ART (ART)

Note: On registering for a studio course offered in this department, the student agrees that the department may retain work completed by the student.

Vertically-related courses in this subject field include the following:

- ART 1110–ART 1120–ART 2110
- ART 2210–ART 2220–ART 3210–ART 3220
- ART 2310–ART 3300
- ART 2410–ART 3400
- ART 2510–ART 3500
- ART 2710–ART 2720–ART 3700

ART 1100 Introduction to Art: Why Art Matters (3 credits)
General Education: Humanistic and Artistic Ways of Knowing, International
An introduction to the diverse ways in which art can function and the significance of art as it impacts the lives of individuals. The course will provide a global perspective, thinking of art not just as a product of Europe and the U. S. but of humans around the world. The course will explore the convergences of cultures and is designed to be an intentionally comparative course. Students will engage in discussion and art prompts that investigate problems and issues presented in looking at and understanding artworks as well as the processes artists use to create. This course includes lectures/videos presentations, visiting artists talks, and course readings and is evaluated through art-making projects and reflective writing. Typically Offered: Fall and Spring.

ART 1110 Drawing I (3 credits)
Exploration of observational, freehand drawing studio practice. Assignments designed to strengthen understanding of drawing processes and design vocabularies while building endurance of hand and eye coordination. Focus placed on strengthening visual communication through expression of line quality, proportion, perspective, value, mark-making and composition while utilizing a variety of drawing techniques and media. Typically Offered: Varies.

ART 1120 Drawing II (3 credits)
In the ART 1120 studio course, we build on the foundation of ART 1110 with an emphasis on drawing as a form of thinking and communication in art and design disciplines. In the studio, we will work to familiarize students with strategies of using drawing for analogy, translation, imagination, and abstraction. The exploration of techniques, media, subject matter, and processes are intended to support practices in various creative professions. Freehand drawing with various media will be the focus of this class with the intent that students will use their skills to develop ideas as part of their creative processes. Typically Offered: Spring.
Prereqs: ART 1110

ART 1210 Integrated Design Process (3 credits)
Introduction to design process as it relates to art and design disciplines; studio problems to familiarize students with basic design process, principles and elements of design. Studio experiences, readings, and written analysis challenge students to explore basic two- and three-dimensional design and color. Two 3-hour studios a week and assigned work; attendance at outside events (lectures, symposiums, university gallery openings). Typically Offered: Fall and Spring.

ART 1220 Art & Design Process (3 credits)
Continuation of study of design process; studio problems challenge students to apply elements and principles of design to studio problems that include traditional and experimental concepts of design. Studio experiences, readings, and written analysis allow for further exploration of two- and three-dimensional design as well more complex concepts such as context, time, and light. Two 3-hour studios per week and assigned work; attendance at outside events (lectures, symposiums, Prichard and University Gallery openings).

ART 2000 (s) Seminar (1-16 credits, max 99)
Credit arranged

ART 2030 (s) Workshop (1-16 credits, max 99)
Credit arranged
Prereqs: Permission

ART 2040 (s) Special Topics (1-16 credits, max 99)
Credit arranged

ART 2050 Visual Culture (3 credits)
General Education: Humanistic and Artistic Ways of Knowing
An introduction to the interdisciplinary approaches in art history, visual studies, film and media studies, sociology, and the general field of cultural studies that constitute the field of visual culture. Visual Culture addresses the societal, cultural, economic, aesthetic, and political dimensions and provocations of images and the visual in our contemporary world. This course offers a broad introduction to the most important critical and theoretical methods for the analysis, critique, and evaluation of visual culture. Typically Offered: Varies.

ART 2110 Life Drawing (3 credits)
Life drawing, work with various media to develop an understanding of the human figure. Two 3-hour studios per week and assigned work.
Prereqs: ART 1110 and ART 1120, or Permission

ART 2130 History and Theory of Modern Design (3 credits)
General Education: Humanistic and Artistic Ways of Knowing, International
Study, analysis, and critique of design history and theory from Industrial Revolution to the present. Historical and theoretical analysis of the emergence of the industrial, product, graphic, and interaction/experience design professions and the relationship between design products, corporations, and global communities. Throughout the course we will critically examine and address the theoretical and practical aspects of contemporary design. Topics considered include industrialization and modernism; design and propaganda; design and the modernist avant-garde; design and nationalism; the politics and economics of global design movements; and design and advertising. Typically Offered: Fall and Spring.

