

# ART AND DESIGN (ART)

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## Courses primarily for undergraduates:

### ART 1700: Exploring the Visual Arts

Credits: 3. Contact Hours: Lecture 3.

Visual arts and how it relates to individuals, their community, and the importance in a cultural and global context. Understand vocabulary of the visual arts, and develop strategies for observation and critical thinking through assignments including reflective writing and observational analysis on various works of art. Engage with various visual art topics and disciplines such as: defining what art is, learning about types of art and its use and meaning of materials, how art plays a role in the expression of humanity, and how personal awareness and perspective can benefit from the engagement of art. Meets International Perspectives Requirement. (Typically Offered: Fall, Spring)

### ART 2010: Creative Visual Thinking

Credits: 3.

Exploration of the nature of visual perception in relation to issues of visual communication, problem solving, envisioning information, and visual thinking. Studio assignments to be digitized and sent to instructor electronically for evaluation and critique. (Typically Offered: Fall, Spring)

### ART 2020: Studio Fundamentals: Wood

Credits: 2. Contact Hours: Studio 7.

*Prereq: Sophomore classification*

Half-semester course. Introduction to wood's physical properties, its potential as an expressive medium, and basic woodworking tools and techniques. (Typically Offered: Fall, Spring)

### ART 2030: Studio Fundamentals: Jewelry/Metalsmithing

Credits: 2. Contact Hours: Studio 4.

*Prereq: Sophomore classification*

Half semester course. Introduction to basic jewelry/metals design and fabrication. Forming, texturing, and joining techniques (soldering/riveting) will be explored and applied to two projects. (Typically Offered: Fall, Spring)

### ART 2040: Studio Fundamentals: Ceramics

Credits: 2. Contact Hours: Studio 7.

*Prereq: Sophomore classification*

Half-semester course introducing ceramic techniques including hand-building, high fire and low fire glaze applications and expressive approaches that will be applied to two projects. The emphasis is on creative communication through ceramics. (Typically Offered: Fall, Spring)

### ART 2060: Studio Fundamentals: Printmaking

Credits: 2. Contact Hours: Studio 4.

*Prereq: Sophomore classification*

Introduction to relief, monoprint, intaglio, lithography, and screen printing as methods for visual communication and expression. (Typically Offered: Fall, Spring)

### ART 2080: Color

Credits: 2. Contact Hours: Studio 8.

*Prereq: Sophomore classification*

Half-semester course. Introduction to color theory and color systems using various media for visual communication and creative expression. (Typically Offered: Fall, Spring)

### ART 2100: Studio Fundamentals: Photo

Credits: 2. Contact Hours: Studio 4.

*Prereq: Sophomore classification*

Introduction to film camera operation and traditional black and white darkroom methods for visual communication and creative expression. Film cameras required for class but may be checked out for short periods during semester. (Typically Offered: Fall, Spring)

### ART 2120: Studio Fundamentals: Digital Media

Credits: 3. Contact Hours: Studio 6.

*Prereq: Sophomore classification*

Introduction to digital media tools and concepts and digital fabrication processes to create two dimensional, three dimensional, and time-based artworks. Students will be introduced to major digital art and design software packages. (Typically Offered: Fall, Spring)

### ART 2130: Studio Fundamentals: Painting

Credits: 2. Contact Hours: Studio 4.

*Prereq: Sophomore classification*

Half-semester course. Introduction to preparation of painting grounds, color mixing, manipulation of paint and pictorial space as methods for visual communication and expression. (Typically Offered: Fall, Spring)

### ART 2140: Studio Fundamentals: Textiles

Credits: 2. Contact Hours: Studio 4.

*Prereq: Sophomore classification*

Half semester course. Introduction to two-dimensional and three-dimensional textile techniques used for visual communication and expression. (Typically Offered: Fall, Spring)

**ART 2270: Introduction to Creative Digital Photography**

Credits: 3. Contact Hours: Studio 6.

The functions and operations of the digital camera, scanning and other image input devices, digital image manipulation, software usage and support, color management and printing, presentation of images, compositional dynamics and the development of 'seeing' as a medium of design, expression, and communication. Students should have access to a good or high quality digital camera with the ability to separately adjust shutter speed, f/stop and exposure, a laptop with updated Adobe Photoshop software, and enough digital storage for all class assignments.

**ART 2270H: Introduction to Creative Digital Photography: Honors**

Credits: 3-4. Contact Hours: Studio 6.

*Prereq: Membership in the University Honors Program*

The functions and operations of the digital camera, scanning and other image input devices, digital image manipulation, software usage and support, color management and printing, presentation of images, compositional dynamics and the development of 'seeing' as a medium of design, expression, and communication. Students should have access to a good or high quality digital camera with the ability to separately adjust shutter speed, f/stop and exposure, a laptop with updated Adobe Photoshop software, and enough digital storage for all class assignments.

**ART 2300: Drawing II**

Credits: 3. Contact Hours: Studio 6.

*Prereq: DSNS 1020, DSNS 1310, and DSNS 1830*

A continuation of DSNS 1310. Further development of perceptual drawing skills from a variety of subject matter. Continued practice with drawing materials and techniques with emphasis on tonal and color media. (Typically Offered: Fall, Spring)

**ART 2330: Watercolor Painting**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

Fundamentals of painting using water-based media applied to observation-based painting. Subject matter may include working from actual or two-dimensional references of still life, landscape, architectural space, and the human form. (Typically Offered: Fall, Spring)

**ART 2330H: Watercolor Painting: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq: ART 2300; Membership in the University Honors Program*

Fundamentals of painting using water-based media applied to observation-based painting. Subject matter may include working from actual or two-dimensional references of still life, landscape, architectural space, and the human form. (Typically Offered: Fall, Spring)

**ART 2380: Painting I**

Credits: 3. Contact Hours: Studio 6.

