

ART (ART)

ART 100 Art Appreciation 3 Hours

An introductory study of the visual arts. **Colonnade/Statewide General Education Code E-AH | AH**

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; winter 2023; spring 2023; summer 2023; fall 2023; spring 2024; summer 2024; fall 2024

ART 102 Introduction to Making Art & Making Meaning 3 Hours

A hands-on material-specific course for non-art majors. Explores the formal elements, techniques, concepts and vocabulary of visual art through physical manipulation of one or more art materials (for example ceramics, paint, metals, or fibers). Examines art's central and proactive role in the articulation of culture and its important function in determining societal norms and shifts throughout time. **Colonnade/Statewide General Education Code E-AH | AH**

Recent Term(s) Offered: spring 2022; summer 2022; summer 2023; spring 2024; summer 2024; fall 2024

ART 105 History of Art to 1300 3 Hours

A selective chronological study of the visual arts from prehistoric through Gothic times. The course is designed as an introduction to the basic terminology and problems of art history and to methods of analyzing and interpreting individual works of art. **Colonnade/Statewide General Education Code E-AH | AH**

Recent Term(s) Offered: spring 2022; spring 2023; spring 2024

ART 106 History of Art Since 1300 3 Hours

A selective chronological study of the major visual arts from renaissance through modern times. **Colonnade/Statewide General Education Code E-AH | AH**

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; summer 2023; fall 2023; summer 2024; fall 2024

ART 130 Two-Dimensional Design 3 Hours

This course is an introduction to the elements and principles of design and their creative application in two-dimensional design problems.

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 131 Three-Dimensional Design 3 Hours

An introduction to the elements and principles of three-dimensional design through problems using natural and synthetic materials.

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 140 Drawing 3 Hours

This course introduces the fundamentals of drawing with emphasis on line, perspective or rendering. Course content is derived from still life, landscape and figure.

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 220 Ceramics 3 Hours

An introduction to ceramic art forming and glazing techniques.

Prerequisite(s): (ART 105 (may be taken concurrently) or ART 106 (may be taken concurrently)) and ART 131 and ART 140

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 230 Color Concepts 3 Hours

This course deals with concepts and applications of color in assigned two-dimensional problems.

Prerequisite(s): ART 140 and ART 130

Recent Term(s) Offered: None

ART 231 Graphic Design I: Typography 3 Hours

An introduction to typographic competencies, some of the fundamental building blocks of graphic design. Projects enable an understanding of the history and principles of typography. The course will introduce current computer technologies and the skills necessary for developing and executing basic typographic concepts.

Prerequisite(s): ART 130 and ART 243 (may be taken concurrently) with a minimum grade of C

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 240 Drawing 3 Hours

This course introduces the student to specific problems in composition.

Prerequisite(s): ART 140

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; summer 2023; fall 2023; spring 2024; summer 2024; fall 2024

ART 243 Digital Media 3 Hours

Introduction to digital media development utilizing current software programs and tools for print design, digital design, animation, and interactive media. This course emphasizes technical skill and contextual creativity.

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613), Marketing (720), Marketing (Seeking Adm) (720P), Journalism (736), Journalism - Seeking Admission (736P), Visual Journalism Photograph (752) or Visual Jour Photo (Seek Adm) (752P)

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 250 Printmaking 3 Hours

This course introduces the student to printmaking through one of the following processes: relief, screenprinting, intaglio, lithography, collagraph or monotype.

Prerequisite(s): (ART 105 (may be taken concurrently) or ART 106 (may be taken concurrently)) and ART 130 and ART 140

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 260 Painting 3 Hours

The purpose of this course is to acquaint students with the fundamental techniques of painting.

Prerequisite(s): (ART 105 (may be taken concurrently) or ART 106 (may be taken concurrently)) and ART 130 and ART 140

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; summer 2024; fall 2024

ART 270 Sculpture Survey I 3 Hours

A survey of sculpture production methods, including modeling, mold making, carving and fabricating in various materials. Students will explore traditional and contemporary techniques that can be used to express their understanding of the human condition by sculptural means.