ART 2160 Digital Tools (3 credits)
Introduction to professional design, development, and production workflows related to various aspects of digital design. Demos and lectures cover various industry standard 2D design software. Two 3-hour studios per week and assigned work. Typically Offered: Fall and Spring.

ART 2210 Introduction to Graphic Design (3 credits)
Creative problem solving with emphasis on two dimensional solutions to formal and conceptual design problems; fundamental design principles are reiterated and developed into visual communication using word and image. Design process, prototyping and industry standard software will be used. Two 3-hour studios per week and assigned work. Typically Offered: Fall.
Prereqs: ART 1210 or ART 1220 or ART 2160 or by Instructor Permission

ART 2220 Introduction to Typography (3 credits)
Visual communication design with emphasis on typography, letterforms, and typographic syntax. Ideas are developed into thoughtful visual communication through the exploration of typographic conventions and the use of type as image. Introduction to history and theory of typography. Two 3-hour studios per week and assigned work. Typically Offered: Spring.
Prereqs: ART 1210 or ART 1220 or ART 2160 or by Instructor Permission

ART 2310 Painting I (3 credits)
Intro to basic fundamentals of painting - oil, acrylic, watercolor and gouache; understanding the role of color, techniques in paint application, and concept. Two 3-hour studios per week and assigned work. Typically Offered: Fall and Spring.
Prereqs: ART 1110 or Permission

ART 2410 Sculpture I (3 credits)
Introductory studio environment with an emphasis on welding, wood-working, mixed-media material exploration, tool safety, and the development of unique personal expressions in three dimensions. Two 3-hour studios per week and assigned work. Typically Offered: Varies.

ART 2510 Printmaking I (3 credits)
Intro to basic printmaking techniques, relief, intaglio, and monotype; emphasis on sensitivity to materials and individual development.

ART 2610 Ceramics I (3 credits)
Introductory studio environment with emphasis on basic design principles and techniques, hand-built forming methods, development and articulation of individual design criteria, and glaze and surface experimentation. Two 3-hour studios per week and assigned work. Typically Offered: Fall and Spring.
Prereqs: ART 1210 or ART 1220 or permission

ART 2710 Introduction to Interaction Design (3 credits)
Creative problem solving with emphasis on User Interface (UI) design. Fundamental design principles are reiterated and developed into screen design combining text, image, and interaction. Design thinking, prototyping, and industry standard software will be used. User Experience (UX) concepts such as personas and testing will also be introduced. Two 3-hour studios per week and assigned work. Typically Offered: Varies.
Prereqs: ART 1210 or ART 1220 or ART 2160 or by Instructor Permission

ART 2720 Introduction to Experiential Design (3 credits)
Creative problem solving with emphasis on experiential design for the built environment. Immersive storytelling within spaces including branding, placemaking, and theming. Design process, prototyping, and industry standard software will be used. Two 3-hour studios per week and assigned work. Typically Offered: Varies.
Prereqs: ART 1210 or ART 1220 or ART 2160 or by Instructor Permission

ART 2990 (s) Directed Study (1-16 credits, max 99)
Credit arranged

ART 3020 Modern Art and Theory (3 credits)
General Education: Humanistic and Artistic Ways of Knowing, International
A study of the principal artistic movements and theories in modern art from c. 1880 to World War II. Beginning with late-nineteenth-century modernism, the course closely examines the historical, societal, cultural, philosophical, and theoretical frameworks from which modern art and theory emerged. Modernist movements to be considered include, Neoimpressionism, Symbolism, Fauvism, German Expressionism, Futurism, Cubism, Dada, and Surrealism, among others.

ART 3030 Contemporary Art and Theory (3 credits)
General Education: International
A survey of the principal artists, movements, theories, and artistic strategies since World War II in Europe and America. Important movements examined include the New York School, Neo-dada, Post-Painterly Abstraction, British and American Pop, Minimalism, Conceptual art, Earthworks and Environments, Performance Art, Neoexpressionism, and the various approaches within contemporary art.
Prereqs: One 2000-level or 3000-level art history elective, or Permission

ART 3210 Graphic Design: Concepts (3 credits, max 6)
Advanced design problems that center on individual development and the exploration of contemporary design issues. The conceptual potential of words and images is emphasized. Individual and group work. Two 3-hour studios per week and assigned work.
Prereqs: ART 2210 and ART 2220, or Permission

