA in Art: 120 credits.

VCU is in the top ranked schools for art and graphic design, offering degrees with a strong mix of both theory and practice. VCU has a standout art program in a liberal arts college offering many degrees.

#### ***School of Visual Arts, New York, NY.***

BFA in Art: 120 credits: 72 credits in Studio, 30 credits in Humanities & Sciences, 12 credits in Art History, and 6 credits as an option in Art History, Studio, or humanities. Their programs are richly layered: nearly every class offered has introductory and advanced sections, allowing for students to build upon foundation principles.

#### ***Maryland Institute College of Art, Baltimore, MD.***

BFA in Art: 126 credits. MICA is in the top ranked schools for art, and manage to offer a variety of programs within the arts, managing both interdisciplinary practice and studio specializations. All degrees are 126 credits, which include 15 credits of Art History courses.

- *Program in the visual arts in local/peer institutions:*

#### ***George Mason University***

BFA in Art: 120 credits. A peer institution due to locale and the type of courses offered, as well as currently having options of both BA and BFA degree programs. Their BA programs are designed as less-studio intensive alternatives to the BFA curricula, and with only 9 Art History credits as opposed to the 12 Art History credits required for their BFA degree.

### ***2. Congruence with academic unit objectives and university mission:***

The Art BFA degree will serve the University's mission, as the current BA degree already does. The Art Program will maintain all three concentrations currently offered through the B.A. degree.

***3. Avoidance of duplication or overlap with existing courses or programs:***

There is no overlap or duplication of existing courses or programs currently offered at UDC.

***4. Relationship with other programs/departments/schools/colleges:***

All core courses for the Art degree come from offerings under Studio Arts and Graphic Design. There is no change in degree content that affects any program.

***5. Standards of relevant accrediting agencies and/or professional societies.***

The proposed Interdisciplinary Studio Art degree conforms to the requirements of a BFA degree through NASAD (the National Association of Schools of Art and Design), and was reviewed directly by Nora Hamme ([nhamme@arts-accredit.org](mailto:nhamme@arts-accredit.org)) and Derek Bowden, Management Associates for Accreditation and Education Services at the National Association for the Accreditation of Schools of Art & Design (NASAD).

***6. Number of students immediately affected if relevant. Projected enrollment, if relevant:***

Students affected will be those who are currently in the system as BA majors. There are currently 60+ students enrolled in the existing program, split between Studio Art, Graphic Design, and Photography majors.

***7. Effect on students' development, employment, program effectiveness, or successful degree completion:***

The curriculum revision is in line with the curricula of competitive institutions. The BFA degree is much stronger professionally than the BA degree, and will create a stronger creative résumé for all matriculating students. There will be no need for a teach-out system for currently enrolled students.

***8. Adequacy and appropriate qualification of current faculty and support staff. Identify additional needs if any:***

Current faculty are teaching all courses offered within the proposed curriculum.

***9. Adequacy of current facilities (offices, classrooms, labs, etc.):***

Current lab space and facilities are adequate for the proposed changes. All labs and studios currently used will continue to be used for the same courses and activities.

**10. Adequacy of supplies and equipment. Identify additional needs, if any:**

No additional needs.

**11. Estimated costs, available funds and probable funding sources:**

There will be no additional funds required.

**12. Adequacy of supportive library and technical resources:**

No additional needs.

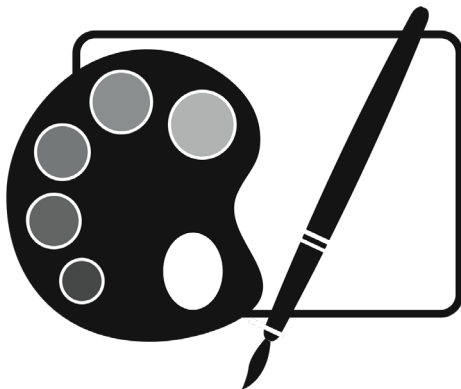
**D. Rationale for Proposal & graduation numbers**

For the last five years, the Art Program has graduated 10 – 17 students annually within the Art Program degree offerings. The new B.F.A. degree will be a stronger recruitment tool, since it makes the UDC Art degree more competitive with peer institutions.

**E. Proposed date of implementation:**

We would like the new degree to be among the offerings in Spring 2023.

**F. Curriculum Outlines:**



# STUDIO ART

UDC Division of Arts and Humanities  
Bachelor's Degree in Fine Art (B.F.A.)  
Concentration in Studio Art  
120 credits

***Semester One (Fall)***

___ ARTD - 105	Foundations of Design
___ ARTS - 101	Introduction to Drawing
___ ARTD - 106	Introduction to Digital Design

***Semester Two (Spring)***

___ ARTS - 102	Figure Drawing
___ ARTS - 115	Visual Thinking
___ ARTS - 145	Basic Photography

***Semester Three (Fall)***

\_\_\_\_ ARTS - 231  
\_\_\_\_ ARTS - 261  
\_\_\_\_ ARTS - 281  
\_\_\_\_ ARTD - 124

Introduction to Painting  
Introduction to Ceramics  
World Art History: Ancient to Renaissance  
Computer Art

**Semester Four (Spring)**

\_\_\_\_ ARTS - 241  
\_\_\_\_ ARTS - 251  
\_\_\_\_ ARTS - 282  
\_\_\_\_ ARTD - 201

Introduction to Printmaking  
Introduction to Sculpture  
World Art History: Renaissance to Contemporary  
Computer Illustration

**Semester Five (Fall)**

\_\_\_\_ ARTS - 217  
\_\_\_\_ ARTS - 331  
\_\_\_\_ ARTS - 380  
\_\_\_\_\_

Color Theory & Practice  
Advanced Painting  
Illustration Techniques  
Art History Elective (3 credits: recommended - Art Appreciation, History of Graphic Design, African-American Art History, Contemporary World Art, Multicultural Traditions in American Art, Survey of Modern Art, History of Photography)

**Semester Six (Spring)**

\_\_\_\_ ARTS - 305  
\_\_\_\_ ARTS - 341  
\_\_\_\_\_

Advanced Figure Drawing  
Advanced Printmaking  
ARTS 351 Advanced Sculpture or ARTS 360 Advanced Ceramics or ARTS 272 Art and New Technologies

**Semester Seven (Fall)**

\_\_\_\_ ARTS - 480  
\_\_\_\_ ARTS - 460  
\_\_\_\_\_  
\_\_\_\_\_

Interdisciplinary Art I  
Video for the Arts  
Open Elective (2 credits: recommended open electives are additional Studio Art, Art History, Graphic Design, or Photography courses)  
Art History Elective (3 credits)

**Semester Eight (Spring)**

\_\_\_\_ ARTS - 481  
\_\_\_\_ ARTS - 490  
\_\_\_\_\_

Interdisciplinary Art II  
Senior Portfolio  
Studio Elective (3 credits: studio course in ARTS or ARTD)

**In addition to the listed studio requirements, Studio Art students must also complete the University's General Education Requirements, which are found below.**

**GENERAL EDUCATION REQUIREMENTS:**

\_\_\_\_ IGED - 110  
\_\_\_\_ IGED - 111  
\_\_\_\_ IGED - 210  
\_\_\_\_ IGED - 120  
\_\_\_\_ IGED - 220  
\_\_\_\_ IGED - 280

Foundation Writing I (3 credits)  
Foundation Writing II (3 credits)  
Discovery Writing (3 credits)  
Foundation Quantitative Reasoning (3 credits)  
Discovery Quantitative Reasoning (3 credits)  
Discovery Civics (3 credits)

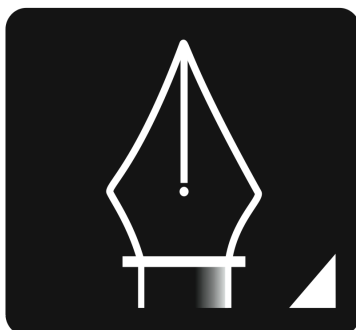
___ IGED - 270	Discovery Diversity (3 credits): suggested: Multicultural Traditions/Am. Art
___ IGED - 260	Discovery Science & Lab (4 credits)
___ IGED - 140	Foundation Ethics (3 credits)
___ IGED - 250	Discovery Technology (3 credits): suggested: Information Design Tech.
___ IGED - 130	Foundation Oral Communications (3 credits)
___ IGED - 391	Frontier Capstone I (1 credit)
___ IGED - 392	Frontier Capstone II (2 credits)

The UDC Art Program offers a four-year Bachelor of Fine Arts (B.F.A.) degree with a concentration in Studio Art. The degree incorporates several traditional art disciplines including painting, printmaking, drawing, photography, and sculpture. The curriculum prepares students with courses in conceptual thinking, art history, and advanced studio courses to synthesize diverse art techniques and theories. Since Studio Art students explore many different techniques for creative expression, our graduates have the skills and knowledge to succeed in several art careers. Careers in the arts include Animator, Book Designer, Art Therapist, Art Teacher, Sculptor, Ceramicist, Gallery Manager, Landscape and Portrait Painter, Installation Artist, Makeup and Special Effects Artist, Textile Designer, Art Conservator, Visual Display Designer, Costume Designer, Theatrical Set Designer, Cartoonist, Art Director, and Illustrator.

Faculty in the Art Program come from the fine art and communication design fields, and have exhibited and published work internationally. The Art Program manages Gallery 42, a non-profit gallery featuring exhibitions of both professional and student artwork. For further information on the Studio Art, Photography, and Graphic Design concentrations at UDC, contact Professor Rukman Niyangoda, Art Program Coordinator, at 202.274.7353, or Professor Daniel Venne at 202.274.5781, or at [dvenne@udc.edu](mailto:dvenne@udc.edu).

Any student eligible for admission to the University is eligible to declare the Art: Studio Art concentration major. An introductory portfolio and statement of intent must be completed and sent to the Art Program Coordinator.

Transfer students, including those coming from UDC's Community College, must submit an application and portfolio to be considered for admission into the four-year program. Students must submit their application through the Registrar's office, meet the requirements (including a "B" average in all major courses), and successfully complete the Art Program portfolio review to be admitted.



# GRAPHIC DESIGN

**UDC Division of Arts and Humanities  
Bachelor's Degree in Fine Art (B.F.A.)  
Concentration in Graphic Design  
120 credits**

**Semester One (Fall)**

____ ARTD - 105	Foundations of Design
____ ARTS - 101	Introduction to Drawing
____ ARTD - 106	Introduction to Digital Design

**Semester Two (Spring)**

____ ARTD - 107	Page Layout & Design
____ ARTD - 124	Computer Art
____ ARTS - 115	Visual Thinking
____ ARTS - 145	Basic Photography

**Semester Three (Fall)**

____ ARTD - 113	Graphic Design I
____ ARTD - 126	Typography
____ ARTD - 201	Computer Illustration
____ ARTD - 203	Digital Photo Imaging

**Semester Four (Spring)**

____ ARTD - 207	Web Design I
____ ARTD - 208	History of Graphic Design
____ ARTD - 213	Publication Design
____ ARTS - 102	Figure Drawing

**Semester Five (Fall)**

____ ARTS - 231	Introduction to Painting
____ ARTS - 281	World Art History: Ancient to Renaissance
____ ARTS - 303	Animation I

**Semester Six (Spring)**

____ ARTD - 212	Graphic Design II
____ ARTS - 282	World Art History: Renaissance to Contemporary
____ ARTD - 310	Applied Typography
____ ARTS - 409	Animation II

**Semester Seven (Fall)**

____ ARTS - 380	Illustration Techniques
____ ARTD - 470	Advanced Web Design
_____	Open Elective (2 credits: recommended open electives are additional Studio Art, Art History, Graphic Design, or Photography courses)

**Semester Eight (Spring)**

____ ARTS - 490	Senior Portfolio
____ ARTD - 494	Graphic Design Practicum
_____	Art History Elective (3 credits: recommended - Art Appreciation, African-American Art History, Contemporary World Art, Multicultural Traditions in American Art, History of Photography, Survey of Modern Art)

**In addition to the listed studio requirements, Graphic Design students must also complete the University's General Education Requirements, which are found below.**

## GENERAL EDUCATION REQUIREMENTS:

___ IGED - 110	Foundation Writing I (3 credits)
___ IGED - 111	Foundation Writing II (3 credits)
___ IGED - 210	Discovery Writing (3 credits)
___ IGED - 120	Foundation Quantitative Reasoning (3 credits)
___ IGED - 220	Discovery Quantitative Reasoning (3 credits)
___ IGED - 280	Discovery Civics (3 credits)
___ IGED - 270	Discovery Diversity (3 credits): suggested: Multicultural Traditions/Am. Art
___ IGED - 260	Discovery Science & Lab (4 credits)
___ IGED - 140	Foundation Ethics (3 credits)
___ IGED - 250	Discovery Technology (3 credits): suggested: Information Design Tech.
___ IGED - 130	Foundation Oral Communications (3 credits)
___ IGED - 391	Frontier Capstone I (1 credit)
___ IGED - 392	Frontier Capstone II (2 credits)

The UDC Art Program offers a four-year Bachelor of Fine Arts (B.F.A.) degree with a concentration in Graphic Design. Courses are taught in labs with up-to-date technology and cover a wide range of areas in the Graphic Design field, including illustration, logo design, web design, and animation. Students are prepared with solid skills in conceptual thinking, drawing, color theory, art and design history, as well as the knowledge of the computer programs essential to success in the field. Our program gives students the opportunity to merge imagination with technique to produce cutting-edge design work.

Our Graphic Design graduates pursue professional opportunities in various design disciplines. The degree concentration in Graphic Design is the first step to a career in art direction, web design, publication design, illustration, animation, or any number of disciplines in communication design. Graphic Design faculty in the Art Program come from the communication design and graphics fields, and have published and exhibited work internationally. For further information on Studio Art, Photography, and Graphic Design concentrations at UDC, contact Professor Rukman Niyangoda, Art Program Coordinator, at 202.274.7353, or at [rniyangoda@udc.edu](mailto:rniyangoda@udc.edu), or Professor Michael Talley at 202.274.5058 or [mtalley@udc.edu](mailto:mtalley@udc.edu).