*Prereq: ART 2300*

Fundamentals of painting using acrylic and oil media applied to observation-based painting. Subject matter may include working from actual or two-dimensional references of still life, landscape, and the human form. (Typically Offered: Fall, Spring)

**ART 2380H: Painting I: Honors**

Credits: 3-4. Contact Hours: Studio 6.

*Prereq: ART 2300; Membership in the University Honors Program*

Fundamentals of painting using acrylic and oil media applied to observation-based painting. Subject matter may include working from actual or two-dimensional references of still life, landscape, and the human form. (Typically Offered: Fall, Spring)

**ART 3050: Collage, Assemblage, and the Found Object**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Explores the significance of recycling, sustainable methods of art making, and thrift-store culture as medium and subject matter for artists in both 2D and 3D studio projects. Through selected readings, slide presentations, and studio activities, we will address the environmental cause and effect of materials and methods, consumption and waste, and personal responsibility as stewards for the planet we share. Emphasis will be on conceptual development.

**ART 3080: Computer Modeling, Rendering and Virtual Photography**

Credits: 3.

Introduction to 3D modeling using computer and available software. Modeling, texturing, lighting, and rendering with respect to 3D object and still scene creation.

**ART 3080H: Computer Modeling, Rendering and Virtual Photography: Honors**

Credits: 3-4. Contact Hours: Lecture 9.5.

*Prereq: Membership in the University Honors Program*

Introduction to 3D modeling using computer and available software. Modeling, texturing, lighting, and rendering with respect to 3D object and still scene creation.

**ART 3100: Sources and Methods of Visual Art**

Credits: 3.

Study and application of methods used by contemporary artists for the purpose of generating ideas for new work. Field trip.

**ART 3110: Contemporary Issues in Studio Art**

Credits: 3. Contact Hours: Studio 6.

Exploration of issues and directions in current art. Readings, discussions, and studio research projects to build an experimental and applied knowledge base for understanding each student's place in the contemporary art world.

**ART 3200: Furniture Design and Woodworking**

Credits: 3. Contact Hours: Studio 6.

*Prereq:* ART 2020 or INDD 2010 or *Permission of Instructor*

Design and production of basic functional and creative forms in wood. Develop a deeper understanding of the material through exploration of traditional and contemporary methods. (Typically Offered: Fall, Spring)

**ART 3200H: Furniture Design and Woodworking: Honors**

Credits: 3-4. Contact Hours: Studio 6.

*Prereq:* ART 2020 or INDD 2010 or *Permission of Instructor; Membership in the University Honors Program*

Design and production of basic functional and creative forms in wood. Develop a deeper understanding of the material through exploration of traditional and contemporary methods. (Typically Offered: Fall, Spring)

**ART 3220: Intermediate Ceramics Studio**

Credits: 3. Contact Hours: Studio 6.

*Prereq:* ART 2040 or *permission of instructor*

Investigation of expressive forms and techniques in ceramics; introduction to throwing on the wheel, to exploration of utilitarian and sculptural approaches in the medium, and to glaze-making research and electric kiln firing.

**ART 3220H: Intermediate Ceramics Studio: Honors**

Credits: 3-4. Contact Hours: Studio 6.

*Prereq:* ART 2040 or *Permission of Instructor; Membership in the University Honors Program*

Investigation of expressive forms and techniques in ceramics; introduction to throwing on the wheel, to exploration of utilitarian and sculptural approaches in the medium, and to glaze-making research and electric kiln firing.

**ART 3230: Scientific Illustration Principles and Techniques**

(Cross-listed with SCIVZ 3230).

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* (ART 2300; BIOL 2110 or BIOL 2120) or *Permission of Instructor*

Studio basics and professional techniques in black & white, continuous tone, and color. Introduction to professional practice and principles of communicating science through art. Emphasis on tools, materials, and rendering.

**ART 3240: Jewelry/Metalsmithing II**

Credits: 3. Contact Hours: Studio 6.

*Prereq:* ART 2030 or *Permission of Instructor*

Hands-on studio experience. Focusing on traditional and contemporary metalsmithing techniques applicable to jewelry, functional objects, and sculptural art forms. Topics include fabrication, forming and cold joinery, with an emphasis on design and progressive skill development. Basic stone setting and lost wax casting introduced.

**ART 3240H: Jewelry/Metalsmithing II: Honors**

Credits: 3-4. Contact Hours: Studio 6.

*Prereq:* ART 2030 or *Permission of Instructor; Membership in the University Honors Program*

Hands-on studio experience. Focusing on traditional and contemporary metalsmithing techniques applicable to jewelry, functional objects, and sculptural art forms. Topics include fabrication, forming and cold joinery, with an emphasis on design and progressive skill development. Basic stone setting and lost wax casting introduced.

**ART 3250: Integrated Studio Arts Seminar**

Credits: 2. Contact Hours: Lecture 2.

Repeatable, maximum of 6 credits.

Contemporary issues in studio arts explored through lectures, presentations and critiques.

**ART 3260: Digital Rendering**

(Cross-listed with SCIVZ 3260).

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 3230/SCIVZ 3230, or *permission of the instructor*

An introduction to digital illustration software. Application of painting, drawing, and image-making techniques using vector and raster-based programs.

**ART 3270: Illustration as Communication**

(Cross-listed with SCIVZ 3270).

Credits: 3. Contact Hours: Studio 6.

*Prereq:* ART 3230/SCIVZ 3230, or *permission of the instructor*

Investigation of illustration as a form of communication. Emphasis on problem solving, effective composition, and advancement of rendering skills.

**ART 3290: Creative Photography**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq:* ART 2100 or permission of instructor

Continuation and expansion of concepts and processes from introductory photography. The class begins with advanced film camera techniques and experimentation with medium format cameras. It then moves into digital and color photography while also addressing output and presentation. Emphasis will be on the use of photography for visual communication and creative expression.