Prerequisite(s): (ART 105 (may be taken concurrently) or ART 106 (may be taken concurrently)) and ART 131 and ART 140

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 280 Weaving 3 Hours

This course is an introduction to weaving, including rya, flossa, and tapestry rug techniques plus techniques for yardage and wall hanging.

Prerequisite(s): ART 105 (may be taken concurrently) and ART 130 and ART 140

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024

ART 305 Ancient Greek and Roman Art 3 Hours

Investigation of the artistic heritage of Ancient Greece and Rome from the Bronze Age to 476 CE.

Recent Term(s) Offered: None

ART 310 Art Education in the Elementary School 3 Hours

A requirement for elementary education majors, this course studies the materials, methods and functions of art in the elementary curriculum through the use of lectures, readings, observations and selected studio problems.

Prerequisite(s): EDU 250 (may be taken concurrently) and PSY 310 (may be taken concurrently)

Restriction(s): Students with a semester level of Academy Junior, Academy Senior, Freshman or Sophomore may **not** enroll.

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 311 Foundations of Art Education and Methods I 3 Hours

An introductory course for theoretical as well as practical foundations of elementary and/or middle school art education and methods. Field experience will be required. Students are responsible for arranging their own transportation to designated or assigned sites.

Prerequisite(s): (ART 105 (may be taken concurrently) with a minimum grade of C or ART 106 (may be taken concurrently) with a minimum grade of C) and EDU 250 (may be taken concurrently) with a minimum grade of C

Restriction(s): Students with a semester level of Freshman or Sophomore may **not** enroll.

Recent Term(s) Offered: fall 2022; fall 2023; fall 2024

ART 312 Art of the United States to 1865 3 Hours

A survey of art and architecture of the United States from its beginnings to the end of the Civil War.

Recent Term(s) Offered: spring 2023

ART 313 Art of the United States Since 1865 3 Hours

A survey of art and architecture in the United States from the Civil War to the present day.

Recent Term(s) Offered: None

ART 314 Southern Baroque Art 3 Hours

A survey of the art and architecture of Italy and Spain of the seventeenth century.

Recent Term(s) Offered: None

ART 315 Northern Baroque Art 3 Hours

A survey of art and architecture of northern Europe of the seventeenth century with an emphasis on Dutch, Flemish, and French traditions.

Recent Term(s) Offered: None

ART 316 Medieval Art & Architecture 3 Hours

A study of the art and architecture of Europe from the early third century through the fourteenth century.

Recent Term(s) Offered: fall 2022; spring 2024

ART 317 Art and Power 3 Hours

A systematic consideration of the means through which the visual arts embody and promote ideologies and shape human societies. **Colonnade/Statewide General Education Code K-SY**

Prerequisite(s): 21 hours of Foundations and Explorations Courses, or junior status

Recent Term(s) Offered: winter 2022; summer 2022; winter 2023; summer 2023; winter 2024; summer 2024

ART 318 Art and Landscape 3 Hours

Critical examination of the theme of landscape in the visual arts.

Colonnade/Statewide General Education Code K-LG

Prerequisite(s): 21 hours of Foundations and Explorations Courses, or junior status

Recent Term(s) Offered: summer 2022; summer 2023; summer 2024

ART 321 Ceramics 3 Hours

This course emphasizes forming techniques that complement the talents and concepts of intermediate level ceramic art students.

Prerequisite(s): ART 220

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 325 Art of Asia, Africa, and the Americas 3 Hours

Visual arts of indigenous cultures from four continents: Asia, the Americas and Africa.

Restriction(s): Students with a semester level of Freshman may not enroll.