Any student eligible for admission to the University is eligible to declare the Art: Graphic Design concentration major. An introductory portfolio and statement of intent must be completed and sent to the Art Program Coordinator.

Transfer students, including those coming from UDC's Community College, must submit an application and portfolio to be considered for admission into the four-year program. Students must submit their application through the Registrar's office, meet the requirements (including a "B" average in all major courses), and successfully complete the Art Program portfolio review to be admitted (this is sent to the Art Program Coordinator).



# PHOTOGRAPHY

UDC Division of Arts and Humanities  
Bachelor's Degree in Fine Art (B.F.A.)  
Concentration in Photography  
120 credits

## **Semester One (Fall)**

\_\_\_\_ ARTD - 105  
\_\_\_\_ ARTS - 101  
\_\_\_\_ ARTD - 106

Foundations of Design  
Introduction to Drawing  
Introduction to Digital Design

## **Semester Two (Spring)**

\_\_\_\_ ARTD - 115  
\_\_\_\_ ARTS - 145  
\_\_\_\_ ARTD - 124

Visual Thinking  
Basic Photography  
Computer Art

## **Semester Three (Fall)**

\_\_\_\_ ARTD - 203  
\_\_\_\_ ARTS - 206  
\_\_\_\_ ARTS - 280  
\_\_\_\_ ARTS - 281

Digital Photo Imaging  
Intermediate Photography I: Portrait Photography  
History of Photography  
World Art History: Ancient to Renaissance

## **Semester Four (Spring)**

\_\_\_\_ ARTS - 209  
\_\_\_\_ ARTS - 260  
\_\_\_\_ ARTS - 240  
\_\_\_\_ ARTS - 282

Intermediate Photography II: Fine Art Photography  
Digital Photography  
Photojournalism  
World Art History: Renaissance to Contemporary

## **Semester Five (Fall)**

\_\_\_\_ ARTS - 231  
\_\_\_\_ ARTS - 217  
\_\_\_\_ ARTS - 354

Introduction to Painting  
Color Theory & Practice  
Photographic Lighting

## **Semester Six (Spring)**

\_\_\_\_ ARTS - 364

\_\_\_\_\_  
\_\_\_\_\_  
*Graphic  
Traditions*

Advanced Photographic Lighting  
Studio Elective (3 credits: studio course in ARTS or ARTD)  
Art History Elective (3 credits: recommended - *Art Appreciation, History of Design, African-American Art History, Contemporary World Art, Multicultural in American Art, and Survey of Modern Art*)  
Open Elective (2 credits: recommended open electives are additional Studio Art, Art History, Graphic Design, or Photography courses)

## **Semester Seven (Fall)**

\_\_\_\_ ARTS - 460  
\_\_\_\_ ARTS - 473  
\_\_\_\_ ARTS - 480

Video for the Arts  
Advanced Photography I  
Interdisciplinary Art I  
Studio Elective (3 credits: studio course in ARTS or ARTD)

**Semester Eight (Spring)**

_____ ARTS - 474	Advanced Photography II
_____ ARTS - 477	Senior Portfolio
_____ ARTS - 481	Interdisciplinary Art II

**In addition to the listed studio requirements, Photography students must also complete the University's General Education Requirements, which are found below.**

**GENERAL EDUCATION REQUIREMENTS:**

_____ IGED - 110	Foundation Writing I (3 credits)
_____ IGED - 111	Foundation Writing II (3 credits)
_____ IGED - 210	Discovery Writing (3 credits)
_____ IGED - 120	Foundation Quantitative Reasoning (3 credits)
_____ IGED - 220	Discovery Quantitative Reasoning (3 credits)
_____ IGED - 280	Discovery Civics (3 credits)
_____ IGED - 270	Discovery Diversity (3 credits): suggested: Multicultural Traditions/Am. Art
_____ IGED - 260	Discovery Science & Lab (4 credits)
_____ IGED - 140	Foundation Ethics (3 credits)
_____ IGED - 250	Discovery Technology (3 credits): suggested: Information Design Tech.
_____ IGED - 130	Foundation Oral Communications (3 credits)
_____ IGED - 391	Frontier Capstone I (1 credit)
_____ IGED - 392	Frontier Capstone II (2 credits)

The UDC Art Program offers a four-year Bachelor of Fine Arts (B.F.A.) degree with a concentration in Photography. The curriculum is based on the premise that a solid foundation in technical skills and aesthetic awareness will help the photographer develop a personal creative style with the camera. The Art Program provides students with marketable skills, increases their awareness of the history of photography and visual culture, explores both commercial and artistic applications of photography, inspires collaboration among student photographers, and serves as an artistic resource for the community. The UDC BA Art/Photography concentration prepares students for work as fine art photographers, commercial photographers, photojournalists, photography teachers, and as artists working with government agencies that utilize and promote photography.

Members of the Art Program photography faculty have participated in extensive local, national, and international gallery exhibitions. Faculty members also have wide experience in commercial photography. The Art Program manages Gallery 42, a non-profit art gallery featuring exhibitions of both professional and student artwork & photography. For further information on the Studio Art, Photography, and Graphic Design concentrations at UDC, contact Professor Rukman Niyangoda, Art Program Coordinator, at 202.274.7353 or at [rniyangoda@udc.edu](mailto:rniyangoda@udc.edu). For specific assistance with the Photography concentration, please contact

Professor Iwan Bagus at 202.274.7372 or at [ibagus@udc.edu](mailto:ibagus@udc.edu).

Any student eligible for admission to the University is eligible to declare the Art: Photography concentration major. An introductory portfolio and statement of intent must be completed and sent to the Art Program Coordinator.

Transfer students, including those coming from UDC's Community College, must submit an application and portfolio to be considered for admission into the four-year program. Students must submit their application through the Registrar's office, meet the requirements (including a "B" average in all major courses), and successfully complete the Art Program portfolio review to be admitted.

Addendum:

The only significant change to course offerings is the change of codes and names of the following courses:

GRCT 109 Digital Applications

GRCT 107/108 Desktop Publishing Lecture/Lab

GRCT 113/114 Digital Imaging Lecture/Lab.

These three courses have been respectively replaced with the following courses codes and names:

ARTD 106 Introduction to Digital Design

ARTD 107 Page Layout & Design

ARTD 203 Digital Photo Imaging

The substitutions are necessary since the Graphic Communications Technology program (GRCT) was eliminated a few years ago and is now defunct. Therefore, the three GRCT course codes and names will now be replaced by the three course codes and names listed under Graphic Design (ARTD). This means that students in the Art Program will now enroll in courses under only two codes: Studio Art (ARTS) and Graphic Design (ARTD).

With the elimination and replacement of the GRCT courses within the curriculum, this also means that there are no longer any "Lecture/Lab" courses within the Art Program curriculum. There remains only studio art courses and lecture courses (the Art History requirements, etc.), as is standard for BFA degree programs.

There is also the proposal for a new elective called "Art and new technologies" that will be offered as soon it is approved.

Courses maintain same syllabus ( Course description, Course Objectives, Prerequisites, etc)

# **B.F.A. in ART**

## **With concentrations in Studio Art, Graphic Design, and Photography**

### **Proposal for New Program**

**Submitted by  
The Division of Arts and Humanities  
University of the District of Columbia  
Washington, DC**

**Submitted October 25, 2022 for current signatures**

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**PROPOSAL FOR NEW PROGRAM:  
B.F.A. ART  
With concentrations in  
Studio Art, Graphic Design, and Photography**

*Submitted by the Division of Arts & Humanities  
The University of the District of Columbia*

**A. TYPE OF REVIEW REQUESTED:** Program Update/Revision, Art Program Degree

The University of the District of Columbia (UDC's) Arts & Humanities Division is submitting the proposal for the revision of the B.A. degree under the Art Program. This program would change the current B.A. degree to a B.F.A. (the professional degree in the field). This degree will have the same courses and the same number of credits currently required by the Art Program B.A. degree.

*Rationale for proposal*

The Art Program recognizes the importance of assigning to students the B.F.A. degree, which is considered to be the most prestigious bachelor's degree that one can receive in the visual arts. The Art Program also recognizes the importance of having all of the Art concentrations (Studio Art, Graphic Design, and Photography) existing as options under the BFA degrees requiring the same number of credits as one another.

*Probable impact on unit*

carries greater weight for students applying to jobs within the art and design disciplines, and also presents advantages to those students seeking to enter M.F.A. programs.

The current degree requirements meet the standards for B.F.A. degrees nationally: the degree contains the correct number of studio classes, the correct number of Art History classes, and the correct ratio of major classes to general education classes. There is absolutely no reason why the degree should not be a B.F.A. degree. The degree was established as a B.A. many years ago by now-retired or deceased faculty who were presumably unaware that the degree should have been a B.F.A.

Members of the accrediting body the National Association of Schools of Art and Design (NASAD) have reviewed the degree requirements, and they concur that the degree needs to be changed to a B.F.A. status.

### **Degree Requirements:**

#### ***Art Program degree Requirements (Studio Art Concentration):***

##### **1. Required Studio Courses:**

ARTD – 105 Foundations of Design  
ARTS – 101 Introduction to Drawing  
ARTD – 106 Introduction to Digital Design  
ARTS – 102 Figure Drawing  
ARTS – 145 Basic Photography  
ARTS – 231 Introduction to Painting  
ARTS – 261 Introduction to Ceramics  
ARTD – 124 Computer Art  
ARTS – 241 Introduction to Printmaking  
ARTS – 251 Introduction to Sculpture  
ARTD – 201 Computer Illustration  
ARTS – 217 Color Theory  
ARTS – 331 Advanced Painting  
ARTS – 380 Illustration Techniques  
ARTS – 305 Advanced Figure Drawing  
ARTS – 341 Advanced Printmaking  
ARTS – 460 Video for the Arts  
ARTS – 490 Senior Portfolio

**Total: 54credits**

##### **2. Required Lecture Courses:**

ARTS – 115 Visual Thinking  
ARTS – 480 Interdisciplinary Art I  
ARTS – 481 Interdisciplinary Art II

**Total: 9 credits**

##### **3. Required Art History Courses:**

ARTS – 281 World Art History: Ancient to Renaissance  
ARTS – 282 World Art History: Renaissance to Contemporary  
**Total: 6 credits**

**4. Art History Electives:**

2 Art History Electives (*3 credits each*)  
**Total: 6 credits**

**5. Other Elective Courses:**

1 Studio Elective (*Recommended: ARTS 351 Advanced Sculpture or ARTS Advanced Ceramics*)  
1 Open Studio Elective (*3 credits each: studio course in ARTS or ARTD*)  
1 Open Elective (*2 credits*)  
**Total: 8 credits**

**Total Art Program classes:** 83 credits  
**Total General Education classes:** 37 credits  
Total credits for graduation: 120

***Art Program degree Requirements (Graphic Design Concentration):***

**1. Required Studio Courses:**

ARTD – 105 Foundations of Design  
ARTS – 101 Introduction to Drawing  
ARTD – 106 Introduction to Digital Design  
ARTD – 107 Page Layout & Design  
ARTD – 124 Computer Art  
ARTS – 145 Basic Photography  
ARTD – 113 Graphic Design I  
ARTD – 126 Typography  
ARTD – 201 Computer Illustration  
ARTD – 203 Digital Photo Imaging  
ARTD – 207 Web Design I  
ARTD – 213 Publication Design  
ARTS – 102 Figure Drawing  
ARTS – 231 Introduction to Painting  
ARTS – 303 Animation I  
ARTD – 212 Graphic Design II  
ARTD – 310 Applied Typography  
ARTS – 409 Animation II  
ARTS – 380 Illustration Techniques  
ARTD – 470 Advanced Web Design  
ARTD – 494 Graphic Design Practicum  
ARTS – 490 Senior Portfolio

**Total: 66 credits**

**2. Required Lecture Courses:**

ARTS – 115 Visual Thinking

**Total: 3 credits**

**3. Required Art History Courses:**

ARTS – 281 World Art History: Ancient to Renaissance

ARTS – 282 World Art History: Renaissance to Contemporary

ARTD – 208 History of Graphic Design

**Total: 9 credits**

**4. Art History Electives:**

1 Art History Elective (*3 credits*)

**Total: 3 credits**

**5. Other Elective Courses:**

1 Open Elective (*2 credits*)

**Total: 2 credits**

**Total Art Program classes:** 83 credits

**Total General Education classes:** 37 credits

Total credits for graduation: 120

***Art Program degree Requirements (Photography Concentration):***

**1. Required Studio Courses:**

ARTD – 105 Foundations of Design

ARTS – 101 Introduction to Drawing

ARTD – 106 Introduction to Digital Design

ARTS – 145 Basic Photography

ARTD – 124 Computer Art

ARTD – 203 Digital Photo Imaging

ARTS – 206 Intermediate Photography I: Portrait Photography

ARTS – 209 Intermediate Photography II: Fine Art Photography

ARTS – 260 Digital Photography

ARTS – 231 Introduction to Painting

ARTS – 217 Color Theory

ARTS – 354 Photographic Lighting

ARTS – 364 Advanced Photographic Lighting

ARTS – 460 Video for the Arts

ARTS – 473 Advanced Photography I

ARTS – 474 Advanced Photography II

ARTS – 490 Senior Portfolio

**Total: 48 credits**

**2. Required Lecture Courses:**

ARTS – 115 Visual Thinking  
ARTS – 240 Photojournalism  
ARTS – 480 Interdisciplinary Art I  
ARTS – 481 Interdisciplinary Art II

**Total: 15 credits**

**3. Required Art History Courses:**

ARTS – 281 World Art History: Ancient to Renaissance  
ARTS – 282 World Art History: Renaissance to Contemporary  
ARTS – 280 History of Photography

**Total: 9 credits**

**4. Art History Electives:**

1 Art History Elective (*3 credits*)

**Total: 3 credits**

**5. Other Elective Courses:**

2 Studio Electives (*3 credits each: studio course in ARTS or ARTD*)

1 Open Elective (*2 credits*)

**Total: 8 credits**

**Total Art Program classes:** 83 credits

**Total General Education classes:** 37 credits

Total credits for graduation: 120

**Choice of Electives in the Art Program:**

The Studio Art Concentration and the Photography concentration includes two elective studio classes (at 3 credits each), and one open elective course (at 2 credits). These electives round out the number of studio requirements for the degree. Studio elective options include the courses Advanced Sculpture, and Advanced Ceramics. Additionally, students in the Studio Art Concentration may choose to take studio classes from the Photography curriculum as their electives, and vice-versa.