**ART 3290H: Creative Photography: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq:* ART 2100 or Permission of Instructor; Membership in the University Honors Program

Continuation and expansion of concepts and processes from introductory photography. The class begins with advanced film camera techniques and experimentation with medium format cameras. It then moves into digital and color photography while also addressing output and presentation. Emphasis will be on the use of photography for visual communication and creative expression.

**ART 3300: Drawing III: Life Drawing**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 2300

Drawing from the human figure.

**ART 3300H: Drawing III: Life Drawing: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 2300; Membership in the University Honors Program

Drawing from the human figure.

**ART 3310: Alternative Materials for Artist/Designer**

Credits: 3. Contact Hours: Lecture 3.

Repeatable.

*Prereq:* 6 credits ART courses or permission of instructor

Exploration of alternative materials (primarily non-metallics, both natural and manufactured) applicable to the design and creation of small designed objects and adornment. Students will learn additive and reductive processes, experiment with found object inclusion, rubber mold-making, and resin casting. A series of finished pieces will result. Open to all majors in the College of Design. (Typically Offered: Fall, Spring)

**ART 3370: Application of Scientific Illustration Techniques**

(Cross-listed with SCIVZ 3370).

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq:* ART 3270

Rendering techniques applied to different types of biological and scientific subjects emphasizing communication. The use of traditional and digital media. Term project required. (Typically Offered: Spring)

**ART 3380: Painting II**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 2380 or ART 2130

Painting using acrylic and oil media; composition and expression.

**ART 3380H: Painting II: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 2380 or ART 2130; Membership in the University Honors Program

Painting using acrylic and oil media; composition and expression.

**ART 3400X: Artificial Intelligence (AI) in Art and Design**

(Cross-listed with SCIVZ 3400X).

Credits: 3. Contact Hours: Studio 6.

Repeatable.

Artificial intelligence tools for art and design: strategies, principles, and tools for AI in visual art, applied art, and creative industry practices. The aesthetics of AI systems in creative practices. An overview of working with AI as artistic and visual communication media including using AI and machine learning applications, histories of AI in the arts, generative deep learning systems, supervised and unsupervised machine learning tasks, and integrating AI systems through art and design practices. Producing AI multimedia outputs that include a range of forms from imagery to sound. (Typically Offered: Fall, Spring, Summer)

**ART 3450: Introduction to Weaving**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

Introduction to woven textile construction with emphasis on technical development of weaving as a means for creative expression. Students may explore tapestry, off-loom and/or 4-harness weaving.

**ART 3450H: Introduction to Weaving: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq:* Membership in the University Honors Program

Introduction to woven textile construction with emphasis on technical development of weaving as a means for creative expression. Students may explore tapestry, off-loom and/or 4-harness weaving.

**ART 3460: Natural Dyes**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

Introduction to natural dyes. Course includes a historical overview of natural dyes with attention to global perspectives. Emphasis on technical skill development and application of research in the creation of contemporary textile artwork.

**ART 3460H: Natural Dyes: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq: Membership in the University Honors Program*

Introduction to natural dyes. Course includes a historical overview of natural dyes with attention to global perspectives. Emphasis on technical skill development and application of research in the creation of contemporary textile artwork.

**ART 3470: Dyed and Printed Textiles**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

Fabric dyeing and printing techniques including block, stencil and experimental screen-printing, and resists using synthetic dyes, discharging agents, and pigments. Printing with plant-based dyes may also be explored. Digital printing and transfer printing on fabric may be introduced. Emphasis on research and development of dyed and printed textile design techniques as a means for creative expression. (Typically Offered: Fall, Spring)

**ART 3470H: Dyed and Printed Textiles: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq: Membership in the University Honors Program*

Fabric dyeing and printing techniques including block, stencil, and experimental screen-printing, and resists using synthetic dyes, discharging agents, and pigments. Printing with plant-based dyes may also be explored. Digital printing and transfer printing on fabric may be introduced. Emphasis on research and development of dyed and printed textile design techniques as a means for creative expression. (Typically Offered: Fall, Spring)

**ART 3550: Letterpress Book Arts**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq: Sophomore, Junior or Senior classification*

Exploration of the potential of materials, form, and narrative in relation to letterpress printing and book arts. Traditional and contemporary artists' work will be used to discuss the history of printing, books, and paper. Emphasis will be placed on experimental and creative use of letterpress and book arts, with study of contemporary trends.

**ART 3560: Relief Printmaking: Digital/Traditional**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq: ART 2060 and credit or enrollment in ART 2300, or instructor permission*

In-depth exploration of digital or traditional design and block cutting processes (computer/laser cutter/CNC router or drawing/chisels) to produce black and white and color relief prints. Use relief printmaking to create a unified body of work. Use relief printmaking to create a unified body of prints from those blocks. Emphasis is on experimental and creative use of printmaking with study of contemporary trends. (Typically Offered: Fall, Spring)

**ART 3560H: Relief Printmaking: Digital/Traditional: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq: ART 2060 and Credit or Enrollment in ART 2300, or Instructor Permission; Membership in the University Honors Program*

In-depth exploration of digital or traditional design and block cutting processes (computer/laser cutter/CNC router or drawing/chisels) to produce black and white and color relief prints. Use relief printmaking to create a unified body of work. Use relief printmaking to create a unified body of prints from those blocks. Emphasis is on experimental and creative use of printmaking with study of contemporary trends. (Typically Offered: Fall, Spring)

**ART 3570: Intaglio and Monotype Printmaking: Digital / Traditional**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq: ART 2060 and credit or enrollment in ART 2300, or instructor permission*

