ARS

Art, Studio

ARS 154 - D: Foundations of Drawing
Fundamentals of drawing using various drawing media and types of paper. Perspective, foreshortening, proportion, anatomy, and basic concepts of drawing are studied. The figure, still life, and landscape are explored as subject matter, and color theory is introduced.
3 credits

ARS 201 - D: Photography for Non-Majors
An introductory non-darkroom course on the fundamentals of camera techniques, photographic history, and terminology as well as the visual language of still and moving imagery. Students must own a 35mm camera with manual capability. Books, photographic materials, and field trip expenses are estimated to cost $200.
Advisory Prerequisite: ARS 154
3 credits

ARS 205 - D: Foundations of Drawing
An introduction to the basic building blocks for artistic practice and aesthetic analysis. Projects are organized around themes such as line, plane, volume, color, composition, typography, pattern, scale, narrative, performance, light, sound, and monument. These projects, as well as readings, presentations, and discussions, examine the importance of a changing cultural, environmental, and social context and its impact on meaning and perception in art and visual culture.
3 credits

ARS 208: Introduction to Media Technology
A survey and hands-on introduction to digital media. Students are introduced to the practical, conceptual, and historical use of computers and related imaging tools in the visual arts through lecture, labs, readings, and project critiques. This course serves as preparation for further study in electronic media. It is also an opportunity for students in the arts to gain basic computer literacy through the exploration of various programs including Photoshop, Illustrator, In Design, Dreamweaver, and Flash. Students will develop strategies for effectively communicating with images. Emphasis is on the conceptual and artistic potential of the technology. No prior computer experience is required.
Pre- or Corequisite: ARS 154 or ARS 205
3 credits

ARS 225: Introductory Digital Art
A survey and hands-on introduction to digital media. Students are introduced to the practical, conceptual, and historical use of computers in the visual arts through lecture, labs, readings, and project critiques. This course serves as preparation for further study in electronic media. It is also an opportunity for students in the arts to gain basic computer literacy through the exploration of various programs including Photoshop, Illustrator, In Design, Dreamweaver, and Flash. Students will develop strategies for effectively communicating with images. Emphasis is on the conceptual and artistic potential of the technology. No prior computer experience is required.
Pre- or Corequisite: One ARS, CCS, CSE, ISE, MUS, or THR course
3 credits

ARS 254: Ceramics
Investigation of ceramic ware and ceramic sculpture utilizing a wide variety of approaches in earthenware and stoneware clay bodies. The course offers a technical and conceptual foundation for clay construction, low- and high-fire glazing, and multiple finishing techniques using gas and electric firing processes.
Prerequisite: ARS 154
3 credits

ARS 256: Fundamentals of Sculpture
An introduction to sculpture, using a variety of materials and techniques. Specific, sequentially organized projects in carving, construction, modeling, and casting are designed to develop technical skills in conjunction with conceptual information.
Prerequisite: ARS 154
3 credits

ARS 264: Digital Imaging
Introduction to digital imaging and related software applications used in the creation of digital images. Students are introduced to the basic concepts of digital image creation using computers and related imaging tools in the visual arts through lecture, labs, readings, and project critiques. This course serves as preparation for further study in electronic media. It is also an opportunity for students in the arts to gain basic computer literacy through the exploration of various programs including Photoshop, Illustrator, In Design, Dreamweaver, and Flash. Students will develop strategies for effectively communicating with images. Emphasis is on the conceptual and artistic potential of the technology. No prior computer experience is required.
Pre- or Corequisite: One ARS, CCS, CSE, ISE, MUS, or THR course
3 credits

ARS 274: Beginning Printmaking
An introduction to printmaking. Demonstrations and lectures treat printmaking techniques and print shop procedures. Students are introduced to intaglio (etching, drypoint, engraving), relief (wood block, line block) monoprinting, and if time permits, lithography.
Prerequisite: ARS 154
3 credits

ARS 281: Photography I
An intensive course with extensive practice and experimentation in the aesthetics, techniques, and materials of black-and-white photography. It is expected that the student's academic program or vocational objectives require a legitimate need for photographic training, and the course is structured accordingly. Students must provide their own 35mm camera equipped with a single focal length normal lens (no zoom lens) and the ability for full manual operation. They must expect to spend approximately $450 during the semester on materials.
Prerequisite: ARS 154
3 credits

ARS 299: Studio Management Workshop
Development of practical skills needed to manage and maintain a studio lab or shop in the art department. Students work under the supervision of a faculty member in an area of interest, such as photography, printmaking, electronic media, or sculpture. May be repeated twice.
Prerequisite: Permission of instructor
1 credit, S/U grading

ARS 317: Interactive Media, Performance, and Installation
An investigation of the relationship between music and film and video. Students script, shoot, edit, and create short videos with soundtracks, exploring different aspects of visuals and music. All editing is done digitally. Works may be made for screen, installation, or performance. Also examines historical and contemporary artistic exploration with such media. This course is offered as ARS 317, MUS 317 and THR 317.
Prerequisite: One ARS, CCS, CSE, ISE, MUS, or THR course
Advisory Prerequisite: ARS/MUS/THR 208 or ARS 225
3 credits

ARS 318: Movie Making: Shoot, Edit, Score
An investigation of the relationship between music and film and video. Students script,
shoot, edit, and create short videos with soundtracks, exploring different aspects of visuals and music. All editing is done digitally. Works may be made for screen, installation, or performance. Also examines historical and contemporary artistic exploration with such media. This course is offered as ARS 318, MUS 318, and THR 318.