Recent Term(s) Offered: fall 2023

ART 330 Graphic Design II: Layout & Information Design 3 Hours

This course combines active-learning experiences with formative portfolio practice in graphic design. Students will conduct design research, learn preproduction/production techniques, and utilize industry software to work through contextual obstacles and aesthetic strategies concerning the visualization of information.

Prerequisite(s): ART 231

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 331 Visual Thinking 3 Hours

Focuses on the process of lateral thinking and the visualization of design problems and their solutions. Emphasizes effective research, imagination, originality, and execution in various media.

Prerequisite(s): ART 231 and ART 243

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 334 Survey of Graphic Design 3 Hours

This course investigates the evolution of graphic design from pre-historic visual communications through the computer graphics revolution.

Recent Term(s) Offered: spring 2022; fall 2022; fall 2023; fall 2024

ART 340 Drawing 3 Hours

Composition and exploration of different media and techniques are emphasized in drawing from still life arrangements, landscapes or figure.

Prerequisite(s): ART 240

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; summer 2023; fall 2023; spring 2024; summer 2024; fall 2024

ART 341 Drawing 3 Hours

Advanced drawing is provided in this course, with continued emphasis on composition and technique.

Prerequisite(s): ART 340

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 343 Digital Media: Time-Based 3 Hours

Exploration of time-based and experimental digital art, including computer animation, interactive multimedia, World Wide Web and emerging applications of computer graphics in visual art.

Prerequisite(s): ART 243

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 350 Printmaking 3 Hours

Emphasizes the development of imagery through one of the following processes: relief, screen-printing, intaglio, lithography, collagraph, monotype or digital.

Prerequisite(s): ART 250

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; summer 2023; fall 2023; spring 2024; fall 2024

ART 351 Printmaking 3 Hours

Continues the student's development of personal imagery and technical proficiency through printmaking.

Prerequisite(s): ART 350

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 360 Painting 3 Hours

This course stresses the creative approach to painting media. Emphasis is placed upon developing and understanding of the materials, principles and techniques inherent in a work of art. Outside reading and pictorial investigations are assigned.

Prerequisite(s): ART 260

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 361 Painting 3 Hours

This course requires students to apply knowledge, understanding and skills in painting with increased competence and insight.

Prerequisite(s): ART 360

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 370 Sculpture Survey II 3 Hours

Further development of basic sculptural materials and techniques.

Prerequisite(s): ART 270

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 371 Sculpture Methods, Welding I 3 Hours

Advanced work in sculpture composition. Welding is introduced, using oxyacetylene, electric or gas arc.

Prerequisite(s): ART 370

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; spring 2024; fall 2024

ART 372 Sculpture, Figurative Studies 3 Hours (repeatable max of 6 hrs)

Focuses on the human figure, its various applications and meanings as a vehicle for aesthetic expression in contemporary sculpture.

Prerequisite(s): ART 270

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 373 Installation Art 3 Hours (repeatable max of 6 hrs)

Introduction to and practice with concepts, materials and methods of installation art. Students will experiment with developing their own artistic voice through creating site-specific art installations. Off campus field trip may be taken. Note: Any 200-level course in studio art or graphic design is required to take this course.

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: None

ART 377 Design to Prototype I 3 Hours

This course will allow students in creative fields to explore traditional and new production methods within the creative markets and allied design fields. It will provide instruction in a range of topics, technologies, and processes in the design and production of prototypes and physical 2D and 3D assets.

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2023; spring 2024

ART 380 Weaving 3 Hours

In this course, the creative and individual approach is emphasized in weaving full-size items using techniques learned in Weaving 280, in addition to other weaving techniques.

Prerequisite(s): ART 280

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024

ART 381 Weaving 3 Hours

In this course, the student is expected to investigate one or more selected areas of weaving.

Prerequisite(s): ART 380

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; fall 2023; spring 2024

ART 390 Contemporary Art 3 Hours

Consideration of the diverse influences, developments, and trends in the visual arts since World War II.