Explore the techniques and aesthetic qualities of black and white and color intaglio printmaking primarily through etching, aquatint, laser-cut plates and collagraph processes. Students will generate imagery through traditional drawing, collage and digital processes. Unique, one-of-a-kind black and white and color prints from Plexiglas will also be introduced. Emphasis is on experimental and creative use of printmaking for artistic expression. (Typically Offered: Fall, Spring)

**ART 3570H: Intaglio and Monotype Printmaking: Digital/Traditional: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq:* ART 2060 and Credit or Enrollment in ART 2300, or Instructor Permission; Membership in the University Honors Program

Explore the techniques and aesthetic qualities of black and white and color intaglio printmaking primarily through etching, aquatint, laser-cut plates and collagraph processes. Students will generate imagery through traditional drawing, collage and digital processes. Unique, one-of-a-kind black and white and color prints from Plexiglas will also be introduced. Emphasis is on experimental and creative use of printmaking for artistic expression. (Typically Offered: Fall, Spring)

**ART 3580: Lithography: Digital / Traditional**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 2060 and credit or enrollment in ART 2300, or instructor permission

Examine the techniques and aesthetic qualities of lithography primarily through stone lithography and hand-drawn and photographic plates. Students may generate imagery through traditional drawing, collage or digital processes. Emphasis is on experimental and creative use of printmaking for artistic expression. For those taking the course for a second semester, students can choose whether to focus on stone or plate lithography and there will be increased work with color. (Typically Offered: Fall, Spring)

**ART 3580H: Lithography: Digital/Traditional: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 2060 and Credit or Enrollment in ART 2300, or Instructor Permission; Membership in the University Honors Program

Examine the techniques and aesthetic qualities of lithography primarily through stone lithography and hand-drawn and photographic plates. Students may generate imagery through traditional drawing, collage or digital processes. Emphasis is on experimental and creative use of printmaking for artistic expression. For those taking the course for a second semester, students can choose whether to focus on stone or plate lithography and there will be increased work with color. (Typically Offered: Fall, Spring)

**ART 3990: BFA Professional Practice**

Credits: 2. Contact Hours: Lecture 2.

*Prereq:* Admission to Integrated Studio Arts BFA; junior classification or above

Introduction to professional practices including development of portfolio (visual and written components). Lecture and presentation topics include applying to graduate school, internships, applying for jobs, grants/funding opportunities, professional networking, exhibition opportunities, and best practices for studio artists. Half-semester course. Required of all ISA majors. (Typically Offered: Spring)

**ART 4060: Introduction to 3D Organic Modeling in ZBrush**

(Cross-listed with SCIVZ 4060).

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 2 times.

Introduction to organic 3D model creation in ZBrush. Digital clay sculpting informed by traditional techniques. 3D printing pipeline. Emphasis on science research and visual design thinking for science communication. Some experience with other 3D modeling software beneficial, but not required. (Typically Offered: Spring)

**ART 4070: Principles of Character Animation**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq:* ART 3080

Animation techniques using the computer and available software. Principles of character animation. Prior knowledge of modeling, lighting, texturing and rendering with available software is assumed.

**ART 4070H: Principles of Character Animation: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq:* ART 3080; Membership in the University Honors Program

Animation techniques using the computer and available software. Principles of character animation. Prior knowledge of modeling, lighting, texturing and rendering with available software is assumed.

**ART 4080: Principles of 3D Animation**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 3080

Animation techniques using the computer and available software. Principles of animation. Prior knowledge of modeling, lighting, texturing, animation and rendering with computer and available software is assumed.

**ART 4080H: Principles of 3D Animation: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 3080; *Membership in the University Honors Program*

Animation techniques using the computer and available software. Principles of animation. Prior knowledge of modeling, lighting, texturing, animation and rendering with computer and available software is assumed.

**ART 4090: Computer/Video Game Design and Development**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

Independent project based creation and development of 'frivolous and non-frivolous' computer games in a cross-disciplinary team. Projects require cross-disciplinary teams. Aspects of Indie development and computer/video game history will be discussed.

**ART 4090H: Computer/Video Game Design and Development: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq:* *Membership in the University Honors Program*

Independent project based creation and development of 'frivolous and non-frivolous' computer games in a cross-disciplinary team. Projects require cross-disciplinary teams. Aspects of Indie development and computer/video game history will be discussed. (Typically Offered: Fall, Spring, Summer)

**ART 4200: Advanced Furniture Design and Woodworking**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq:* ART 3200 or *Permission of Instructor*

Advanced individual design and production of increasingly complex constructions, emphasizing development of a personal approach through research and exploration of materials, function, and specialized techniques. (Typically Offered: Fall, Spring)

**ART 4200H: Advanced Furniture Design: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq:* ART 3200; *Membership in the University Honors Program*

Design and creation of increasingly complex furniture forms with consideration of precedents and innovative techniques and approaches. Continued development of a unique personal approach to the design and making of furniture. Refined sensitivity to wood, and continued consideration of various sustainable practices. (Typically Offered: Fall, Spring)

**ART 4220: Advanced Ceramic Studio**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq:* ART 3220

Creation of a body of work in personal ceramic forms and unique surface treatments. Exploration of kiln firings, research into contemporary ceramic artists and development of a body of increasingly skilled work are emphasized. Students are expected to be capable of independent studio work and take responsibility for firings. (Typically Offered: Fall, Spring)

**ART 4220H: Advanced Ceramic Studio: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq:* ART 3220; *Membership in the University Honors Program*

Creation of a body of work in personal ceramic forms and unique surface treatments. Exploration of kiln firings, research into contemporary ceramic artists and development of a body of increasingly skilled work are emphasized. Students are expected to be capable of independent studio work and take responsibility for firings. Honors project developed with supervision from instructor. (Typically Offered: Fall, Spring)

**ART 4240: Jewelry/Metalsmithing III**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq:* ART 3240 or *Permission of Instructor*