The Graphic Design Concentration has one open elective course (at 2 credits). As with the 2-credit open elective requirement for the Studio Art and Photography Concentrations, this does not need to be an art course; it might be covered by Freshman orientation credits, non-art courses, or art courses if they so choose.

**Course descriptions and prerequisites:**

**ART PROGRAM Course Descriptions & Course Objectives**

**ARTS 101 Introduction to Drawing (3 credits)**

**This course is an analysis and exploration of basic drawing techniques. Traditional media is used to create still life, landscape, and perspective drawings. Emphasis is on representational visual interpretation of forms in the environment through the use of contour line and various shading techniques. Prerequisite: none. Studio course.**

**Course Objectives:**

Students will learn traditional drawing techniques and materials. Students will become familiar with drawings of historically significant artists as well as contemporary artists. Students will learn how to create drawings using traditional techniques. Students will learn to produce drawings through observation and comparison of geometric forms and forms in the environment, and will develop an understanding of proportion, linear perspective, atmospheric perspective, and composition. Students will develop proficiency in representational drawing through the use of contour and the application of value (various shading techniques). Additionally, students will learn aspects of personal expression, and the articulation of concepts concerning drawing.

**ARTS 102 Figure Drawing (3 credits)**

Explores drawing through the study of the human figure using a variety of media. Portraiture, gestural studies, working from plaster casts and from the live model are all covered.

Prerequisite: ARTS 101 or permission of instructor. Studio course.

**Course Objectives:**

**Students will develop visual sensitivity to the human form through the study of human proportion, anatomy, and physiognomy (facial features and their character). Students will come to an understanding of how the skeletal system informs the structure of the body, how musculature lifts and moves the body, and how surface anatomy can be captured through observation of light, form, and texture. The final portfolio of drawings will demonstrate the student's ability to manage portraiture, gesture drawings, and finished figure compositions with a realistic drawing style.**

**ARTS 115 Visual Thinking (3 credits)**

An introduction to conceptual visual thinking and the development of *visual literacy* as it applies to communication design and the fine arts. This is an idea-oriented course designed to help students solve visual and artistic problems through invention and interpretation.

Emphasis is placed on imagination and experimentation with concepts and ideas, as well as exploring approaches to art and design. Value is placed both on individual problem solving as well as working in groups to produce creative work. Prerequisite: none. Lecture course with studio projects required.

**Course Objectives:**

Students will learn how to generate original concepts for visual problem-solving. Students will enhance their ability to think visually, and communicate ideas in visual ways, including thumbnail sketching, body language, and storyboarding. Students will be familiar with conceptual components of design (signs, symbols, visual metaphors, clichés) and be able to discuss art via an understanding of Gestalt principles. Students will explore the creative and design processes that enhance the ability to brainstorm, conceptualize and generate ideas. Students will demonstrate familiarity with the work of historically noteworthy artists and designers whose work relied significantly upon conceptual innovation. Students will discover

new ways to develop and play with ideas while developing proficiency with using non-traditional art materials.

### **ARTS 145 Basic Photography (3 credits)**

Introduces the use of black and white photography as both a graphics and fine arts medium. Explores the use of the adjustable camera, the development of the negative, and the production of the photographic print. Students study aspects of composition, lighting, camera settings, and dark room processing. Prerequisite: a 35mm camera is required for the course. Studio course.

#### **Course Objectives:**

Students will demonstrate familiarity with basic black and white photography. This includes: manual use of a 35mm SLR camera, film processing and assessment of negatives, and black and white printing in a darkroom. By the end of the semester, students will have a portfolio of black and white prints that demonstrate the technical aspects of photography and the ability to thoughtfully create a series of images. Students will demonstrate knowledge about important historical and contemporary figures that have helped to shape and push the medium of photography through presentations by their classmates, class discussions, and experiencing the work of a photographer first hand in a gallery. Students will demonstrate knowledge of the principles elements of design, composition, photography technique and theory, to help shape the concept communicated by the photographic print.

### **ARTS184 Fundamentals of Art Appreciation (3 credits)**

Presents basic tools for the understanding and discussion of visual expression from a variety of perspectives. Explores art and design theory, history, and media with reference to social context. Prerequisite: none. Lecture course.

#### **Course Objectives:**

Students will demonstrate a knowledgeable appreciation of different aspects of art. Students will articulate a basic knowledge of the characteristics of art styles though time, as well as understanding the meaning and function of art. Additionally, students will be able to articulate an understanding of the goals of artists. Students will be able to explain the artwork of the past as well as the current era, demonstrating how art reflects a culture's geography, history, beliefs, traditions, and attitudes. Students will be able to discuss the imagery (subject matter), the technique (various artistic practices) and the history (political, social, and cultural meaning) of different types of art.

### **ARTS 206 Intermediate Photography: Portrait Photography (3 credits)**

This course is an introduction to the fundamentals of creating portraits using the camera. Students learn the qualities of effective portrait compositions while working in a studio environment. Additional topics explored include lighting, posing, expression, make-up, wardrobe, and cropping images. Prerequisite: ARTS 145. Studio course.

#### **Course Objectives:**

Students will demonstrate a professional understanding of the techniques and ethics of working as a portrait photographer. Students will demonstrate knowledge of portrait photography through composition, styling, mood, and different types of lighting techniques. Students will demonstrate understanding of different genres in portraiture photography, as well as portrait theory, and portrait history. Students will produce a concise professional portraiture portfolio (print & online) by the end of the semester.

**ARTS 208 Film Photography and Wet Processing (3 credits)**

This course explores traditional and experimental darkroom developing techniques. Students explore the possibilities of darkroom wet processing procedures and effects using filters and various photographic papers. Prerequisite: ARTS 145. Studio course.

**Course Objectives:**

Students will demonstrate experiential knowledge of ways to construct a visual message using techniques in photography. Students will be able to build a B&W and color photography portfolio. Student will be able to judge and criticize photos and learn something of their aesthetics.

**ARTS 209. Intermediate Photography: Fine Art Photography (3 credits)**

This course is an Intermediate Photography course. Student will learn how to control exposure, use various types of films, papers, and different chemistry to creatively communicate messages using photography. Student will also be introduced to different film camera formats and digital photography. Prerequisite: ARTS 145. Studio course.

**Course Objective:**

In this course, student will be able to build a strong photography portfolio and process alternative methods of photography. Student will have a better understanding of the history of Fine Art Photography as well as the more recent artists in this field. Prerequisite: ARTS 145 or permission of instructor. Studio course.

**ARTS 217 Color Theory (3 credits)**

This course is an introduction to basic theories of color. Students perform investigations This course is an introduction to color theory as it applies to the visual arts. Using paint and traditional art media, students perform investigations of color contrasts, color intensity, color mixing, and explore advanced aspects of the color wheel. Psychological and physiological aspects of color are investigated. Prerequisite: none.

**Course Objectives:**

Students will demonstrate a working understanding of the essential traits of color. Students will establish and demonstrate various strategies for selecting color palettes and concept-driven color harmonies using color theories and systems of color design. Students will demonstrate skill in color mixing and color-discernment. Students will articulate knowledge of the history of the use of color, including some prominent color theories by color researchers and artists. Students will demonstrate understanding of the physics of color (light), the chemistry of color (pigment), and the impact of color (psychology). Students will be able to apply the system of color charting based upon the theories of Albert Munsell, Richard Ellinger, and Joseph Albers. ). Students will create color-based artwork in a studio setting.

**ARTS 220 Intermediate Drawing(3 credits)**

**This course presents advanced drawing concepts and techniques using pencil, charcoal, conté crayon, pen and ink, and color drawing media. Emphasis is placed on techniques for representational drawing of forms. Compositional strategies for still life and landscape are examined. Basic elements of portraiture are presented. Advanced methods of the representation of light and shadow are explored, as well as techniques of**

**using line for expressive interpretation of visual form. Prerequisite: ARTS 101**  
**Introduction to Drawing**

**Course Objectives:**

Students will demonstrate the ability to translate space and form through drawing. Drawing. Students will demonstrate the ability to interpret forms using a variety of techniques and materials. Students will learn techniques used by historically significant artists, and use those techniques to produce original drawings of their own. Students will demonstrate a sophisticated understanding of proportion, linear perspective, atmospheric perspective, and composition. Students will create convincing representational drawings through the use of contour and the application of shading techniques. Additionally, students will be able to articulate the concepts expressed in their drawings via group critiques.

**ARTS 231 Introduction to Painting (3 credits)**

Introduces techniques and theory of working in oil, watercolor, gouache, and acrylic paints. Students explore a variety of techniques in creative painting. Representational painting, abstract approaches, and color theory are covered. Prerequisite: ARTD 105, ARTS 101. Studio course.

**Course Objectives:**

Students will demonstrate proficiency in traditional painting techniques and materials, via the creation of paintings in a studio setting. Students will learn how to prepare surfaces for painting, including stretching canvases and formatting watercolor paper. Students will demonstrate familiarity with paintings of some historically noteworthy painters and contemporary artists. In addition, students will demonstrate skill in the use of various media (watercolor, gouache, acrylic, and oil paint), using principles of color theory. Students will also show the skill to develop original compositions. Students will be able to articulate a critical understanding of form and color. Students will be master different techniques of framing and presentation for gallery-ready works.

**ARTS 232 Landscape Painting (3 credits)**

This course is an exploration of creating painted images of the landscape. Emphasis is on the use of color to represent atmosphere and space. Students work from local landscapes using “en plein air” techniques. Short local field trips will be necessary for making landscape sketches and paintings.

Prerequisite: ARTS 231. Studio course.

**Course Objectives:**

Students will develop an understanding of atmospheric (aerial) perspective. Students will gain proficiency in painting both nature and manmade environmental structures. Students will be able to accurately paint the details of plant life. Students will be able to make quick studies of new environments. Students will articulate an understanding of expressive ways of composing landscapes by referencing the works of master landscape painters.

**ARTS 240 Photojournalism (3 credits)**

The student will use the camera to create socially current images, as well as visual narratives documenting a variety of events and situations. Students will also learn the essentials of how picture editing can support or help craft the story. Prerequisite: ARTS 145. Lecture course with studio projects.

**Course Objective:**

In this course, the student will develop the skill, techniques and art of capturing the essence of a story in a photograph. Students will be able to use a camera to capture the moment or event, to enhance a news story, or to create images that stand alone as a visual statement. By the end of the course, students should be able to visualize content; use the camera as an extension of the eye, and know what is visually newsworthy.

**ARTS 241 Introduction to Printmaking (3 credits)**

Explores the fundamentals of fine art printmaking through a variety of techniques and media, with emphasis on relief and intaglio processes such as woodcut, linoleum cut, drypoint, and collagraphy. Prerequisite: ARTS 101. Studio course.

**Course Objectives:**

Students will demonstrate skill in four basic printmaking techniques using a variety of materials, and will create multiple artworks in a studio setting. Students will work together in a workshop setting to make prints and maintain the print studio. Students will demonstrate familiarity with both historical and contemporary printmaking. Students will become show knowledge of printing techniques via research and studio output, and will show knowledge of printmaking aesthetics in discussions about art and inspiration. Students will be able to articulate a review of a museum printmaking exhibition. Students will demonstrate the use of drawing skill and design concepts. Class discussions and critiques will demonstrate sophisticated language regarding the printmaking process. Students will master different techniques of framing and presentation for gallery-ready works.

**ARTS 245 Visual Communication Photography (3 credits)**

Emphasizes studio concepts in photography as a visual communication tool. Students learn the elements of small, medium, and large format camera work. An introduction to photographic processes used in advertising, illustration, editorial and fashion photography. Prerequisite: ARTS 145. Studio course.

**Course Objectives:** Students will demonstrate critical awareness of photographic uses in the digital age and be able to articulate ideas concerning image authenticity, manipulation and use as propaganda. Students will be able to assess and analyze photographs for information, social awareness and social change. Each student will create their own visual communication project with a minimum of fifteen photographs from a film or digital camera, accompanied by text that will detail the project from its inception to its conclusion; this project will be presented at the end of the course.

**ARTS 249 Large Format Photography (3 credits)**

Teaches the parts and operational features of large format cameras and how to overcome the limitation of monocular vision with the understanding that photography reduces images to a two dimensional form. The student will also discover how to apply the same principles of light and shadows mastered by the great painters to acquire the appearance of the third dimension and the realism that accompanies those techniques. Prereq.: Basic Photography or permission of instructor.

**ARTS 251 Introduction to Sculpture (3 credits)**

Basic sculpture materials and methods are explored as students create original sculptural

artworks. Additive and subtractive methods of sculpture are examined as students learn the physical and aesthetic qualities of working three dimensionally. The focus is on both representational and abstract forms. Includes studio intensive work, readings, and field trips. Prerequisite: none. Involves use of mechanical equipment and power tools in the studio workspace. Studio course.

**Course Objectives:**

Students will demonstrate proficiency in traditional sculpting techniques and materials, via the creation of three-dimensional artworks in a studio setting. Students will become familiar with sculptural works of some historically noteworthy sculptors and contemporary artists. In addition, students will demonstrate skill in the use of various three-dimensional media, both additive and subtractive methods of sculpting. Finished works will demonstrate the student's understanding of the physics of sculpture, mold-making, surface patinas and textures, and effective composition. Students will be able to articulate the aesthetic value of three-dimensional works.