Recent Term(s) Offered: spring 2022; spring 2023; spring 2024

ART 395 A Cultural History of Alcohol 3 Hours

An examination of the role that alcohol plays in historical development among various world cultures over time. Instructor may choose to focus on a specific region and/or time period. **Colonnade/Statewide General Education Code K-SC**

Equivalent(s): HIST 395

Recent Term(s) Offered: fall 2023

ART 399 Professional Work 3 Hours (repeatable max of 6 hrs)

Application for or enrollment in Cooperative Education plan, approval of Co-op Faculty Advisor and of department head and development of written Learning Plan. Practical experience in art in a supervised work situation within a cooperating private enterprise or public agency. Adequately prepared students are placed in a situation in which theoretical knowledge may be applied to actual professional experience.

Restriction(s): Students with a semester level of Freshman or Sophomore may **not** enroll.

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; winter 2024; spring 2024; summer 2024; fall 2024

ART 401 Art of the Italian Renaissance 3 Hours

This course analyzes the architecture, sculpture and painting of the Italian Renaissance with emphasis on the examination of selected examples.

Recent Term(s) Offered: fall 2022

ART 403 Northern Renaissance Art 3 Hours

A study of Netherlandish, German, and French art from late 14th through 16th centuries. Emphasis is placed upon the work of such major figures as van Eyck, van der Weyden, van der Goes, Bosch, Bruegel, Gruenewald, and Durer.

Recent Term(s) Offered: fall 2024

ART 405 Art Theory and Criticism 3 Hours

A study of major theories of art, both historical and contemporary, and of various approaches to making qualitative judgments about individual works of art.

Prerequisite(s): ART 105 and ART 106

Recent Term(s) Offered: fall 2022; fall 2023; fall 2024

ART 407 Islamic Art and Architecture 3 Hours

A survey of art and architecture in the Islamic world from 622 through the present day. **Colonnade/Statewide General Education Code K-SC**

Prerequisite(s): 21 hours of Foundations and Explorations Courses, or junior status

Recent Term(s) Offered: fall 2022; fall 2024

ART 408 European Art, 1700-1848 3 Hours

An investigation of the visual arts of Europe from the Age of Absolutism to the Revolutions of 1848. Examines the visual arts of eighteenth and early nineteenth century Europe including movements and styles such as Rococo, Neoclassicism, and Romanticism.

Recent Term(s) Offered: spring 2022

ART 409 European Art, 1848-1900 3 Hours

Examines the visual arts of mid to late nineteenth century Europe including movements and styles such as Realism, Impressionism, and Post-Impressionism.

Recent Term(s) Offered: spring 2024

ART 410 European Art, 1900-1945 3 Hours

Examines the visual arts of Europe from the beginning of the twentieth century until the end of World War II.

Recent Term(s) Offered: spring 2023

ART 411 Foundations of Art Education and Methods II 3 Hours

This second art education methods course provides diverse experiences related to art education theory and practice in elementary, middle, and high schools. Field experiences in public schools outside the regular class sessions are required. Students are responsible for arranging their own transportation to designated or assigned sites.

Prerequisite(s): ART 311 with a minimum grade of C and EDU 250 with a minimum grade of C and PSY 310 with a minimum grade of C and SPED 330 with a minimum grade of C

Recent Term(s) Offered: fall 2022; spring 2024

ART 413 Foundations of Art Education and Methods III 3 Hours

Long-term curriculum design, assessment and classroom management methods appropriate for visual arts instruction in middle and high schools. Field experience is required. Students are responsible for arranging their own transportation.

Prerequisite(s): ART 411 with a minimum grade of C

Restriction(s): Students with a semester level of Freshman, Junior or Sophomore may **not** enroll.

Recent Term(s) Offered: spring 2023; fall 2024

ART 420 Ceramics 3 Hours

A continuation of production in clay form and research in experimental clay and glaze composition.

Prerequisite(s): ART 321

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 421 Ceramics 3 Hours

This course requires advanced individual performance in creative design concepts and in research and recording.