Hands-on studio experience. Focusing on traditional and contemporary metalsmithing techniques applicable to jewelry, functional objects, and sculptural art forms. Topics include fabrication, forming and cold joinery, with an emphasis on design and progressive skill development. Basic stone setting and lost wax casting introduced. (Typically Offered: Fall, Spring)

**ART 4240H: Jewelry/Metalsmithing III: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq:* ART 3240 or *Permission of Instructor; Membership in the University Honors Program*

Hands-on studio experience. Focusing on traditional and contemporary metalsmithing techniques applicable to jewelry, functional objects, and sculptural art forms. Topics include fabrication, forming and cold joinery, with an emphasis on design and progressive skill development. Basic stone setting and lost wax casting introduced. (Typically Offered: Fall, Spring)

**ART 4290: Advanced Photography**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 3290

Independent, advanced work in traditional alternative and/or digital photographic processes. Emphasis is on development of a unified body of work and research into contemporary photographers and aesthetic concern. (Typically Offered: Fall, Spring)

**ART 4290H: Advanced Photography: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 3290; *Membership in the University Honors Program*

Independent, advanced work in traditional alternative and/or digital photographic processes. Emphasis is on development of a unified body of work and research into contemporary photographers and aesthetic concern. (Typically Offered: Fall, Spring)

**ART 4300: Drawing IV**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq:* ART 3300

Figurative and/or non-figurative drawing with advanced work in media, composition, and theory. (Typically Offered: Fall, Spring)

**ART 4300H: Drawing IV: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq:* ART 3300; *Membership in the University Honors Program*

Figurative and/or non-figurative drawing with advanced work in media, composition, and theory. (Typically Offered: Fall, Spring)

**ART 4310: Character and Scene Design**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* (DSNS 1310; ART 2300; ART 3300); *or instructor permission*

Drawing directed toward designing characters and environments to be used for telling stories in a variety of contexts. Emphasis on ideation, research, concept art and other process work over finished art. (Typically Offered: Fall)

**ART 4320: Sequential Narrative Drawing**

Credits: 3. Contact Hours: Studio 6.

*Prereq:* (DSNS 1310; ART 2300; ART 3300); *or instructor permission*

Studio course in drawing focusing on the fundamentals of communicating a narrative through sequential images in a variety of applications. Emphasis will be placed on visual research, ideation, concept art and process sketching. (Typically Offered: Spring)

**ART 4380: Painting III**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq:* ART 3380

Figurative and non-figurative painting with advanced work in media, composition, and theory. (Typically Offered: Fall, Spring)

**ART 4380H: Painting III: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq:* ART 3380; *Membership in the University Honors Program*

Figurative and non-figurative painting with advanced work in media, composition, and theory. (Typically Offered: Fall, Spring)

**ART 4470: Dyed and Printed Textiles**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 3470 *or Permission of Instructor*

Fabric dyeing and printing techniques including block, stencil and experimental screen-printing, and resists using synthetic dyes, discharging agents, and pigments. Printing with plant-based dyes may also be explored. Digital printing and transfer printing on fabric may be introduced. Emphasis on research and development of dyed and printed textile design techniques as a means for creative expression. (Typically Offered: Fall, Spring)

**ART 4480: Digital Textile Design**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* *Junior classification in College of Design or junior classification in FDM*

This hands-on studio course will allow students to explore digital printing technology and its application to textile design for those working within industry as well as independent studio practitioners. Digital design development includes pattern repeats and photo manipulation to create unique textile designs for fashion, interior and fine art applications. (Typically Offered: Fall, Spring)

**ART 4580: Advanced Printmaking**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq:* ART 3560, ART 3570, or ART 3580, and *Permission of Instructor*

Independent, advanced work in printmaking processes. Emphasis is on development of a unified body of work and research into contemporary artists. (Typically Offered: Fall, Spring)



**ART 4580H: Advanced Printmaking: Honors**

Credits: 3-4. Contact Hours: Studio 6.

Repeatable.

*Prereq: (ART 3560, ART 3570, or ART 3580) AND Permission of Instructor AND Membership in the University Honors Program*

Independent, advanced work in printmaking processes. Emphasis is on development of a unified body of work and research into contemporary artists. (Typically Offered: Fall, Spring)

**ART 4600: Sustainable Design and Fabrication of Furniture**

Credits: 3. Contact Hours: Studio 6.

*Prereq: Senior or Graduate classification or Permission of Instructor*

Issues in the design and fabrication of furniture focusing on sustainable practices. An exploration of current practices and their environmental effects, consumer demands, and alternative processes and materials. (Typically Offered: Fall, Spring)

**ART 4620: Community-Engaged Arts Management**

Credits: 3.

Introduction to aspects of community arts management and art gallery operations. Students will assist in the conception, design, and realization of exhibitions. (Typically Offered: Fall, Spring)

**ART 4650: Artists, Designers and Sustainable Development**

Credits: 3. Contact Hours: Studio 6.

*Prereq: Senior or Graduate classification or Permission of Instructor*

The artist/designer's role in sustainable development with a focus on cultural understanding of the collaborating communities. Class discussion, visual exercises, and the creation of creative collaborative service-learning projects such as product design, habitat design, and visual arts projects. Preorientation for travel to Ghana in ARTIS 4660/5660X. Meets International Perspectives Requirement. (Typically Offered: Spring)

**ART 4660: Studio Abroad: Africa**

Credits: 3. Contact Hours: Studio 6.

*Prereq: ART 4650 or Permission of Instructor*

Traveling studio to Africa; an experiential tour of arts and history combined with design-focused collaborative service-learning projects. Projects may include product development, design consultation, sustainable building design, and learning and teaching of visual arts. Student teams will develop projects in partnership with in-country nationals. Meets International Perspectives Requirement. (Typically Offered: Summer)

**ART 4700: Data, Code, and Form**

(Dual-listed with ART 5700X). (Cross-listed with SCIVZ 4700).