**Prerequisite:** ARS/MUS/THR 208 or ARS 225

3 credits

**ARS 324: Intermediate Digital Art: Design**

This course focuses on the aesthetic, social, political, and ethical issues at stake in the production of design. The course extends beyond two-dimensional graphic design to include critical approaches to the practice and production of architecture, urbanism, environmental design, social life, and fine art.

**Prerequisite:** ARS/MUS/THR 208 or ARS 225

3 credits

**ARS 325: Theory and Practice of Digital Arts: Print**

An examination of the theories and techniques of computer and electronic media through lecture, labs, readings and project critiques. Digital imaging techniques are combined with layout programs to create image centered works, such as artist's books, individual prints, multiples, and installations. Hybrid combinations of digital and traditional photography and printmaking techniques are explored.

**Prerequisite:** ARS/MUS/THR 208 or ARS 225

3 credits

**ARS 326: Theory and Practice of Digital Arts: Animation**

An introduction to the practice, theory, and history of animation within art and independent media through labs, lecture, readings, and project critiques. Students work with computer based 2D and 3D animation tools to create several short assignments and one significant project using one or more techniques.

**Prerequisite:** ARS/MUS/THR 208 or ARS 225

3 credits

**ARS 327 - H: Theory and Practice of Digital Arts: Web Art, Design, and Culture**

An investigation of the practical, historical, and theoretical issues related to art and design on the Internet. Students write a hypertext research paper, work with images, text, sound, and animation on the web to create web-based artworks in response to course content, and design an information-based site. Emphasis is on examining the history of the Internet, cultural implications of the web, and creative use of web technologies.

**Prerequisite:** ARS/MUS/THR 208 or ARS 225

3 credits

**ARS 328: Theory and Practice of Digital Arts: Animation**

An investigation of the practice, theory, and history of animation within art and independent media through labs, lecture, readings, and project critiques. Animation production will cover computer based stop-motion as well as some 2D and 3D computer animation. Emphasis is on creative content, experimentation and critical thinking. Students work with computer based 2D and 3D animation tools to create several short assignments and one significant project using one or more techniques.

**Prerequisite:** ARS/MUS/THR 208 or ARS 225

3 credits

**ARS 329: Sound Design**

An investigation into the scientific, formal and artistic qualities of sound developed for students who may or may not have had formal musical training. Students will write reviews of sound pieces, create film or game soundtracks, and create sound-based artworks in response to course content, and write a paper on acoustic or psycho-acoustic phenomena. Emphasis is on studio production techniques, history of sound art and basic acoustics. Students will work on Apple computers in the SINC site and LTA. This course is offered as ARS 341, MUS 341, and THR 341.

**Prerequisite:** One ARS, CCS, CSE, ISE, MUS, or THR course

**Advisory Prerequisite:** ARS/MUS/THR 208 or ARS 225

3 credits

**ARS 330: Life Drawing and Painting**

Drawing and painting of the human figure. May be repeated once.

**Prerequisite:** ARS 225

3 credits

**ARS 331: Painting II: Theory and Practice**

Painting and drawing studio; practice and theory stressing exploration of media and crafts, historical styles, and individual development.

**Prerequisite:** ARS/MUS/THR 208 or ARS 225

3 credits

**ARS 332: Advanced Theory and Practice of Ceramics**

An advanced course in ceramics stressing sophisticated sculptural forms and techniques in earthenware, stoneware, porcelain, and raku clay bodies. Class work is based on individual projects stressing expression of ideas and image making. Additional techniques of mold making, slip casting, and raku firing enlarge the repertoire of construction and surface finishes.

**Prerequisites:** ARS 264 and ARH 102

3 credits

**ARS 333: Theory and Practice of Sculpture: Wood, Metal, and Mixed Media**

Theory, techniques, and formal principles of wood sculpture, including carving and constructions; metal sculpture, including welding, forming, and finishing; and related concepts and techniques in mixed-media sculpture.

**Prerequisites:** ARS 256 and ARH 102

3 credits

**ARS 334: Theory and Practice of Sculpture: Modeling, Casting, and Carving**

Theory, practice, techniques, and formal principles of clay modeling, plaster casting, carving, and related techniques.