Prerequisite(s): ART 420

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 422 Ceramics 3 Hours

This course is a continuation of ART 421.

Prerequisite(s): ART 421

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; spring 2023; spring 2024

ART 423 Pottery Wheel Techniques 3 Hours

Development of wheel-thrown shapes that reflect innovative thinking and mature craftsmanship.

Prerequisite(s): ART 422

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: fall 2022

ART 424 Ceramic Glaze Composition 3 Hours

Investigation of the thermal behavior of glaze chemicals and compounds.

Prerequisite(s): ART 422

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2024; fall 2024

ART 425 Ceramic Studio Equipment Design 3 Hours

Study of the design and construction of basic studio equipment, including kilns, burners, potters wheels, and slab rollers.

Prerequisite(s): ART 423

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2023

ART 426 Special Firing Techniques 3 Hours

Experimentation with oxidation and reduction kiln firing techniques including raku, salt, lustre, and bizen.

Prerequisite(s): ART 423

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2023; spring 2024

ART 430 Graphic Design III: Advanced Graphic Design 3 Hours

Course will provide opportunities to create personal, expressive projects that will result in comprehensive portfolio-ready work for graphic designers. Self-motivation and a committed desire to design are required for this course.

Prerequisite(s): ART 330 with a minimum grade of C and ART 331 with a minimum grade of C

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; fall 2023; spring 2024; summer 2024; fall 2024

ART 431 Illustration 3 Hours

This course develops the ability to apply a variety of media and techniques to solve problems in illustration.

Prerequisite(s): ART 240 with a minimum grade of C

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2022; spring 2023; fall 2023; spring 2024

ART 432 Portfolio 3 Hours

This course is designed to inform and to guide the student in assembling a portfolio for professional presentation.

Restriction(s): Students with a semester level of Freshman or Sophomore may **not** enroll.

Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 433 Package Design 3 Hours

Techniques and aesthetics of package design.

Prerequisite(s): ART 330 and ART 131

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: fall 2022; fall 2023; fall 2024

ART 434 Capstone Seminar 1 Hour

Seminar workshop with emphasis on presentation and practices appropriate to future development. To be taken the last semester of the student's program of study in art.

Restriction(s): Students with a semester level of Academy Junior, Academy Senior, Freshman, Junior or Sophomore may **not** enroll.

Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 436 Digital Illustration 3 Hours

This computer-based course provides advanced instruction in illustration using industry-standard software.

Prerequisite(s): ART 243 with a minimum grade of C

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 438 Advanced Media Design 3 Hours

Advanced level studio course that combines previously acquired art and design skills with new strategies to produce print and digital design for on-screen media and user interactions. Places strong focus on self-directed projects and experiential learning.

Prerequisite(s): ART 330 with a minimum grade of C and ART 331 with a minimum grade of C

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2022; spring 2023; spring 2024

ART 440 Drawing 3 Hours

Advanced drawing explorations through individual problem solving.

Prerequisite(s): ART 341

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; summer 2023; spring 2024; summer 2024; fall 2024

ART 444 Computer Animation III 3 Hours

An upper level of 3D computer animation, dedicated to exploring the possibilities of computer animation in a fine-art and experimental context, particularly emphasizes creative experimentation, personal expression based on an interdisciplinary practice aimed at bridging the arts and technologies.

Prerequisite(s): ANIM 344

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 445 American Architectural History 3 Hours

An interdisciplinary survey of American architectural history, including trends and styles, architect designed and manufactured structures and elements, and the social history of American architecture.

Equivalent(s): FLK 445

Recent Term(s) Offered: spring 2023

ART 450 Printmaking 3 Hours

Stresses advanced printmaking techniques and requires students to have strong personal imagery.

Prerequisite(s): ART 351

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: fall 2022; spring 2023; fall 2024

ART 451 Printmaking 3 Hours

Printmaking exploration through research and creative activity.