Credits: 3. Contact Hours: Studio 6.

Repeatable.

Data visualization strategies, principles, and tools for encoding data in visual art, applied art, and creative industry practices. The aesthetics of encoded data in creative practices. An overview of working with data as artistic and visual communication media including data acquisition, organization, representation, and interaction with data through art and design. Producing data display outputs that include a range of displays from screen to installation. (Typically Offered: Fall)

**ART 4730: Video Art**

Credits: 3. Contact Hours: Studio 6.

*Prereq: ART 2120 OR Permission of Instructor*

Usage of professional video editing software and application of best practices for video production and post-production to realize original artworks. Creation of narrative and non-narrative videos and site specific video installations. Prominent examples in the history of video art provide context for the coursework. Non-repeatable for graduate students.

**ART 4750: Interactive Art**

Credits: 3. Contact Hours: Studio 6.

*Prereq: ART 2120 OR Permission of Instructor*

Create software and integrate the sensors required to create interactive artworks, video games, and installations. Prominent examples in the history of interactive art provide context for the coursework.

**ART 4820: Selected Topics in Studio Art**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Special issues related to studio art. Topics vary each time offered. (Typically Offered: Fall, Spring)

**ART 4900B: Independent Study: Ceramics**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900C: Independent Study: Computer Art and Design**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900D: Independent Study: Drawing**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900E: Independent Study: Textiles**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900F: Independent Study: Illustration**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900G: Independent Study: Metals**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900H: Independent Study: Honors**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course; Membership in the University Honors Program*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900I: Independent Study: Painting**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900J: Independent Study: Photography**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900K: Independent Study: Printmaking**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900L: Independent Study: Furniture**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4900M: Independent Study: Mixed Media**

Credits: 1-6. Repeatable.

*Prereq: Department Permission for Course*

Student must have completed coursework appropriate to planned independent study. Offered on a graded basis or a satisfactory-fail basis.

**ART 4910: Post Baccalaureate Capstone Course**

Credits: 1.

Exhibition of artwork completed in the Post Baccalaureate program, required for fulfillment of certificate. Offered on a satisfactory-fail basis only. (Typically Offered: Fall, Spring)

**ART 4930B: Workshop: Ceramics**

Credits: 1-3. Contact Hours: Studio 6. Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930C: Workshop: Computer Art and Design**

Credits: 1-3. Contact Hours: Studio 6. Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930D: Workshop: Drawing**

Credits: 1-3. Contact Hours: Studio 6. Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930E: Workshop: Textiles**

Credits: 1-3. Contact Hours: Studio 6. Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930F: Workshop: Illustration**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930G: Workshop: Metals**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930H: Workshop: Honors**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Permission of Instructor; Membership in the University Honors Program*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930I: Workshop: Painting**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930J: Workshop: Photography**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930K: Workshop: Printmaking**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930L: Workshop: Furniture**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4930M: Workshop: Mixed Media**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Instructor Permission for Course*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 4940: Integrated Studio Arts in Europe Seminar**

Credits: 1. Contact Hours: Lecture 1.

*Prereq: Instructor Permission for Course*

Cultural and historical aspects of art and design in Western Europe in preparation for study abroad. Area of study varies each time offered. Meets International Perspectives Requirement. Offered on a satisfactory-fail basis only. Offered on a satisfactory-fail basis only.

**ART 4950: Integrated Studio Arts in Europe**

Credits: 3.

International study abroad program in western Europe. Visits to design studios, art museums, and educational facilities. Related activities depending on specific area of study which may vary each time offered. Meets International Perspectives Requirement.

**ART 4960: Art and Design Field Study**

Credits: Required. Repeatable.

*Prereq: Instructor Permission for Course*

Study and tours of museums, galleries, artist and/or designer studios and other areas of interest within art and design. Offered on a satisfactory-fail basis only.

**ART 4970: Internship**

Credits: 1-6. Repeatable, maximum of 6 credits.

*Prereq: Undergraduate classification and written approval of supervising instructor on required form in advance of semester of enrollment*

Supervised experience with a cooperating sponsor. Offered on a satisfactory-fail basis only. Offered on a satisfactory-fail basis only.

**ART 4990: BFA Exhibition**

Credits: 1.

*Prereq: ART 3990; senior classification in Art, B.F.A.*

Capstone experience for the BFA degree, including the refinement of a final portfolio (visual and written components). Guest lecturers cover range of topics relevant to the professional practice of art and design. Course culminates in the planning, design and installation of the BFA group exhibition in a formal gallery setting. Required of all B.F.A. in Art majors. (Typically Offered: Spring)

**Courses primarily for graduate students, open to qualified undergraduates:**

**ART 5050: Collage, Assemblage, and the Found Object**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Explores the significance of recycling, sustainable methods of art making, and thrift-store culture as medium and subject matter for artists in both 2D and 3D studio projects. Through selected readings, slide presentations, and studio activities, we will address the environmental cause and effect of materials and methods, consumption and waste, and personal responsibility as stewards for the planet we share. Emphasis will be on conceptual development.

**ART 5070: Principles of Character Animation**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq: Graduate Standing or Permission of Instructor*

Animation techniques using the computer and available software. Principles of character animation. Prior knowledge of modeling, lighting, texturing and rendering with available software is assumed.

**ART 5080: Computer Aided Animation and Visualization**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq: ART 4080 or graduate classification and permission of instructor*

Further investigations begun in ARTIS 4080. Attention given to the workflow and management of creating animation and visualizations.

**ART 5090: Computer/Video Game Design and Development**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq: Graduate Standing or Permission of Instructor*

Independent project based creation and development of 'frivolous and non-frivolous' computer games in a cross-disciplinary team. Projects require cross-disciplinary teams. Aspects of Indie development and computer/video game history will be discussed.