**Prerequisites:** ARS 256 and ARH 102

3 credits
ARS 374: Theory and Practice of Printmaking: Intaglio Processes

Further development of the craft of black-and-white intaglio printing, utilizing various methods including dry point, engraving, etching, soft ground, and aquatint, with an emphasis on the history of printmaking.

Prerequisite: ARS 274
3 credits

ARS 375: Theory and Practice of Printmaking: Lithography

Demonstrations and hands-on work in the basic techniques of direct lithographic printing from limestone, primarily in black and white, with an emphasis on the history of printmaking.

Prerequisite: ARS 154
Advisory prerequisite: ARS 274
3 credits

ARS 381: Photography II

An advanced course in the theory and practice of black-and-white photography utilizing 35mm or larger cameras, lenses, materials, and varied processes. Further exploration of photography as a means of personal visual expression along with a continued intensive examination and application of materials and refined techniques. Students must provide their own cameras and materials.

Prerequisite: ARS 281
3 credits

ARS 390 - G: Topics in Studio Art

Semester supplements to this Bulletin contain specific descriptions when course is offered. May be repeated as the topic changes. Not for major credit.

Prerequisite: ARS 154 or ARS 205
3 credits

ARS 420: Studio Art Senior Seminar

An advanced seminar and critique course for seniors to develop a body of work in their individual area, particularly designed for students who wish to continue study and/or work in the visual arts. Where applicable, includes field trips and assignments of special lectures, panels, seminars, and other events and practices of the professional art world. A group exhibition in a public on-campus venue will be strongly encouraged.

Prerequisite: U3 or U4 standing; ARS major or minor
3 credits

ARS 425: Advanced Digital Arts

An advanced investigation of the history, contemporary practice, and techniques of digital/electronic media arts through lecture, labs, readings, project critiques, and exhibition. Student directed projects may involve advanced media techniques, such as imaging, video, sound, 2D/3D animation, performance, and interactivity that take form as prints, movies on dvd, sculptures/installations, and websites. May be repeated once.

Prerequisite: ARS 374
3 credits

ARS 472: Advanced Theory and Practice of Printmaking: Lithography

Continued development of lithographic techniques, emphasizing methods of stone and plate lithography and leading to the production of printed single- and multi-colored editions. May be repeated once.

Prerequisite: ARS 375
3 credits

ARS 475: Undergraduate Teaching Practicum I

Work with a faculty member as an assistant in one of the faculty member's regularly scheduled classes. The student is required to attend all the classes, do all the regularly assigned work, and meet with the faculty member at regularly scheduled times to discuss the intellectual and pedagogical matters relating to the course.

Prerequisites: Studio art major; preferably U4 standing; sponsorship of an instructor; permission of department
3 credits, S/U grading

ARS 476: Undergraduate Teaching Practicum II

Work with a faculty member as an assistant in one of the faculty member's regularly scheduled classes. The student is required to attend all the classes, do all the regularly assigned work, and meet with the faculty member at regularly scheduled times to discuss the intellectual and pedagogical matters relating to the course. Students assume greater responsibility in such areas as assisting in demonstrations and critiques, only under direct supervision of the instructor. The course in which the student is permitted to work as a teaching assistant must be different from the course in which he or she previously served.

Prerequisite: ARS 475; permission of department
3 credits, S/U grading

ARS 481: Photography III

Black-and-white photography stressing the theory and practice of 35 mm and medium-format equipment as an artistic tool for individual expression and communication. Emphasis is on the production of prints of outstanding quality and presentation through varied assignments (landscapes, abstracts, portraits, etc.) and equipment. Students must supply their own 35 mm camera equipment. Estimated cost of supplies is $300.
ARS 482: Photography IV

Black-and-white photography stressing the theory and practice of communicative skills and presentation aimed at enabling serious photographic students to follow and develop their personal photographic and subject interests. Students work on several photographic essays throughout the semester. Students must provide their own 35mm equipment. Estimated cost of supplies is $300.

Prerequisites: ARS 381; permission of instructor after interview and review of portfolio
3 credits

ARS 487: Advanced Directed Projects in Studio Theory and Practice

Advanced independent projects for outstanding students under the supervision of a faculty member. May be repeated once for a maximum of six credits.

Prerequisites: Advanced status in one of the studio areas; sponsorship of a faculty member; permission of department
0-6 credits

ARS 488: Internship

Prerequisites: U3 or U4 standing; 15 credits in art department courses; permission of department
0-6 credits, S/U grading

ARS 491: Special Topics in Studio Theory and Practice

Semester supplements to this Bulletin contain specific description when course is offered. May be repeated as the topic changes.

Prerequisite: Permission of department
3 credits

ARS 492: Special Topics in Studio Theory and Practice

Semester supplements to this Bulletin contain specific description when course is offered. May be repeated as the topic changes.

Prerequisite: Permission of department
3 credits

ARS 495: Senior Honors Project in Studio Art

A one-semester project for studio art majors who are candidates for the degree with departmental honors.