Prerequisite(s): ART 450

Corequisite(s): ART 452

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023

ART 452 Printmaking 3 Hours

This course consists of advanced research problems in printmaking.

Prerequisite(s): ART 451

Corequisite(s): ART 451

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023

ART 453 Senior Techniques in Printmaking 3 Hours

Develops mastery printmaking skills.

Prerequisite(s): ART 452

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023

ART 454 Senior Composition in Printmaking 3 Hours

Exploration of mature personal imagery in printmaking.

Prerequisite(s): ART 452

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: fall 2022; spring 2023; fall 2023; spring 2024

ART 455 Advanced Senior Techniques in Printmaking 3 Hours

Continues the development of master printmaking skills.

Prerequisite(s): ART 453 and ART 454

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: fall 2023; spring 2024

ART 456 Advanced Senior Composition in Printmaking 3 Hours

Continues the exploration of mature personal imagery in printmaking.

Prerequisite(s): ART 453 and ART 454

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 460 Painting 3 Hours

Research problems in selected painting materials are provided in this course.

Prerequisite(s): ART 361

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 461 Painting 3 Hours

This course consists of advanced individual research problems in painting.

Prerequisite(s): ART 460

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024

ART 462 Painting 3 Hours

This course is a continuation of ART 461.

Prerequisite(s): ART 461

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 463 Senior Painting Studio I 3 Hours

Advanced studio exploration through historical, technical and practical methods.

Prerequisite(s): ART 462

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 464 Senior Painting Studio II 3 Hours

Advanced studio using historical, technical and practical methods to create a cohesive body of work.

Prerequisite(s): ART 462

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024

ART 465 Advanced Senior Painting Studio I 3 Hours

Development of a sustainable studio practice through individual problem solving.

Prerequisite(s): ART 463 and ART 464

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; spring 2024

ART 466 Advanced Senior Painting Studio II 3 Hours

Development of a professional studio practice through individual experimentation and innovation.

Prerequisite(s): ART 463 and ART 464

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022

ART 470 Sculpture 3 Hours

Sculptural problems. Introduction to metal casting using sand molds.

Prerequisite(s): ART 371

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ART 471 Sculpture Methods, Foundry I 3 Hours

Sculptural problems. Introduction to the lost-wax method of casting.

Prerequisite(s): ART 371

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024

ART 472 Sculpture 3 Hours

Experience in solving problems met in professional practice.

Prerequisite(s): ART 471

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2022

ART 474 Sculpture Methods, Wood 3 Hours

Advanced techniques in wood sculpture.

Prerequisite(s): ART 472

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: fall 2022; fall 2023

ART 475 Sculpture Methods, Welding II 3 Hours

Advanced welding techniques in sculpture.

Prerequisite(s): ART 371

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2023

ART 476 Sculpture Methods, Foundry II 3 Hours

Advanced foundry techniques in sculpture.

Prerequisite(s): ART 471

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 477 Design to Prototype II 3 Hours

This course will allow students in creative fields to expand upon knowledge of traditional and new production methods within the creative markets and allied design fields. It will provide advanced instruction in a range of topics, technologies, and processes in the design and production of object-based prototypes and physical 3D assets.

Prerequisite(s): ART 377 with a minimum grade of C

Restriction(s): Enrollment is limited to students in User Experience (1747), Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: fall 2023; spring 2024

ART 480 Weaving 3 Hours

This course consists of creative research in the areas of double-weave, ikat, the use of indigenous fibers and other more complicated techniques.

Prerequisite(s): ART 381

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: spring 2023

ART 481 Weaving 3 Hours

This course provides for the development of special creative problems involving techniques investigated in ART 480.

Prerequisite(s): ART 480

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 482 Weaving 3 Hours

This course involves advanced individual research in weaving.

Prerequisite(s): ART 481

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 483 Senior Fiber Techniques 3 Hours

Develops proficiency in weaving or fiber construction through experiments with traditional and innovative techniques.