**ART 5110: Seminar in Teaching**

Credits: 3. Contact Hours: Lecture 3.

*Prereq: Graduate Standing or Permission of Instructor*

Readings and discussions about aspects and expectations of teaching at the university level. Course development, research and teaching portfolio development, and best practices in design education. Other aspects of faculty expectations that include research, institutional or professional service, promotion, institutional structures, procedures, and professional responsibilities.

**ART 5200: Advanced Furniture Design**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq: Graduate Standing or Permission of Instructor*

Advanced individual design and production of increasing complex constructions, emphasizing development of a personal approach through research and exploration of materials, function, and specialized techniques. (Typically Offered: Fall, Spring)

**ART 5220: Advanced Ceramic Studio**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq: Graduate Standing or Permission of Instructor*

Creation of a body of work in personal ceramic forms and unique surface treatments. Exploration of kiln firings, research into contemporary ceramic artists and development of a body of increasingly skilled work are emphasized. Students are expected to be capable of independent studio work and take responsibility for firings. (Typically Offered: Fall, Spring)

**ART 5240: Jewelry/Metalsmithing III**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 12 credits.

*Prereq: Graduate Standing or Permission of Instructor*

Hands-on studio experience. Focusing on traditional and contemporary metalsmithing techniques applicable to jewelry, functional objects, and sculptural art forms. Topics include fabrication, forming and cold joinery, with an emphasis on design and progressive skill development. Basic stone setting and lost wax casting introduced. (Typically Offered: Fall, Spring)

**ART 5290: Advanced Photography**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Independent, advanced work in traditional, alternative and/or digital photographic processes. Emphasis is on development of a unified body of work and research into contemporary photographers and aesthetic concerns. (Typically Offered: Fall, Spring)

**ART 5300: Drawing IV**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq: Graduate Standing or Permission of Instructor*

Figurative and non-figurative drawing with advanced work in media, composition, and theory. (Typically Offered: Fall, Spring)

**ART 5310: Character and Scene Design**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Drawing directed toward designing characters and environments to be used for telling stories in a variety of contexts. Emphasis on ideation, research, concept art and other process work over finished art. (Typically Offered: Fall)

**ART 5320: Sequential Narrative Drawing**

Credits: 3. Contact Hours: Studio 6.

*Prereq: Graduate Standing or Permission of Instructor*

Studio course in drawing focusing on the fundamentals of communicating a narrative through sequential images in a variety of applications. Emphasis will be placed on visual research, ideation, concept art and process sketching. (Typically Offered: Spring)

**ART 5380: Painting III**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq: ART 3380 or Graduate Classification*

Figurative and non-figurative painting with advanced work in media, composition, and theory. (Typically Offered: Fall, Spring)

**ART 5400X: Artificial Intelligence (AI) in Art and Design**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

Artificial intelligence tools for art and design: strategies, principles, and tools for AI in visual art, applied art, and creative industry practices. The aesthetics of AI systems in creative practices. An overview of working with AI as artistic and visual communication media including using AI and machine learning applications, histories of AI in the arts, generative deep learning systems, supervised and unsupervised machine learning tasks, and integrating AI systems through art and design practices.

Producing AI multimedia outputs that include a range of forms from imagery to sound. (Typically Offered: Fall, Spring, Summer)

**ART 5470: Dyed and Printed Textiles**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Fabric dyeing and printing techniques including block, stencil and experimental screen-printing, and resists using synthetic dyes, discharging agents, and pigments. Printing with plant-based dyes may also be explored. Digital printing and transfer printing on fabric may be introduced. Emphasis on research and development of dyed and printed textile design techniques as a means for creative expression. (Typically Offered: Fall, Spring)

**ART 5480: Digital Textile Design**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

This hands-on studio course will allow students to explore digital printing technology and its application to textile design for those working within industry as well as independent studio practitioners. Digital design development includes pattern repeats and photo manipulation to create unique textile designs for fashion, interior and fine art applications. (Typically Offered: Fall, Spring)

**ART 5550: Letterpress Book Arts**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq: Graduate Standing or Permission of Instructor*

Students will explore the potential of materials, form, and narrative in relation to letterpress printing and book arts. Traditional and contemporary artists' work will be used to discuss the history of printing, books, and paper. Emphasis will be placed on experimental and creative use of letterpress and book arts, with study of contemporary trends. (Typically Offered: Fall, Spring)

**ART 5560: Relief Printmaking: Digital/Traditional**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 6 credits.

*Prereq: Graduate Classification or Permission of Instructor*

In-depth exploration of digital or traditional design and block cutting processes (computer/laser cutter/CNC router or drawing/chisels) to produce black and white and color relief prints. Use relief printmaking to create a unified body of work. Use relief printmaking to create a unified body of prints from those blocks. Emphasis is on experimental and creative use of printmaking with study of contemporary trends. (Typically Offered: Fall, Spring)

**ART 5570: Intaglio and Monotype Printmaking: Digital / Traditional**

Credits: 3. Contact Hours: Studio 6.

Repeatable, maximum of 9 credits.