**ARTS 260 Digital Photography (3 credits)**

Using conceptual thinking and basic compositional elements, students will learn how to create and analyze photography as a visual communication and story telling tool. In this course students learn the basic principles of the photographic media, basic camera functions, and explore the photographic process from pre-visualization, taking images, to adjusting and manipulation of digital images. Emphasis is placed on learning design principles, composition, capturing light and motion, and understanding fundamental theories of photographic media. Through the creation of digital photography projects students will approach various subjects to create images that are personal and expressive. Prerequisite: a digital camera is required for the course. Studio course.

**Course Objective**

This course is designed to give students experiential learning in ways of constructing a visual message with basic techniques in digital photography, from still to motion images, as well as the vernacular used to discuss and critique these various media. These will be applied to the creation and critical analysis of individual projects. Students will produce a digital portfolio (print and online) of images, as well as a short film.

**ARTS 261 Introduction to Ceramics (3 credits)**

Introduces students to the practice of ceramics techniques. Students learn about the physical structure and aesthetic properties of ceramic art using three-dimensional building approaches. Focus is on both functional and decorative forms. Prerequisite: none. Studio course.

**Course Objectives:**

Students will demonstrate skill with traditional ceramic techniques and materials. Students will develop knowledge of ceramic styles of historic cultures. Students will learn to produce ceramic artworks through the shaping of stable forms. Students will develop proficiency in the surface elaboration of ceramics through incising, embellishment, and the application of glazes. Additionally, students will learn aspects of personal expression, and be able to articulate their knowledge of design concepts as they relate to three-dimensional artifacts.

**ARTS 270 Cartooning and Sequential Art (3 credits)**

This course focuses on developing the student's approach to creating their own cartooning and comics style, derived from simplification and abstraction of realistic images. From this comes a basis for creating sequential art through focus on story as told by image. Explores the uses of Cartoons and Sequential Art throughout history, and how they have affected the very outcome of history. Students will learn to take their ideas from concept to finished presentation, ready for publication. The course will include information on licensing and marketing of work, as well as exposure to venues designed specifically for this market. Prerequisites: ARTS 101 Introduction to Drawing, ARTS 102, Introduction to Figure Drawing

**Course Objectives:**

Exposure to cartoon drawing techniques will be provided through instructor demonstrations. Students will experiment with storytelling from one-panel comics, to cartoon strips, to a graphic novel format. Introduction to approaches such as script-writing and generating thumbnails and storyboards will be a part of the studio class time, as well. Students will generate comics based on their own original concepts, with reference to the particular assignments given.

**ARTS 271 Creative Crafts (3 credits)**

Provides experience in techniques and design in a variety of media such as weaving, paper-mache, mosaics, fabric hangings, collages, graphics, and other areas of crafts and introduces the student to procedures in presenting art projects for educational and recreational purposes. Open to all students. Prereq.: (None).

**ARTS 272 Art & New Technologies**

This is an introductory course exploring interactions between new technologies—such as 3D Printing, Laser Scanning, 3D modeling—and traditional art techniques. The course will explore different software and hardware as design exploration and implementation tools for the interpretation of both 2D and 3D art works. Students will learn how to use and set up a 3D printer and laser scanner, as well as learn how to create and manipulate three dimensional pieces through 3D modeling software. Studio course.

Open to all students. Prereq.: (None).

**Course Objectives:** The student will demonstrate an understanding of Digital Acquisition (3D Scanning), Solid Modeling, NURBS, "Like Clay" 3D modeling, Parametric Modeling, Mesh preparing, and Additive Manufacturing (3D Printing). Students will demonstrate an understanding of Virtual Reality and Augmented Reality; how and when to apply these technologies to develop a meaningful and appealing visual communication piece. Students will produce original artworks using industry standard software. Students will demonstrate the ability to work with different hardware for 3D scanning and 3D printing.

**ARTS 280 History of Photography (3 credits)**

In this course students will survey the development of photography from the inception of daguerreotypes through the development of digital image-making. Students will examine the impact of photography on culture by learning of the medium's influence on society and the arts. Independent reading and study will be necessary. Prerequisite: none. Lecture course, field trips required.

**Course Objectives:**

Students will demonstrate an understanding of the impact of photography upon human history. Students will be able to articulate the aesthetic properties of photography understood within a fine art context. Students will demonstrate knowledge of photojournalism and its relation to other forms of historical narratives. Students will demonstrate knowledge of stylistic characteristics of different periods in photography, and effectively place individual works within historical context. Students will be able to express (in written and oral contexts) the importance of the technology (developing photographic processes), and the unique personal history of individual photographers and how their culture and personal history shaped their work.

### **ARTS 281 World Art History I: Ancient to Renaissance (3 credits)**

Presents a chronological survey of art and visual expression across cultures. Emphasizes purposes of creating and the role of the creator in an historical and cultural context from prehistory to c. 1400. Assigned reading, field trips, and written reports. Course material will be presented through lectures, image analysis, and video presentations. Prerequisite: none. Lecture course, field trips required.

#### **Course Objectives:**

Students will demonstrate a discerning appreciation and knowledge of visual art through the study of artwork through the ages. Students will demonstrate knowledge of stylistic characteristics of different art periods, and effectively use the terminology necessary to discuss the works. Students will learn the traits which characterize a given art movement, and articulate the meaning, aesthetics, and impact of the artwork. Students will be able to express (in written and oral contexts) the importance of the technology (developing artistic processes), the diverse political, social, economic, religious, and geographic backgrounds of the artwork, and how different cultures express their ideas and beliefs through artwork.

### **ARTS 282 World Art History II: Renaissance to Contemporary (3 credits)**

This course continues the chronological survey of art and visual expression across cultures. Students examine the processes and purposes of creating, and the role of the creator, in historical and cultural contexts from c. 1400 to the present. In this course students will survey the development of various visual arts (painting, drawing, sculpture, architecture, photography, etc.) in diverse world cultures from the Renaissance in the 15<sup>th</sup> century into the current era. Course material will be presented through lectures, image analysis, and video presentations. Independent reading and writing will be necessary. Lecture course, field trips required.

#### **Course Objectives:**

Students will demonstrate a discerning appreciation and enjoyment of visual art through the study of artwork through the ages. Students will gain knowledge of stylistic characteristics of different art periods, and learn the terminology necessary to discuss the works. Students will learn the traits which characterize a given art movement, and learn about the meaning, aesthetics, and impact of the artwork. Students will be able to express (in written and oral contexts) the importance of the technology (developing artistic processes), the diverse political, social, economic, religious, and geographic backgrounds of the artwork, and the unique personal history of individual artists and how their culture and personal history shaped their work. Additionally, students will develop an understanding and appreciation of the goals and intent of the artists. In our understanding of the works of the past, we learn how

to understand the styles of our own era. In our understanding of diversity in global creative output, we learn more about our own cultural quality.

### **ARTS 285 African-American Art History (3 credits)**

Provides an historical survey of African-American art and its global influence. Emphasizes social and historical context of art created by and for the African-American community.

Prerequisite: none. Lecture course, field trips required.

#### **Course Objectives:**

Students will demonstrate a discerning appreciation and knowledge of visual art through the study of artwork created by African-American artists. Students will learn the traits that characterize different aspects of African-American art, and articulate the meaning, aesthetics, and impact of the artwork. Students will be able to express (in written and oral contexts) the importance of the American political, social, economic, religious, and geographic landscape and how these elements impacted the lives of African-American artists as they created their work. Students will be able to discuss the unique personal history of individual artists and how their culture and personal history shaped their work.

### **ARTS 288 Multicultural Traditions in American Art(3 credits)**

Examines the contributions of American artists from various cultural, ethnic, and social minority traditions that are often neglected in traditional art history courses. Presents a chronological survey of art and visual expression across cultures. Emphasizes purposes of creating and the role of the creator in a social, historical and cultural context.

Prerequisite: none. Lecture course, field trips required.

#### **Course Objectives:**

Students will demonstrate a discerning appreciation and knowledge of visual art through the study of artwork created by various subcultures in America. Students will learn the traits that characterize different aspects of African-American art, Latin American Art, Native American Art, Feminist Art, the art of the Japanese internment camps, and LGBT art. Students will be able to express (in written and oral contexts) the importance of the American political, social, economic, religious, and geographic landscape and how these elements impacted the lives of artists as they created their work. Students will be able to discuss the unique personal history of individual artists and how their culture and personal history shaped their work.

### **ARTS 294 Directed Studies (3 credits)**

Provides a structure for independent studio work at the sophomore level under the close supervision and direction of an art faculty member. Provides independent studio time equal to the amount of time required for all three-credit studio courses. Requires weekly conferences with instructor. Prerequisite: ARTD 105, ARTS 101 and permission of Department Chair. Studio course.

#### **Course Objectives:**

Course objectives for all independent studies are to be planned in consultation with the instructor and the Art Program Coordinator. Course objectives, course calendar, and course content for all Directed Studies classes is to be finalized in written form and presented to the student and the Art Program Coordinator within the first two weeks of the course.

### **ARTS 296 Intermediate Digital Photography (3 credits)**

Students utilize digital camera technology to produce a portfolio of works around a theme. Advanced digital darkroom techniques are explored. Black and white and color image creation are explored as the student develops a unified body of work. Prerequisite: Intro to Digital Photography. Studio course.

**Course Objectives:**

Students will be able to assess and apply camera techniques necessary for using digital photography as a creative tool, and effectively manage professional images editing software and proper digital workflow. Students will be able to interpret and discuss the concept of digital photography as an art form as well as critique contemporary photography.

**ARTS 301 Advanced Drawing and Design I (3 credits)**

This course explores advanced drawing techniques and provides an opportunity to explore design elements within drawing compositions. Students will be exposed to a variety of traditional and experimental drawing media, including color drawing media. Prerequisites: ARTS 101 & ARTD 105.

**Course Objectives:**

Students will be able to create believable representations of the visible world through drawing. Students will demonstrate a mastery of perspective, proportion, and the creation of form through the application of value. Students will demonstrate a proficiency with color drawing media.

**ARTS 302 Advanced Drawing and Design II (3 credits)**

Explores further the work of Advanced Drawing and Design I with the same emphasis, but expands the range of materials used and further explores original and personal means of visual expression using drawing media. Prereq.: 1105 205 or permission of instructor.

**ARTS 303 Animation I (3 credits)**

Students are introduced to basic fundamentals of creating animation. This class covers how to convert scripts to visuals, how to create storyboards, invent characters, and design backgrounds. Basic concepts include designing key frames, developing character movement, and managing visual rhythm in animated film. Prerequisite: ARTS 101, GRCT 109. Digital studio course.

**Course Objectives:**

Students will demonstrate the ability to draw forms utilizing a sense of volume, movement, and rhythm. Students will demonstrate the ability to design original animated characters. Students will be able to create cohesive, practical storyboards that indicate character movement, expression, volume, and form. Students will produce original animation segments within a digital studio environment. Students will demonstrate knowledge of techniques used in traditional and experimental animation, and show familiarity with historically noteworthy animators. Students will demonstrate knowledge of visual editing for animated sequences as well as sound editing and mixing for animated work.

**ARTS 305 Advanced Figure Drawing (3 credits)**

This course focuses on intensive study of the human figure, with particular emphasis upon muscular, skeletal, and surface anatomy. Students draw directly from draped and undraped figures, the skeletons, and plaster casts to create drawings as finished statements using the

figure as primary subject. Expressive drawing techniques using mixed media are explored.  
Prerequisite: ARTS 102. Studio course.

**Course Objectives:**

Students will expand upon their knowledge of figure drawing techniques. Students will explore experimental drawing techniques introduced in class. Portraiture will be managed with distinction, and the presentation of the human form in the drawings will reflect an accurate understanding of anatomy and proportion. The drawings will also explore sophisticated handling of both contour line and value to build structure and form. The final portfolio will be a consistent, professional body of work using monochromatic and some color drawing media.

**ARTS 309 Advanced Visual Design I (3 credits)**

Studies advanced concepts and applications of graphic design principles in print graphics. Focuses on corporate imaging, special projects, and advanced computer applications, exploring techniques in scanning, texture-making, and special effects. Applies objectives to publication and other printable formats. Prereq.: 1101 213 or permission of instructor.

**ARTS 310 Advanced Visual Design II (3 credits)**

Focuses on advanced concepts and applications in media related graphics. Gives attention to multimedia formats, special projects, and advanced computer applications exploring techniques in animation and authoring programs. Allows students to design special presentations to include slide and interactive shows with sound effects, animation, and pictorial libraries. Prereq.: 1105 309 or permission of instructor.

**ARTS 325 Graphic Design Lab (3 credits)**

Provides students the opportunity to select a design specialty area and graphic problem. Generates assignments from instructor that combine student computer/traditional skills to accomplish objectives, with special focus on software mastery. Explores additional concepts in typography, print, and media graphic techniques with exposure to contemporary hard/software. Prereq.: 1105 309 or permission of instructor.

**ARTS 331 Advanced Painting (3 credits)**

Continues exploration of techniques presented in Introduction to Painting with focus on study of a specific medium, including watercolor, oil, gouache, acrylic, or mixed media techniques.  
Prerequisite: ARTS 231. Studio course.

**Course Objectives:**

Students will create artwork in a studio setting. Students will demonstrate a professional level of expression, the use of media, the development of textural effects, and the understanding of form and color. Students will complete a minimum of three original compositions, and be able to articulate the meaning behind their compositional choices and design strategies. Advanced Painting Students will create a portfolio of unified, gallery-ready work. Advanced Painting students will demonstrate a high level of professionalism and craftsmanship in the presentation of their painted works.

**ARTS 332 Advanced Painting II (3 credits)**

Continues exploration of techniques presented in Introduction to Painting with focus on study of specific medium, including watercolor, oil, or acrylic. Prereq.: 1105 231 or permission of

instructor.

**ARTS 333 Advanced Painting II (3 credits)**

Continues exploration of techniques presented in Introduction to Painting with focus on study of specific medium, including watercolor, oil, or acrylic. Prereq.: 1105 231 or permission of instructor.