Prerequisite(s): ART 482

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 484 Senior Fiber Composition 3 Hours

Explores and develops mature personal concepts and imagery in fiber art.

Prerequisite(s): ART 482

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 485 Advanced Senior Fiber Techniques 3 Hours

Continues the development of fiber techniques introduced in ART 483.

Prerequisite(s): ART 483 and ART 484

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 486 Advanced Senior Fiber Composition 3 Hours

Continues the development of concepts and imagery in fiber art as begun in ART 484.

Prerequisite(s): ART 483 and ART 484

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P), Art History (613) or

Recent Term(s) Offered: None

ART 490 Special Problems 3-6 Hours

Independent course work done on an individual basis under the guidance of a selected faculty member.

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; winter 2023; spring 2023; summer 2023; fall 2023; winter 2024; spring 2024; fall 2024

ART 491 Special Studies 3 Hours

Independent course work done on an individual basis under the guidance of a selected faculty member.

Recent Term(s) Offered: winter 2022; spring 2022; summer 2022; fall 2022; winter 2023; spring 2023; summer 2023; fall 2023; winter 2024; summer 2024; fall 2024

ART 494 Seminar in Art History 3 Hours (repeatable max of 6 hrs)

An examination of a selected period, movement, or artist which relates historical, formalistic, and theoretical approaches. Emphasis is placed upon accurate observation, critical judgment, and effective communication of ideas. May be repeated once for a total of six hours. Note: One other art history course is required.

Recent Term(s) Offered: spring 2022; summer 2022; spring 2023; summer 2023; spring 2024; summer 2024

ART 495 Portfolio Development & Practicum 1-2 Hours (repeatable max of 6 hrs)

Provides advanced students with self-directed study. Under supervision of a faculty member of the student's choosing, course will enable students to create individual works suitable for inclusion in a competitive portfolio.

Prerequisite(s): permission of instructor

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; fall 2023; winter 2024; spring 2024; fall 2024

ART 496 Special Topics in Studio Art 3 Hours (repeatable max of 6 hrs)

Investigates different topics in art through process or technique in a studio practice.

Restriction(s): Enrollment is limited to students in Game Design (1761), Graphic Design (1762), Studio Art (312), Art History (316), Computer Animation (352), Graphic Design (385), Visual Studies (509), Visual Arts (514), Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2022; summer 2022; fall 2022; spring 2023; summer 2023; fall 2023; spring 2024; summer 2024; fall 2024

ART 497 Special Topics in Animation 3 Hours (repeatable max of 9 hrs)

In-depth instruction in a range of topics, technologies, and processes in animation.

Prerequisite(s): ANIM 310

Recent Term(s) Offered: spring 2022; spring 2023; spring 2024; fall 2024

ART 498 Special Topics in Graphic Design 3 Hours

Investigates topics in graphic design through applied processes or techniques. Explores the professional practice of historical and / or contemporary graphic design, including new and emerging media.

Prerequisite(s): ART 330 (may be taken concurrently) with a minimum grade of C and ART 331 (may be taken concurrently) with a minimum grade of C

Restriction(s): Enrollment is limited to students in User Experience (1747) , Game Design (1761) , Graphic Design (1762) , Studio Art (312) , Art History (316) , Computer Animation (352) , Graphic Design (385) , Visual Studies (509) , Visual Arts (514) , Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: summer 2022; spring 2023; spring 2024

ART 499 Career Experience in Art 3 Hours (repeatable max of 6 hrs)

Application for or enrollment in Cooperative Education plan, approval of Co-op Faculty Advisor and of department head and development of written Learning Plan. Practical experience in art in a supervised work situation within a cooperating private enterprise or public agency. Adequately prepared students are placed in a situation in which theoretical knowledge may be applied to actual professional experience.

Recent Term(s) Offered: winter 2022; spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024