*Prereq: Graduate Standing or Permission of Instructor*

Explore the techniques and aesthetic qualities of black and white and color intaglio printmaking primarily through etching, aquatint, laser-cut plates and collagraph processes. Students will generate imagery through traditional drawing, collage and digital processes. Unique, one-of-a-kind black and white and color prints from Plexiglas will also be introduced. Emphasis is on experimental and creative use of printmaking for artistic expression. (Typically Offered: Fall, Spring)

**ART 5580: Lithography: Digital / Traditional**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Classification or Permission of Instructor*

Examine the techniques and aesthetic qualities of lithography primarily through stone lithography and hand-drawn and photographic plates. Students may generate imagery through traditional drawing, collage or digital processes. Emphasis is on experimental and creative use of printmaking for artistic expression. For those taking the course for a second semester, students can choose whether to focus on stone or plate lithography and there will be increased work with color. (Typically Offered: Fall, Spring)

**ART 5590: Screen Printing**

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Classification or Permission of Instructor*

Exploration of the potential of materials, form, and different techniques related to screen printing, including, but not limited to: photo emulsion, stencils, rubylith, drawing fluid, screen filler, and screen print monotypes. Traditional and contemporary artists' work will be used to discuss the history of screen printing. Imagery will be created through traditional drawing, collage, photography, as well as digital processes. Emphasis will be placed on experimental and creative use of printmaking, with study of contemporary trends. (Typically Offered: Fall, Spring)

**ART 5700X: Data, Code And Form**

(Dual-listed with ART 4700).

Credits: 3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Data visualization: strategies, principles, and tools for encoding data in visual art, applied art, and creative industry practices. The aesthetics of encoded data in creative practices. An overview of working with data as artistic and visual communication media including data acquisition, organization, representing, and interacting with data through art and design. Producing data display outputs that include a range of displays from screen to installation. (Typically Offered: Fall, Spring, Summer)

**ART 5710: Graduate Seminar: Professional Practice**

Credits: 3. Contact Hours: Lecture 3.

*Prereq: Graduate enrollment in College of Design*

Through directed readings, individual assignments, guest presentations, local field trips, and group discussions, students learn strategies to create and apply a personalized plan that will guide them toward successful studio practice at all stages of their careers. Topics include professional opportunities and avenues of support available to studio artists, development in preparing visual portfolios, artists statements, and applications for grants, residencies, and exhibitions. (Typically Offered: Fall)

**ART 5720: Graduate Seminar: Critique and Creative Process**

Credits: 3. Contact Hours: Lecture 3.

*Prereq: Graduate enrollment in College of Design*

Ongoing weekly critiques and dialog about sources, methods, and progress of studio projects. Graduate students will learn to articulate their ideas from concept to creation. The interaction of students at different levels in a broad spectrum of studio courses will reveal commonalities and connections among the visual arts, accelerating individual creative development. (Typically Offered: Spring)

**ART 5730: Video Art**

Credits: 3. Contact Hours: Studio 6.

*Prereq: Graduate Standing or Permission of Instructor*

Usage of professional video editing software and application of best practices for video production and post-production to realize original artworks. Creation of narrative and non-narrative videos and site specific video installations. prominent examples in the history of video art provide context for the coursework. Non-repeatable for graduate students.

**ART 5750: Interactive Art**

Credits: 3. Contact Hours: Studio 6.

*Prereq: Graduate Standing or Permission of Instructor*

Create software and integrate the sensors required to create interactive artworks, video games, and installations. Prominent examples in the history of interactive art provide context for the coursework.

**ART 5820: Selected Topics in Studio Art**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Special issues related to studio art. Topics vary each time offered. (Typically Offered: Fall, Spring)

**ART 5900B: Special Topics: Ceramics**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900C: Special Topics: Computer Art and Design**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900D: Special Topics: Drawing**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900E: Special Topics: Textiles**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900F: Special Topics: Illustration**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900G: Special Topics: Metals**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900I: Special Topics: Painting**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900J: Special Topics: Photography**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900K: Special Topics: Printmaking**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900L: Special Topics: Furniture**

Credits: 1-3. Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5900M: Special Topics: Mixed Media**

Credits: 1-3. Repeatable.

*Prereq: Instructor Permission for Course*

Written approval of instructor and department chair on required form in advance of semester of enrollment.

**ART 5930B: Workshop: Ceramics**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930C: Workshop: Computer Art and Design**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930D: Workshop: Drawing**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930E: Workshop: Textiles**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930F: Workshop: Illustration**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930G: Workshop: Metals**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930I: Workshop: Painting**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930J: Workshop: Photography**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930K: Workshop: Printmaking**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930L: Workshop: Furniture**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5930M: Workshop: Mixed Media**

Credits: 1-3. Contact Hours: Studio 6.

Repeatable.

*Prereq: Graduate Standing or Permission of Instructor*

Intensive 2 to 4 week studio exploration. Topics vary each time offered and may have prerequisites.

**ART 5950: Integrated Studio Arts in Europe**

Credits: 3. Contact Hours: Studio 6.

*Prereq: Graduate classification, ART 4940 or permission of instructor*

International study abroad program in western Europe. Visits to design studios, art museums, and educational facilities. Related activities depending on specific area of study which may vary each time offered. Meets International Perspectives Requirement.

**Courses for graduate students:**

**ART 6050: Research Methods**

Credits: 3. Contact Hours: Lecture 3.

Research strategies related to fine art and technology. Application of selected methods to specific issues.

**ART 6070: Intermedia**

Credits: 3. Contact Hours: Laboratory 6.

Exploration and application of media with various materials, methods and ideas. (Typically Offered: Fall, Spring)

**ART 6970: Internship**

Credits: 1-6. Repeatable, maximum of 6 credits.

*Prereq: Graduate classification and written approval of supervising instructor on required form in advance of semester of enrollment*

Supervised experience with a cooperating sponsor. Offered on a satisfactory-fail basis only. Offered on a satisfactory-fail basis only.

**ART 6980: Current Issues in Studio Arts**

Credits: 1-3. Contact Hours: Lecture 3.

Repeatable, maximum of 9 credits.

Selected issues in contemporary studio arts. Topics and readings vary each time offered. (Typically Offered: Fall, Spring)

**ART 6990A: Research: Thesis**

Credits: 1-30. Repeatable.

*Prereq: Instructor Permission for Course*  
Research thesis.

**ART 6990B: Research: Thesis-exhibition**

Credits: 1-30. Repeatable.

*Prereq: Instructor Permission for Course*  
Research exhibition.