**ARTS 334 Portrait Painting (3 credits)**

Focuses on developing the skills of portrait painting through the study of the human form, facial expression, and variations in human physical appearance. Various painting media are utilized. Prerequisite: ARTS 231. Studio course.

**Course Objectives:**

Students will create paintings from live models and plaster anatomical models in a studio setting. Students will demonstrate the ability to depict the correct proportions and anatomical structure of the human head through a series of painted sketches and finished works. Students will be able to depict solid structure and form through convincing use of tonality and color to establish form. Original works will demonstrate a rendering of distinct features of various models, indicating differences of age, gender, and ethnic background. Students will demonstrate a high level of professionalism and craftsmanship in the presentation of their painted works.

**ARTS 341 Advanced Printmaking (3 credits)**

Continues exploration of printmaking techniques with focus on study of a specific medium such as relief printing, collagraphy, or monoprinting. Students will develop a cohesive portfolio of works exploring a common theme and technique. Explores contemporary and experimental printmaking techniques including mixed media, and use of new technologies. Prerequisite: ARTS 241. Studio course.

**Course Objectives:**

Students will demonstrate accomplished knowledge of printmaking techniques and materials, and will create multiple artworks in a studio setting. Each student will develop original images as a part of a larger edition. Students demonstrate the ability to work together in workshop setting to make prints and maintain the print studio. Each advanced student will choose a Master Printmaker, Historical or Contemporary, to study, write and draw from and present to the class, demonstrating their knowledge of both printmaking history and printmaking techniques. Advanced students will demonstrate mastery of printmaking knowledge and art history reference through their choice of printmaking techniques and imagery. Students will demonstrate leadership skills in the management of the Print Studio.

**ARTS 342 Advanced Printmaking II (3 credits)**

Continues exploration of techniques presented in Introduction to Printmaking with focus on study of a specific medium, including silkscreen, etching, or lithography. Prereq.: 1105 241 or permission of instructor.

**ARTS 343 Advanced Printmaking II (3 credits)**

Continues exploration of techniques presented in Introduction to Printmaking with focus on study of a specific medium, including silkscreen, etching, or lithography. Prereq.: 1105 241 or

permission of instructor.

### **ARTS 350 Advertising and Publication Photography (3 credits)**

This course presents advanced study of the techniques and business practices for advertising and commercial photography. Topics include location lighting, location portraits, product and food photography, marketing, salesmanship, and working with commercial clients.

Prerequisite: ARTS 145. Studio course.

#### **Course Objectives:**

By the end of semester, students will produce a commercial and editorial portfolio, which will cover fashion, beauty, architectural, and food photography, using different lighting technique as well as various camera formats.

### **ARTS 351 Advanced Sculpture (3 credits)**

This course is a continued exploration of sculpture materials and methods. Additive and subtractive methods of sculpture are examined as students work with the physical and aesthetic qualities of working three dimensionally. The focus is on both representational and abstract forms. Includes studio intensive work, readings, and field trips. Prerequisite: ARTS 251 Intro to Sculpture. Involves use of mechanical equipment and power tools in the studio workspace. Studio course.

#### **Course Objectives:**

Students will demonstrate proficiency in traditional sculpting techniques and materials, via the creation of three-dimensional artworks in a studio setting. Students will be able to identify works of some historically noteworthy sculptors and contemporary artists. Students will demonstrate skill in the use of various three-dimensional media, both additive and subtractive methods of sculpting. Finished works will demonstrate the student's understanding of the physics of sculpture, mold-making, surface patinas and textures, and effective composition. Students will be able to articulate the aesthetic value of three-dimensional works.

### **ARTS 354 Photographic Lighting (3 credits)**

This is an advanced class in using studio and natural lighting to achieve a variety of effects while generating successful photographic images. The use of contemporary photographic lighting theory is explored. Prerequisite: ARTS 145. Studio course.

**Course Objective:** Students will produce a portfolio which focuses on lighting qualities. This portfolio will consist of a total of fifteen images that demonstrate the skill of lighting. Students will be able to demonstrate effective use of artificial or natural light, in a studio or on location. Students will also be able to achieve fine art and commercial aspects in their portfolios, and show their work in a professional manner.

### **ARTS 360 Advanced Ceramics (3 credits)**

This course explores advanced techniques in the practice of ceramics. Students learn about experimental physical structures and aesthetic properties of ceramic art. Artwork is created using wheel-thrown clay work as well as three-dimensional building approaches. Focus is on both functional and decorative forms. Studio course. Prerequisite: ARTS 261

#### **Course Objective:**

Students will demonstrate skill with advanced ceramic techniques and materials. Students will demonstrate a sophisticated knowledge of ceramic styles, both historic and contemporary.

Students will learn to produce high-quality ceramic artworks through the shaping of stable forms. Students will use the wheel to create balanced ceramic vessels. Students will develop proficiency in the surface elaboration of ceramics through incising, embellishment, and the application of glazes. Additionally, students will learn aspects of personal expression, and be able to articulate their knowledge of design concepts as they relate to three-dimensional works.

### **ARTS 364 Advanced Photographic Lighting (3 credits)**

This is an intensive course that will help students produce more effective and consistent results using natural, ambient, and non-continuous lighting sources. The course provides an advanced study of essential camera functions, including meter, exposure, and white balance. The course explores strategies for addressing a variety of challenging lighting circumstances, subject situations (indoors and outdoors), lighting ratio/contrast concerns, color controls, lighting direction, and degrees of diffusion. This course examines how light works and how light is effectively used to create different types of images. Prerequisite: ARTS 354

Photographic Lighting

#### **Course Objective:**

Students will produce a lighting photography portfolio that will include a series of images (prints), from portraiture, architectural, fashion/beauty, as well as food photography. They will build an online portfolio of work that demonstrates the effective use of advanced photographic lighting techniques.

### **ARTS 375 Tools and Materials of the Artist (3 credits)**

Focuses on traditional and experimental tools and materials used in the creation of art and encourages exploration of personal expression through alternate media. Prereq.: 1105 112, 1105 102 and 200-level studio sequence or permission of instructor.

### **ARTS 380 Illustration Techniques (3 credits)**

Students will explore traditional and experimental media and techniques used for illustration. Students will develop compositional strategies for a variety of black-and-white and color illustrations. Students learn about the integration of text and image. This course is an exploration of visual style, narrative, and communication. Students work on concept development, gathering visual reference, and the use of craft in making intellectually and aesthetically pleasing images. Prerequisite: ARTS 101. Studio course.

#### **Course Objectives:**

Students will demonstrate a proficiency in a variety of traditional illustration techniques (pen & ink, pastel, colored pencil, scratchboard, collage) following instructor demonstrations. Using suggested media, students will perform media experiments and also generate finished artwork in a studio setting. Students will complete compositions demonstrating a variety of compositional/design strategies. Students will demonstrate sophisticated drawing skill. Students will demonstrate knowledge of historically significant illustrators as well as contemporary illustrators. Students will learn how to use preliminary sketches and reference photography as resources for illustration work. Students will generate illustrations based upon their own original concepts. The final portfolio will reflect a sense of personal style, understanding of visual storytelling, and sophistication of style, content and form.

**ARTS 385 African Art History (3 credits)**

Surveys the styles of the people of western and central Africa with reference to cultural influences on the art and styles. Assigns readings, field trips, and written reports. Prereq.: None.

**ARTS 387 Contemporary World Art (3 credits)**

Examines visual expressions of the world, including painting, sculpture, architecture, and other forms created from the 20<sup>th</sup> Century to contemporary times presented in a global cultural and historical context. Prerequisite: none. Lecture course, involves field trips.

**Course Objectives:**

Students will demonstrate knowledge of contemporary visual art via written and verbal discussions that utilize relevant terminology and reference points. Students will learn the traits that characterize contemporary art in several cultural contexts. Students will be able to discuss (in written and oral contexts) the unique personal history of individual contemporary artists and how their culture and personal history shaped their work. Students will be able to debate the value of contemporary art with reference to several critical theories relating to modernism and postmodernism.

**ARTS 394 Directed Studies (3 credits)**

Provides an opportunity for independent studio work at the junior level under the close supervision and direction of an art faculty member. Independent studio time is equal to the amount required of all three-credit studio courses. Requires weekly conferences with instructor. Prerequisite: 200-level series of classes and permission of the Department Chair. Studio course.

**Course Objectives:**

Course objectives for all independent studies are to be planned in consultation with the instructor and the Art Program Coordinator. Course objectives, course calendar, and course content for all Directed Studies classes is to be finalized in written form and presented to the student and the Art Program Coordinator within the first two weeks of the course.

**ARTS 409 Animation II (3 credits)**

Students examine advanced animation techniques. Varieties in character design and body language are covered. Visual timing, scene editing, and project workflow are developed as students collaborate on animation in a group workshop setting. Prerequisite: ARTS 102, ARTS 303, or permission of instructor. Digital studio course.

**Course Objectives:**

Students will demonstrate the ability to design and draw a set of integrated characters for an animated film. Students will show skill at creating animated character movement through the use of storyboarding, key frames and motion in-betweens. Students will demonstrate the skills of background and environmental design for animated film, as well as creating changes in lighting and atmosphere for individual animated scenes. Students will demonstrate the ability to simulate camera movement and position within animated segments. Students will demonstrate the ability to design moving forms with a credible sense of volume, movement, and rhythm. Students will produce original animation segments within a digital studio environment. Students will demonstrate proper use of animated design vocabulary and terminology. Students will demonstrate familiarity with historically noteworthy animated

sequences. Students will demonstrate the ability to edit original animated sequences and apply original sound to animated work.

### **ARTS 411 Package and 3D Graphic Design (3 credits)**

This course explores advanced three-dimensional concepts as applied to package design, exhibit design, and other 3-D commercial formats. Covers traditional and computer-aided design techniques, and reviews graphic design software, utilizing concepts of color, type, presentation methods, and spatial design. Prerequisite: ARTD 113. Digital studio course.

#### **Course Objectives:**

Students will create effective graphic designs that are finished in a three-dimensional format. Students demonstrate the ability to create designs with a cohesive visual impact from a multitude of angles and utilizing changes of format and scale. Students demonstrate sophistication in their understanding of ergonomic considerations in design. Students use typography in a manner that is sensible, appropriate, legible, and aesthetically pleasing. Students use color to create visual impact, and demonstrate knowledge of how to economically present visual and typographic information. Students demonstrate knowledge of logistical concerns regarding printing, folding, and assembly of complex three-dimensional graphic forms.

### **ARTS 431 Painting (Various Media) (3 credits)**

Emphasizes advanced development of a personal style in the student's choice of a variety of painting media. Prereq.: 300-level painting studio sequence or permission of instructor.

### **ARTS 435 Mural Painting (3 credits)**

Covers the process of mural painting on interior and exterior surfaces and its use as a mode of personal expression and as a communication tool for the community. Students work both individually and in supervised groups to create finished mural artwork. Prerequisite: ARTS 231. Studio course, involves field trips and off-campus art making.

#### **Course Objectives:**

Students will demonstrate a proficiency in painting on a large public scale, both in interior and exterior settings. Students will show an ability to compose within a frieze format, and also demonstrate the capacity to mechanically enlarge designs to fit a large public scale. Using suggested media, students will generate finished mural designs in a studio setting. Students will complete finished works in a group setting, demonstrating the collaboration skills needed to complete group artwork. Students will demonstrate sophisticated drawing and painting skill.

### **ARTS 460 Video For The Arts (3 credits)**

This course explores creative production of time-based art using digital video, video editing, text for video, and introductory visual effects. Emphasis is on video concepts, narrative techniques, composition, sequencing of ideas, and creating cohesive visual presentations. This course is an introduction to the history of video as an art form and experimental approaches to video art and the expressive application of video. Prerequisite: Senior standing within the Art Program or the Digital Media Program. Digital studio course.

#### **Course Objectives:**

This course focuses on the creative production of time-based art using digital video and effects.

Students will learn the concepts and techniques utilized in video as well as the history of video as an art form. The course will include a look at experimental approaches to video art, and video installation as well as its historical development as an art form. Technical instruction will focus on the use of editing for both linear and non-narrative structures. The technical skills will assist students in the fields of computer art, video, film, and installation.

**ARTS 471 Advanced Studio Project I (3 credits)**

Provides a structure for advanced work. Allows the student, in collaboration with an art faculty member, to develop a problem in an area of specialization and resolve the problem through visual projects that eventually culminate in a student exhibition. Prereq.: Completion of required 300-level courses in area of specialization and permission of Department Chair.

**ARTS 472 Advanced Studio Project II (3 credits)**

Continues Advanced Studio Project I. Course culminates in senior art exhibition by student and involves all aspects of mounting an exhibition. Prereq.: 1105 471 and permission of Department Chair.

**ARTS 474 Advanced Photography (3 credits)**

Students will produce a unified portfolio of their own images to represent their work as a professional photographer. Students will explore subject choice, equipment and materials, and professional presentation. This course is meant for students that have completed the majority of their photographic coursework and are ready to build a final portfolio of photographic work. Prerequisite: ARTS 206, ARTS 209. Studio Course.

**Course Objectives:**

Students will have their commercial, editorial, and fine art portfolios ready for a job interview at the magazines, advertising agencies, galleries and other applications of the business of photography.

**ARTS 477 Independent Study in Art (3 credits)**

Provides independent study under the direction and supervision of art faculty. Offers the advanced student an in-depth study of the area of specialization. Prerequisite: Senior standing and permission of Department Chair. Studio course.

**Course Objectives:**

Course objectives for all independent studies are to be planned in consultation with the instructor and the Art Program Coordinator. Course objectives, course calendar, and course content for all Directed Studies classes is to be finalized in written form and presented to the student and the Art Program Coordinator within the first two weeks of the course.

**ARTS 478 Photography Portfolio Seminar (3 credits)**

Focuses on preparing students for the photography market through portfolio preparation and presentation. Career guidelines, job pricing, and marketing tips are discussed. Portfolio review and resumé are required. This course is a senior capstone course for photography students, who will revise their resúmes and organize a complete portfolio of photographic works to show to prospective clients and art buyers. Prerequisite: Completion of all 300-level photography courses. Studio course.

**Course Objective:**

Students will complete three separate photography portfolio books: the first book is commercial and editorial photography, the second book is a fine art portfolio, and the third book is a photojournalism/documentary series. Students will complete each of the three books with 20 of best images that they have produced. Students demonstrate readiness for the job interview at magazines, advertising agencies, galleries and other applications within the business of photography.

**ARTS 480 Interdisciplinary Art I (3 credits)**

Students will create artwork using two-dimensional, three-dimensional, digital and time-based techniques. Students learn about the integration of form and content. Students will explore the boundaries between art and community, art and anthropology, art and politics, art and sociology, art and narrative, etc. Prerequisite: completion of all 300-level studio and art history courses. Lecture course, field trips required, studio projects required.

**Course Objectives:**

Students will successfully integrate the procedures, materials or discourses of two art forms, resulting in work that can be considered interdisciplinary. Using various art media, students will complete media experiments and also generate artwork in a studio setting. Each student will demonstrate effective visual research for each assignment, in order to put informed content into visual context. Students will demonstrate knowledge of how to use conceptual sketches and thumbnail drawings to produce finished work. Students will generate artwork based upon their own original concepts. The final portfolio will reflect a sophistication of personal style, understanding of content, form, and craft, and professional presentation.

**ARTS 481 Interdisciplinary Art II (3 credits)**

This course is an exploration of experimental techniques for the visual arts. Using various art media, students will perform media experiments and develop artwork in a studio setting. The focus of this course is gathering visual data, refining art content, and honing craftsmanship. Students will integrate the procedures, materials and discourses of differing art disciplines. This course exposes students to collaborative art processes, the exploration of cultural identity through art, and the making of art within contemporary social context. Prerequisite: completion of all 300-level studio and art history courses. Lecture course, field trips required, studio projects required.

**Course Objectives:**

Students will use knowledge of traditional and contemporary media for the making of artwork. Students will demonstrate familiarity with contemporary art of an interdisciplinary nature: book arts, digital and time-based media, and installation are all considered and discussed with authority. Students will make aesthetically pleasing and intellectually challenging art pieces that reflect a sense of personal style and professional levels of craft. Students will create artwork specifically designed with relationship to a community, and will articulate (in written and oral form) the value of the work from an aesthetic and social impact.

**ARTS 485 Museum Techniques (3 credits)**

Provides an introduction to how a museum functions, including conservation of art works, display techniques, hanging, and exhibits, and general aspects of gallery operation. Includes theory and practical experience through cooperation with local museums and galleries.

Prereq.: Art history sequence, 200-level studio sequence, and permission of Department Chair.

### **ARTS 487 Survey of Modern Art (3 credits)**

This course explores the origins of Modernism through the study of drawings, paintings, architecture, design, sculpture, photography, and early cinema. The origins of Modernism, including French Impressionism, will be examined as the foundation of art theories developed in the 20<sup>th</sup> century. Field trips to local museums will provide direct experience with the works that shaped the art world in the Modern era. Prerequisite: none. Lecture course, involves field trips.

#### **COURSE OBJECTIVE:**

Students will demonstrate knowledge of Modernism as it applies to painting, sculpture, photography, and the advent of cinema. Students will demonstrate knowledge of historically significant Modern artists, their work, media, and styles. Students will be able to use the vocabulary necessary to articulate different aspects of these art movements. Students will be able to craft written scholarly discussions on the topic of Modernism. Students will be able to identify various movements within Modernism.

### **ARTS 490 Senior Portfolio (3 credits)**

This course is a senior capstone course for art, graphic design, and photography students. The creative output of each student is edited and revised for consideration in a final working portfolio. Students revise their résumés and develop a complete physical and digital portfolio of works to show to prospective clients and art buyers. Prerequisite: Senior standing. Studio course with writing involved.

#### **Course Objectives:**

Students will demonstrate the ability to self-select and edit the best pieces of their portfolios, using a critical eye. Students will collect a cohesive body of work representing their strengths as artists, designers, and/or photographers. Students will show their sensibility for selecting and revisiting a project from their past output, and redesign the work for inclusion in a final presentation portfolio. Students demonstrate the ability to compose the formal elements of a creative professional résumé, to articulate achievements in proper English, and to design the résumé using effective layout and font usage. Students demonstrate effective use of portfolio building techniques, including the construction of physical portfolios, the use of pages, page binding, and art mounting. Students will demonstrate the capacity to organize and create a digital portfolio of selected works.

### **ARTS 490 Radical Image (3 credits)**

Students will be exposed to a history of the radical image through filmmaking, video arts, photography and digital art. Lectures explore theories relating to surrealism, hyperrealism, magical realism, and gender, identity, and race deconstruction. Prerequisite: none. Lecture course, field trips required.

#### **COURSE OBJECTIVE:**

Students will demonstrate knowledge of alternative art movements. Students will demonstrate knowledge and vocabulary of alternative artists, their work, media, and styles. Students will be able to define the different aspects of these art movements, and most importantly, what makes these works true achievements that allowed for future revolutionary developments in the arts. Students will produce visual projects that demonstrate the working knowledge of alternative

art theory.

### **ARTD 105 Foundations of Design (3 credits)**

Students are introduced to the elements of visual art and design. The design principles of line, shape, value, and texture are examined, along with an introduction to color theory. Students are introduced to principles of aesthetics as they explore various solutions to design problems. Students focus on developing design skills as a means to communicate thoughts, ideas, and messages. Prerequisite: none. Studio course.

#### **Course Objectives:**

Students will create works that demonstrate a sophisticated use of line, shape, value, texture, color, and space in two-dimensional black-and-white and color compositions. Students will learn the elements of the color wheel, including color theories related to complementary color, analogous color, split-complementary color, divisionism (pointillism), warm-and-cool color contrasts, neutralized color, earth tones, and achromatic composition. Students will demonstrate an understanding of the design elements as they apply to fine art, applied art, and graphic arts. Students will learn to create artwork in a studio setting through lectures and demonstrations. Students will learn how to analyze design and how to use the art elements to create successful designs.

### **ARTD 106 Introduction to Digital Design (3 credits)**

Introduces students to a series of digital software used in the graphic design, publishing, and web design fields. Explores software programs used for page layout, raster/bitmap image manipulation, and vector graphics. Provides beginning students with the computer design skills needed for more advanced classes in the visual arts and design curriculum. Prerequisite: ARTD 106 Introduction to Digital Design. Digital Studio Course.

### **ARTD 107 Page Layout and Design (3 credits)**

Introduces students to the fundamentals of digital desktop publishing using page layout software. Topics include basic page formatting, effective composition, grid layouts, multi-page documents, copy fitting, typographic alignment, and text legibility. Explores font management, color models, the use of stock photography, and methods of page design for maximum visual impact. Prerequisite: ARTD 106 Introduction to Digital Design. Digital Studio Course.

### **ARTD 113 Graphic Design I (3 credits)**

Students apply basic design concepts to a variety of graphic formats. Page layout and spatial organization form the foundation for solving graphic design challenges. Students examine composition, communication through word and image, typographic layout, and use of color in design. Students produce works of graphic design such as posters, business communications, and other related graphics, for presentation via print and digital media. Studio course.

Prerequisite: ARTD 105; GRCT 109. Digital studio course.

#### **Course Objectives:**

Students will develop a series of graphic designs that demonstrate effective visual problem-solving skills. Students will design original iconic symbols, effectively use typography to communicate content, and use graphic techniques to create successful informational design. Students will demonstrate knowledge of studio operations and procedures, client relations, and production standards. Students will demonstrate the ability to verbally articulate their

design intent, using sophisticated and appropriate design terminology. Students will demonstrate the ability to receive criticism and to create revisions of designs based upon constructive feedback. Students will demonstrate professional levels of final design presentation.

### **ARTD 124 Computer Art (3 credits)**

An introductory course in the creation and production of art using the computer as a creative tool. This course is an exploration of digital design in a studio atmosphere. Students learn digital image development and manipulation while exploring conceptual ideas and compositional strategies. The focus is on raster-based image programs such as Photoshop, and the creation of art by utilizing image-building software programs. Prerequisite: ARTD 105, GRCT 109. Digital studio course.

#### **Course Objectives:**

Students will demonstrate the ability to draw legible and effective thumbnail sketches as preparatory works. Students will be able to develop multiple compositional approaches for a given design problem. Students will demonstrate the capacity to receive and act on constructive criticism during the thumbnail stage of development. Students will create computer-based designs and illustrations using industry-standard software programs. Students will show an understanding of the use of the major tools of visual software programs. Students will demonstrate an understanding of how to transfer and negotiate designs between differing graphic software programs. Students will learn how to act on feedback concerning digital design, and how to present digital designs in a professional manner and format.

### **ARTD 126 Typography (3 credits)**

This class is a survey of type used as a graphic design element. Typographic design is explored through the creation of letterforms, the use of traditional and contemporary fonts, and the creation of effective page layouts using type. The course combines technical aspects and rules of traditional typesetting with the aesthetics of creative typography. Prerequisite: ARTD 105, GRCT 109. Digital studio course.

#### **Course Objectives:**

Students will demonstrate skills in the correct usage of typography. Students will design effective graphics that are exclusively typographic, and will also create designs that show an understanding of the relationship between text and image. Students will be able to identify the major principles of typographic design, using the correct terminology regarding type structure, form, and configuration. Students will demonstrate the ability to create an original and uniform typeface. Students will demonstrate the ability to align type visually and using grid systems. Students will demonstrate awareness of the emotional and intellectual potential of type, both through verbal articulation and through the use of expressive and effective typographic designs.

### **ARTD 201 Computer Illustration (3 credits)**

Students learn the fundamentals of digital image building techniques that are applied in visual communications. The course focuses on developing vector-based drawing skills as students continue to develop conceptual solutions for effective illustration. Students learn the use of digital toolboxes to produce illustrations and logo design. Prerequisite: ARTS 101, ARTD 105,

GRCT 109. Digital studio course.

**Course Objectives:**

Students will demonstrate technical and artistic skills as they create computer illustrations for logos, technical illustrations, conceptual images, and artistic designs. Students will show a discerning knowledge of which kinds of illustration are most effective for a given concept and a given client, and be able to articulate the intent of their approach to computer-assisted illustration. Students will demonstrate technical expertise with vector graphics, both basic and advanced features: the pen tool, the alignment and pathfinder menus, custom brushes, meshes and layer management. Students will demonstrate fluency with filters, channels, brushes and color manipulation tools that may be used in conjunction with vector graphics. Students will show conceptual innovation, effective use of color, use of negative space, and typography (where applicable).

**ARTD 203 Digital Photo Imaging (3 credits)**

Explores the range of effects achieved using digital image editing tools. Covers methods used to digitally manipulate photographs and graphics. Includes digital photo retouching via the use of filters, layers, and other digital tools to modify images for print and web design. This course presents industry-standard techniques using digital tools for visual problem solving.

Prerequisite: ARTD 106 Introduction to Digital Design. Digital Studio Course.

**ARTD 206 Multimedia (Authoring) (3 credits)**

Introduces basic fundamentals of authoring and scripting multi-media productions, using Director software or special scripting language(s). Students combine graphic elements, text, audio, video and animated sequences to produce interactive products and materials. Storage and transfer formats include CD ROM, video, Jag, and Zip formats. Primary Multimedia software is Director 7, Authorware and other software are explored. Students design interactive prototype schemes, navigation elements, and graphic interfaces after formulating overall design and content-flow charts or diagrams. Prereq.: 1101 115; 1101 201 or permission of instructor.

**ARTD 207 Web Design (3 credits)**

Students apply graphic design concepts to web page and site design, with the goal of creating a comprehensive, integrated web site. Students explore the use of type design, page flow, image placement, and hyperlinks as they develop an understanding of web structures. The course utilizes web authoring software. Prerequisite: ARTD 113, GRCT 109. Digital studio course.

**Course Objectives:**

Students will learn how to use design software to create and optimize graphics for the web and create webpage design mock-ups. Students will author in HTML/CSS front-end prototypes that are semantically correct, standards-compliant, and follow the industry's current best practices. Students will demonstrate basic knowledge of User Interface Design, HTML5/CSS3, Responsive Web Design, and the use of JavaScript in creating interactive web features. Students will demonstrate effective use of color, images, and typography in communicating the intent of the website. Students will publish at least one website.

**ARTD 208 History of Graphic Design (3 credits)**

Surveys the development of the graphic arts (design, typography, illustration, photography,

film, industrial design, architecture, and electronic media) in world culture through history. Visual communication is explored from the earliest days of civilization through the rise of industrialism and into the current era. Independent reading and study will be necessary. Prerequisite: None. Lecture course.

**Course Objectives:**

Students will demonstrate knowledge of stylistic characteristics of different periods of design, and know the terminology necessary to communicate an analysis of the works. Students will identify the traits which characterize a given graphic design trend or movement, and learn about the meaning, aesthetics, and function of the designs. Additionally, students will be able to articulate an understanding of the goals and intent of the designers. Students will demonstrate knowledge of the trajectory of developing design technology (developing artistic processes) and the political, social, economic, and geographic background of the design work.

**ARTD- 209 Interactive Multimedia (3 credits)**

Explores basic concepts in interactive multimedia and information design. Fundamental concepts include scripting, organizing, and planning the information design. Students manipulate digital media to communicate using text, graphics, animation, sound, and new media. Research and audience analysis become critical. Retrieval techniques and image databases are also important. The course teaches students to interface good digital design with a focus on interactivity, navigational, and linking concepts/procedures that create a good flow of the information used in the projects. Prereq.: 1101 115; 1101 201; or permission of instructor.

**ARTD 212 Graphic Design II (3 credits)**

This course applies advanced design concepts to various communication formats. Assignments include the development of visual identity systems, packaging design, and advanced communication design problems. Students apply concepts to web, publication, and promotion graphics. Prerequisite: ARTD 113. Digital studio course.

**Course Objectives:**

Students will complete graphic design projects that demonstrate effective visual problem-solving skills. Students will design original graphic identity systems, effectively utilize a consistent typographic program to communicate brand identity, and use various formats (including print, package design, and online interface presentation) to present graphically organized information. Students will demonstrate knowledge of quality aesthetic standards, studio operations and procedures, client relations, and production management. Students will demonstrate the ability to verbally articulate their design intent, using sophisticated and appropriate design terminology. Students will demonstrate the ability to receive criticism and to create revisions of designs based upon constructive feedback. Students will demonstrate professional levels of final design presentation.

**ARTD 213 Publication Design (3 credits)**

Covers concepts in publication design for circulated printed media. Students learn the core concepts of page layout for brochures, newsletters, magazines, annual reports, and other printed materials. The class explores copy fitting, text & image flow, and visual design identity. Prerequisite: ARTD 112, ARTD 126. Digital studio course.

**Course Objectives:**

Students will demonstrate an understanding of the core concepts of visual design identity, including the use of custom and process colors, the formatting of visual elements, and aesthetically pleasing layouts. Students will show a discerning knowledge of how to select and format logos, photographs, and illustrations for use in a professional publication. Students will be able to effectively design within a multitude of single-page and multiple-page documents, demonstrating an understanding of page layout uniformity, harmony, and variety. Students will be able to articulate the intent of their design solutions using vocabulary and terminology appropriate to the design field. Students will demonstrate technical expertise with copy fitting and adherence to type specifications. Students will demonstrate fluency with the creation of original page layout templates. Students will show design sophistication, appropriate and aesthetically pleasing use of color, and well-composed, legible typography that serves the communicative intent of the design work.

### **ARTD 2953D Modeling and Animation (3 credits)**

Students explore the world of three-dimensional graphic environments utilizing basic, and intermediate modeling techniques. Primitives are transformed into complex object models. Other topics focus on scene building, texture mapping, and animation procedures. The course includes motion analysis, project prototypes, and application to web, gaming, multimedia, and Quicktime videos are addressed. Additional light and camera techniques are taught to enhance student production. Prereq.: 1101 203; or permission of instructor.

### **ARTD 310 Applied Typography (3 credits)**

This course is an examination of typographic systems that structurally shape and organize visual communication. This course is an advanced exploration of typographic criteria such as hierarchy, reading order, legibility, meaning, and interpretation. Students will explore the interdependent nature of type, shape and image as it relates to visual communication. Students will have the opportunity apply knowledge of various typographic structures to a final project. Prerequisites: GRCT 109 Digital Applications, and ARTD 126 Typography I.

#### **Course Objectives:**

Students will demonstrate an understanding of using typography to communicate ideas and messages while gaining greater control and freedom using a structural typographic system. Students will demonstrate mastery of word and image organization. Students will show an understanding of the organizational principles of visual hierarchy and dominance. Students will create effective designs using the grid system of organization. Students will demonstrate methods of adapting and transforming the traditional structure for page layout.

### **ARTD 470 Advanced Web Design (3 credits)**

This course provides hands-on experience with advanced conceptual and technical concepts in Web Design. Covers advanced design and authoring issues specific to web-based presentations such as user interface design and testing, adaptive and responsive design techniques, the most current style and layout sheets, tags and techniques. Additionally, this course presents an introduction to maintainable and functional scripting. Prerequisite: Introduction to ARTD 207 Web Design, ARTD 212 Graphic Design II, and ARTD 126 Typography.

#### **Course Objectives:**

Students will demonstrate the ability to create standards-compliant web pages. Students will create web designs that incorporate interactive elements. Students will demonstrate ability to

create websites with basic user friendly content management systems and template-based shopping carts for e-commerce applications.

#### **ARTD 494 Graphic Design Practicum (3 credits)**

This course prepares students for the professional graphic design field by providing assignments for a local client. Students will respond to client concerns, deadlines, and project revisions in a design studio environment. Students will explore collaboration with an art director and other designers while completing group projects. Students may explore intern/apprenticeship experiences with local design studios for the semester to gain first-hand experience in the graphic design field. Prerequisite: ARTD 212. Studio course.

##### **Course Objectives:**

Students will demonstrate skill in concept development, thumbnail sketching, preliminary design presentations, project revision, and final graphic project presentation. Students will demonstrate professional standards of conduct within a design studio environment, including participation in the group evaluation of all stages of development. Students will demonstrate responsiveness to feedback and client changes to designs. Students will show an awareness of responsibilities toward assignment parameters and deadlines. Students will use correct design terminology when discussing the aesthetic and communicative intent of designs.

#### **ARTD 496 Graphic Design Seminar (3 credits)**

Applies knowledge to advanced project assignment related to job environment conditions. Emphasizes total job assignment concept, including initial concepts, design comprehensive, electronic pre-press, production, and final presentation. Instructs students to prepare a professional portfolio. Prereq.: 1101 411 or permission of instructor.

#### **Opportunities for dual degrees:**

Students may elect to pursue two degrees within the arts. By following the entire prescribed curriculum requirements for two (or three) concentrations, students can achieve additional degrees. Students enrolled in the current B.A. program are already taking advantage of this opportunity.

#### **Admission requirements:**

The admission requirements for all Art Program degrees are the same as the University admission requirements. No special portfolio review is required for entrance into the art program, although portfolio review is considered for those seeking transfer credits from other institutions. For transfer students, credits can be accepted from other accredited institutions, provided the student has passed the courses and have a portfolio demonstrating the mastery of concepts presented in the UDC Art Program equivalent courses. There will be a portfolio review as a requirement for admission into all Junior and Senior level courses.

## **C. PROGRAM CONSIDERATION FACTORS**

### ***1. Demonstration of need (including internal and external supporting data):***

- *The total number of credit hours required for Art majors currently at UDC:*

<b>Bachelor of Art (BA) – Studio Art</b>	<b>120</b>
<b>General Education</b>	<b>37</b>
<b>Studio Art (Major)</b>	<b>83</b>
<b>Total:</b>	<b>83</b>

*Comparable B.F.A. programs nationally:*

#### ***Virginia Commonwealth University, Richmond, VA.***

BFA in Art: 120 credits.

VCU is in the top ranked schools for art and graphic design, offering degrees with a strong mix of both theory and practice. VCU has a standout art program in a liberal arts college offering many degrees.

#### ***School of Visual Arts, New York, NY.***

BFA in Art: 120 credits: 72 credits in Studio, 30 credits in Humanities & Sciences, 12 credits in Art History, and 6 credits as an option in Art History, Studio, or humanities. Their programs are richly layered: nearly every class offered has introductory and advanced sections, allowing for students to build upon foundation principles.

#### ***Maryland Institute College of Art, Baltimore, MD.***

BFA in Art: 126 credits. MICA is in the top ranked schools for art, and manage to offer a variety of programs within the arts, managing both interdisciplinary practice and studio specializations. All degrees are 126 credits, which include 15 credits of Art History courses.

- *Program in the visual arts in local/peer institutions:*

#### ***George Mason University***

BFA in Art: 120 credits. A peer institution due to locale and the type of courses offered, as well as currently having options of both BA and BFA degree programs. Their BA programs are designed as less-studio intensive alternatives to the BFA curricula, and with only 9 Art History credits as opposed to the 12 Art History credits required for their BFA degree.

### ***2. Congruence with academic unit objectives and university mission:***

The Art BFA degree will serve the University's mission, as the current BA degree already does. The Art Program will maintain all three concentrations currently offered through the B.A. degree.

***3. Avoidance of duplication or overlap with existing courses or programs:***

There is no overlap or duplication of existing courses or programs currently offered at UDC.

***4. Relationship with other programs/departments/schools/colleges:***

All core courses for the Art degree come from offerings under Studio Arts and Graphic Design. There is no change in degree content that affects any program.

***5. Standards of relevant accrediting agencies and/or professional societies.***

The proposed Interdisciplinary Studio Art degree conforms to the requirements of a BFA degree through NASAD (the National Association of Schools of Art and Design), and was reviewed directly by Nora Hamme ([nhamme@arts-accredit.org](mailto:nhamme@arts-accredit.org)) and Derek Bowden, Management Associates for Accreditation and Education Services at the National Association for the Accreditation of Schools of Art & Design (NASAD).

***6. Number of students immediately affected if relevant. Projected enrollment, if relevant:***

Students affected will be those who are currently in the system as BA majors. There are currently 60+ students enrolled in the existing program, split between Studio Art, Graphic Design, and Photography majors.

***7. Effect on students' development, employment, program effectiveness, or successful degree completion:***

The curriculum revision is in line with the curricula of competitive institutions. The BFA degree is much stronger professionally than the BA degree, and will create a stronger creative résumé for all matriculating students. There will be no need for a teach-out system for currently enrolled students.

***8. Adequacy and appropriate qualification of current faculty and support staff. Identify additional needs if any:***

Current faculty are teaching all courses offered within the proposed curriculum.

***9. Adequacy of current facilities (offices, classrooms, labs, etc.):***

Current lab space and facilities are adequate for the proposed changes. All labs and studios currently used will continue to be used for the same courses and activities.

**10. Adequacy of supplies and equipment. Identify additional needs, if any:**

No additional needs.

**11. Estimated costs, available funds and probable funding sources:**

There will be no additional funds required.

**12. Adequacy of supportive library and technical resources:**

No additional needs.

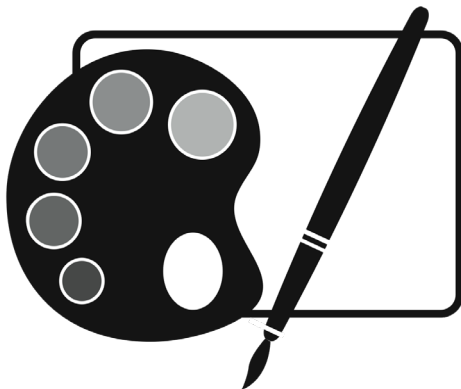
**D. Rationale for Proposal & graduation numbers**

For the last five years, the Art Program has graduated 10 – 17 students annually within the Art Program degree offerings. The new B.F.A. degree will be a stronger recruitment tool, since it makes the UDC Art degree more competitive with peer institutions.

**E. Proposed date of implementation:**

We would like the new degree to be among the offerings in Spring 2023.

**F. Curriculum Outlines:**



# STUDIO ART

UDC Division of Arts and Humanities  
Bachelor's Degree in Fine Art (B.F.A.)  
Concentration in Studio Art  
120 credits

***Semester One (Fall)***

___ ARTD - 105	Foundations of Design
___ ARTS - 101	Introduction to Drawing
___ ARTD - 106	Introduction to Digital Design

***Semester Two (Spring)***

___ ARTS - 102	Figure Drawing
___ ARTS - 115	Visual Thinking
___ ARTS - 145	Basic Photography

***Semester Three (Fall)***

\_\_\_\_ ARTS - 231  
\_\_\_\_ ARTS - 261  
\_\_\_\_ ARTS - 281  
\_\_\_\_ ARTD - 124

Introduction to Painting  
Introduction to Ceramics  
World Art History: Ancient to Renaissance  
Computer Art

**Semester Four (Spring)**

\_\_\_\_ ARTS - 241  
\_\_\_\_ ARTS - 251  
\_\_\_\_ ARTS - 282  
\_\_\_\_ ARTD - 201

Introduction to Printmaking  
Introduction to Sculpture  
World Art History: Renaissance to Contemporary  
Computer Illustration

**Semester Five (Fall)**

\_\_\_\_ ARTS - 217  
\_\_\_\_ ARTS - 331  
\_\_\_\_ ARTS - 380  
\_\_\_\_\_

Color Theory & Practice  
Advanced Painting  
Illustration Techniques  
Art History Elective (3 credits: recommended - Art Appreciation, History of Graphic Design, African-American Art History, Contemporary World Art, Multicultural Traditions in American Art, Survey of Modern Art, History of Photography)

**Semester Six (Spring)**

\_\_\_\_ ARTS - 305  
\_\_\_\_ ARTS - 341  
\_\_\_\_\_

Advanced Figure Drawing  
Advanced Printmaking  
ARTS 351 Advanced Sculpture or ARTS 360 Advanced Ceramics or ARTS 272 Art and New Technologies

**Semester Seven (Fall)**

\_\_\_\_ ARTS - 480  
\_\_\_\_ ARTS - 460  
\_\_\_\_\_  
\_\_\_\_\_

Interdisciplinary Art I  
Video for the Arts  
Open Elective (2 credits: recommended open electives are additional Studio Art, Art History, Graphic Design, or Photography courses)  
Art History Elective (3 credits)

**Semester Eight (Spring)**

\_\_\_\_ ARTS - 481  
\_\_\_\_ ARTS - 490  
\_\_\_\_\_

Interdisciplinary Art II  
Senior Portfolio  
Studio Elective (3 credits: studio course in ARTS or ARTD)

**In addition to the listed studio requirements, Studio Art students must also complete the University's General Education Requirements, which are found below.**

**GENERAL EDUCATION REQUIREMENTS:**

\_\_\_\_ IGED - 110  
\_\_\_\_ IGED - 111  
\_\_\_\_ IGED - 210  
\_\_\_\_ IGED - 120  
\_\_\_\_ IGED - 220  
\_\_\_\_ IGED - 280

Foundation Writing I (3 credits)  
Foundation Writing II (3 credits)  
Discovery Writing (3 credits)  
Foundation Quantitative Reasoning (3 credits)  
Discovery Quantitative Reasoning (3 credits)  
Discovery Civics (3 credits)

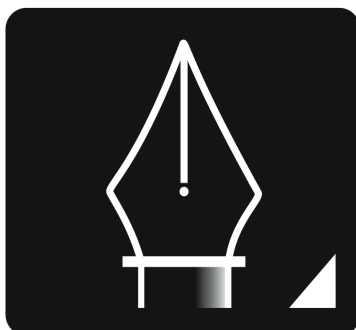
___ IGED - 270	Discovery Diversity (3 credits): suggested: Multicultural Traditions/Am. Art
___ IGED - 260	Discovery Science & Lab (4 credits)
___ IGED - 140	Foundation Ethics (3 credits)
___ IGED - 250	Discovery Technology (3 credits): suggested: Information Design Tech.
___ IGED - 130	Foundation Oral Communications (3 credits)
___ IGED - 391	Frontier Capstone I (1 credit)
___ IGED - 392	Frontier Capstone II (2 credits)

The UDC Art Program offers a four-year Bachelor of Fine Arts (B.F.A.) degree with a concentration in Studio Art. The degree incorporates several traditional art disciplines including painting, printmaking, drawing, photography, and sculpture. The curriculum prepares students with courses in conceptual thinking, art history, and advanced studio courses to synthesize diverse art techniques and theories. Since Studio Art students explore many different techniques for creative expression, our graduates have the skills and knowledge to succeed in several art careers. Careers in the arts include Animator, Book Designer, Art Therapist, Art Teacher, Sculptor, Ceramicist, Gallery Manager, Landscape and Portrait Painter, Installation Artist, Makeup and Special Effects Artist, Textile Designer, Art Conservator, Visual Display Designer, Costume Designer, Theatrical Set Designer, Cartoonist, Art Director, and Illustrator.

Faculty in the Art Program come from the fine art and communication design fields, and have exhibited and published work internationally. The Art Program manages Gallery 42, a non-profit gallery featuring exhibitions of both professional and student artwork. For further information on the Studio Art, Photography, and Graphic Design concentrations at UDC, contact Professor Rukman Niyangoda, Art Program Coordinator, at 202.274.7353, or Professor Daniel Venne at 202.274.5781, or at [dvenne@udc.edu](mailto:dvenne@udc.edu).

Any student eligible for admission to the University is eligible to declare the Art: Studio Art concentration major. An introductory portfolio and statement of intent must be completed and sent to the Art Program Coordinator.

Transfer students, including those coming from UDC's Community College, must submit an application and portfolio to be considered for admission into the four-year program. Students must submit their application through the Registrar's office, meet the requirements (including a "B" average in all major courses), and successfully complete the Art Program portfolio review to be admitted.



# GRAPHIC DESIGN

**UDC Division of Arts and Humanities  
Bachelor's Degree in Fine Art (B.F.A.)  
Concentration in Graphic Design  
120 credits**

**Semester One (Fall)**

_____ ARTD - 105	Foundations of Design
_____ ARTS - 101	Introduction to Drawing
_____ ARTD - 106	Introduction to Digital Design

**Semester Two (Spring)**

_____ ARTD - 107	Page Layout & Design
_____ ARTD - 124	Computer Art
_____ ARTS - 115	Visual Thinking
_____ ARTS - 145	Basic Photography

**Semester Three (Fall)**

_____ ARTD - 113	Graphic Design I
_____ ARTD - 126	Typography
_____ ARTD - 201	Computer Illustration
_____ ARTD - 203	Digital Photo Imaging

**Semester Four (Spring)**

_____ ARTD - 207	Web Design I
_____ ARTD - 208	History of Graphic Design
_____ ARTD - 213	Publication Design
_____ ARTS - 102	Figure Drawing

**Semester Five (Fall)**

_____ ARTS - 231	Introduction to Painting
_____ ARTS - 281	World Art History: Ancient to Renaissance
_____ ARTS - 303	Animation I

**Semester Six (Spring)**

_____ ARTD - 212	Graphic Design II
_____ ARTS - 282	World Art History: Renaissance to Contemporary
_____ ARTD - 310	Applied Typography
_____ ARTS - 409	Animation II

**Semester Seven (Fall)**

_____ ARTS - 380	Illustration Techniques
_____ ARTD - 470	Advanced Web Design
_____	Open Elective (2 credits: recommended open electives are additional Studio Art, Art History, Graphic Design, or Photography courses)

**Semester Eight (Spring)**

_____ ARTS - 490	Senior Portfolio
_____ ARTD - 494	Graphic Design Practicum
_____	Art History Elective (3 credits: recommended - Art Appreciation, African-American Art History, Contemporary World Art, Multicultural Traditions in American Art, History of Photography, Survey of Modern Art)

**In addition to the listed studio requirements, Graphic Design students must also complete the University's General Education Requirements, which are found below.**

## GENERAL EDUCATION REQUIREMENTS:

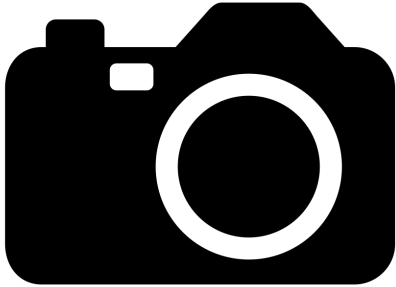
___ IGED - 110	Foundation Writing I (3 credits)
___ IGED - 111	Foundation Writing II (3 credits)
___ IGED - 210	Discovery Writing (3 credits)
___ IGED - 120	Foundation Quantitative Reasoning (3 credits)
___ IGED - 220	Discovery Quantitative Reasoning (3 credits)
___ IGED - 280	Discovery Civics (3 credits)
___ IGED - 270	Discovery Diversity (3 credits): suggested: Multicultural Traditions/Am. Art
___ IGED - 260	Discovery Science & Lab (4 credits)
___ IGED - 140	Foundation Ethics (3 credits)
___ IGED - 250	Discovery Technology (3 credits): suggested: Information Design Tech.
___ IGED - 130	Foundation Oral Communications (3 credits)
___ IGED - 391	Frontier Capstone I (1 credit)
___ IGED - 392	Frontier Capstone II (2 credits)

The UDC Art Program offers a four-year Bachelor of Fine Arts (B.F.A.) degree with a concentration in Graphic Design. Courses are taught in labs with up-to-date technology and cover a wide range of areas in the Graphic Design field, including illustration, logo design, web design, and animation. Students are prepared with solid skills in conceptual thinking, drawing, color theory, art and design history, as well as the knowledge of the computer programs essential to success in the field. Our program gives students the opportunity to merge imagination with technique to produce cutting-edge design work.

Our Graphic Design graduates pursue professional opportunities in various design disciplines. The degree concentration in Graphic Design is the first step to a career in art direction, web design, publication design, illustration, animation, or any number of disciplines in communication design. Graphic Design faculty in the Art Program come from the communication design and graphics fields, and have published and exhibited work internationally. For further information on Studio Art, Photography, and Graphic Design concentrations at UDC, contact Professor Rukman Niyangoda, Art Program Coordinator, at 202.274.7353, or at [rniyangoda@udc.edu](mailto:rniyangoda@udc.edu), or Professor Michael Talley at 202.274.5058 or [mtalley@udc.edu](mailto:mtalley@udc.edu).

Any student eligible for admission to the University is eligible to declare the Art: Graphic Design concentration major. An introductory portfolio and statement of intent must be completed and sent to the Art Program Coordinator.

Transfer students, including those coming from UDC's Community College, must submit an application and portfolio to be considered for admission into the four-year program. Students must submit their application through the Registrar's office, meet the requirements (including a "B" average in all major courses), and successfully complete the Art Program portfolio review to be admitted (this is sent to the Art Program Coordinator).



# PHOTOGRAPHY

UDC Division of Arts and Humanities  
Bachelor's Degree in Fine Art (B.F.A.)  
Concentration in Photography  
120 credits

## **Semester One (Fall)**

\_\_\_\_ ARTD - 105  
\_\_\_\_ ARTS - 101  
\_\_\_\_ ARTD - 106

Foundations of Design  
Introduction to Drawing  
Introduction to Digital Design

## **Semester Two (Spring)**

\_\_\_\_ ARTD - 115  
\_\_\_\_ ARTS - 145  
\_\_\_\_ ARTD - 124

Visual Thinking  
Basic Photography  
Computer Art

## **Semester Three (Fall)**

\_\_\_\_ ARTD - 203  
\_\_\_\_ ARTS - 206  
\_\_\_\_ ARTS - 280  
\_\_\_\_ ARTS - 281

Digital Photo Imaging  
Intermediate Photography I: Portrait Photography  
History of Photography  
World Art History: Ancient to Renaissance

## **Semester Four (Spring)**

\_\_\_\_ ARTS - 209  
\_\_\_\_ ARTS - 260  
\_\_\_\_ ARTS - 240  
\_\_\_\_ ARTS - 282

Intermediate Photography II: Fine Art Photography  
Digital Photography  
Photojournalism  
World Art History: Renaissance to Contemporary

## **Semester Five (Fall)**

\_\_\_\_ ARTS - 231  
\_\_\_\_ ARTS - 217  
\_\_\_\_ ARTS - 354

Introduction to Painting  
Color Theory & Practice  
Photographic Lighting

## **Semester Six (Spring)**

\_\_\_\_ ARTS - 364

\_\_\_\_\_  
\_\_\_\_\_  
*Graphic  
Traditions*

Advanced Photographic Lighting  
Studio Elective (3 credits: studio course in ARTS or ARTD)  
Art History Elective (3 credits: recommended - *Art Appreciation, History of Design, African-American Art History, Contemporary World Art, Multicultural in American Art, and Survey of Modern Art*)  
Open Elective (2 credits: recommended open electives are additional Studio Art, Art History, Graphic Design, or Photography courses)

## **Semester Seven (Fall)**

\_\_\_\_ ARTS - 460  
\_\_\_\_ ARTS - 473  
\_\_\_\_ ARTS - 480

Video for the Arts  
Advanced Photography I  
Interdisciplinary Art I  
Studio Elective (3 credits: studio course in ARTS or ARTD)

**Semester Eight (Spring)**

_____ ARTS - 474	Advanced Photography II
_____ ARTS - 477	Senior Portfolio
_____ ARTS - 481	Interdisciplinary Art II

**In addition to the listed studio requirements, Photography students must also complete the University's General Education Requirements, which are found below.**

**GENERAL EDUCATION REQUIREMENTS:**

_____ IGED - 110	Foundation Writing I (3 credits)
_____ IGED - 111	Foundation Writing II (3 credits)
_____ IGED - 210	Discovery Writing (3 credits)
_____ IGED - 120	Foundation Quantitative Reasoning (3 credits)
_____ IGED - 220	Discovery Quantitative Reasoning (3 credits)
_____ IGED - 280	Discovery Civics (3 credits)
_____ IGED - 270	Discovery Diversity (3 credits): suggested: Multicultural Traditions/Am. Art
_____ IGED - 260	Discovery Science & Lab (4 credits)
_____ IGED - 140	Foundation Ethics (3 credits)
_____ IGED - 250	Discovery Technology (3 credits): suggested: Information Design Tech.
_____ IGED - 130	Foundation Oral Communications (3 credits)
_____ IGED - 391	Frontier Capstone I (1 credit)
_____ IGED - 392	Frontier Capstone II (2 credits)

The UDC Art Program offers a four-year Bachelor of Fine Arts (B.F.A.) degree with a concentration in Photography. The curriculum is based on the premise that a solid foundation in technical skills and aesthetic awareness will help the photographer develop a personal creative style with the camera. The Art Program provides students with marketable skills, increases their awareness of the history of photography and visual culture, explores both commercial and artistic applications of photography, inspires collaboration among student photographers, and serves as an artistic resource for the community. The UDC BA Art/Photography concentration prepares students for work as fine art photographers, commercial photographers, photojournalists, photography teachers, and as artists working with government agencies that utilize and promote photography.

Members of the Art Program photography faculty have participated in extensive local, national, and international gallery exhibitions. Faculty members also have wide experience in commercial photography. The Art Program manages Gallery 42, a non-profit art gallery featuring exhibitions of both professional and student artwork & photography. For further information on the Studio Art, Photography, and Graphic Design concentrations at UDC, contact Professor Rukman Niyangoda, Art Program Coordinator, at 202.274.7353 or at [rniyangoda@udc.edu](mailto:rniyangoda@udc.edu). For specific assistance with the Photography concentration, please contact

Professor Iwan Bagus at 202.274.7372 or at [ibagus@udc.edu](mailto:ibagus@udc.edu).

Any student eligible for admission to the University is eligible to declare the Art: Photography concentration major. An introductory portfolio and statement of intent must be completed and sent to the Art Program Coordinator.

Transfer students, including those coming from UDC's Community College, must submit an application and portfolio to be considered for admission into the four-year program. Students must submit their application through the Registrar's office, meet the requirements (including a "B" average in all major courses), and successfully complete the Art Program portfolio review to be admitted.

## Fiscal Impact Statement

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**TO:** The Board of Trustees

**FROM:** Managing Director of Finance *David A. Franklin*

**DATE:** January 18, 2024

**SUBJECT:** Bachelor of Fine Arts (BFA), College of Arts & Sciences (CAS)

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### Conclusion

It has been concluded that the projected financial impact resulting from the implementation of the Bachelor of Fine Arts is positive. There is no expected cost since the proposed BFA degree relies entirely on existing continuing full-time and adjunct Art and Digital Media faculty and the NPS budget of the College of Arts and Sciences.

### Background

The proposal adds a new program, the BFA (the professional degree in the field), in addition to the current B.A. degree. The BFA degree carries greater weight for students applying to jobs within the art and design disciplines and also presents advantages to those students seeking to enter MFA programs. This degree will have the same courses and the same number of credits currently required by the Art Program's B.A. degree. The Art Program recognizes the importance of awarding students the BFA degree, which is considered to be the most prestigious bachelor's degree that one can receive in the visual arts. And to confirm this, members of the accrediting body the National Association of Schools of Art and Design (NASAD) have reviewed the degree requirements and concur that the degree meets the requirements of a BFA degree.

### Financial Impact

The proposed BFA will be supported by existing full-time and part-time faculty. At present, these faculty resources are used to teach art and digital media courses in the baccalaureate and associate's Arts degree programs. The only significant change to course offerings is the change of codes and names of courses.

Based on the information provided, the request to implement the Bachelor of Fine Arts degree has been approved. There are no anticipated risks with this proposal.