ART 3220 Graphic Design: Studio (3 credits, max 6)
Visual communication design and problem solving in the community environment; strategies for client interaction, project presentation, and production preparation are practiced. Two 3-hour studios per week and assigned work.
Prereqs: ART 2210 and ART 2220, or Permission

ART 3230 History of Typography (3 credits)
Historical and theoretical survey of Roman lettering from before the printing press to the digital age. Special attention is paid to how technological change affects typeface design and application, and how this evolution is inseparable from the practices of publishing, printing, and visual and graphic design. Typefaces are discussed by classification through the Renaissance, the Enlightenment, the Industrial Revolution, early and post-war Modernism, the Postmodern era, and our digital present, all with the intent of being able to more readily identify and select appropriate typefaces for use in visual communication. Typically Offered: Spring.

ART 3300 Intermediate/Advanced Painting (3 credits, max 9)
Intermediate painting in oil, acrylic, watercolor, and gouache; emphasis on the aesthetic problems and the role of color. Advanced students emphasize individual conceptual approaches. Two 3-hour studios per week and assigned work. Typically Offered: Fall and Spring.
Prereqs: Art Core and ART 2310 or Permission

ART 3400 Intermediate/Advanced Sculpture (3 credits, max 9)
Intermediate level studio environment with emphasis on promoting tool safety, material exploration, creative autonomy, portfolio development, and comprehension of historical and contemporary issues relevant to studio projects and sculpture discourse. Two 3-hour studios per week and assigned work.
Prereqs: Art Core, ART 2410 or Permission

ART 3500 Intermediate/Advanced Printmaking (3 credits, max 9)
Advanced printmaking; further exploration of printmaking methods and materials; emphasis on individual development in conceptual and technical abilities. Two 3-hour studios per week and assigned work.
Prereqs: Art Core and ART 2510 or permission

ART 3600 Intermediate/Advanced Ceramics (3 credits, max 9)
Intermediate and advanced level studio environment with further exploration of ceramic methods including wheel-thrown building techniques, kiln and studio procedures, creative autonomy, portfolio development, and comprehension of historical and contemporary issues relevant to studio projects and ceramics discourse. Two 3-hour studios per week and assigned work.
Prereqs: Art Core and ART 2610; or Permission

ART 3700 Interaction/Experiential Design: Concepts (3 credits, max 6)
Advanced design problems that center on individual development and the exploration of contemporary design issues surrounding user, visitor, and guest experiences. The conceptual potential of placemaking using both mobile and tablet devices within the built environment is emphasized, as is prototyping, testing, and revision. Individual and group work. Two 3-hour studios per week and assigned work. Typically Offered: Varies.
Prereqs: ART 2710 or ART 2720; or Permission

ART 3730 Interaction/Experiential Design: Studio (3 credits, max 6)
User Experience (UX) and User Interaction (UI) problem solving at an advanced level. In addition to design and development, strategies for client interaction, project presentation and production preparation are practiced. Two 3-hour studios per week and assigned work. Typically Offered: Varies.
Prereqs: ART 2710 or ART 2720; or Permission.

ART 3800 Digital Imaging (3 credits)
Computer imaging with emphasis on visual problem solving and design; development of professional techniques with industry standard software.
Prereqs: ART 2160

ART 4000 (s) Art Seminar (1-3 credits, max 6)

ART 4030 (s) Workshop (1-16 credits, max 99)
Credit arranged
Prereqs: Permission

ART 4040 (s) Special Topics (1-16 credits, max 99)
Credit arranged

ART 4050 (s) Professional Development (1-16 credits, max 99)
Credit arranged

ART 4070 New Media (3 credits)
General Education: Humanistic and Artistic Ways of Knowing
Study, analysis, and critique of the cultural, technological, and aesthetic dimensions and practices of new media. The course entails a detailed examination of the genealogy, historical and cultural ramifications of the computer as an expressive medium. We will study the history of the computer and the digital from its pre-conception in literature and science to its various manifestations today in information, political, aesthetic, technological, and cultural contexts. Throughout the course, students will analyze and evaluate the constantly changing provocations of new media in terms of communication, language, art, design, architecture, and the general ontological issues of time and space.

ART 4090 Visual Studies (3 credits)
Examination, evaluation, and critique of the expanding interdisciplinary field of visual studies. Visual practices, technologies, communicative, and epistemological models and structures are studied in terms of their implications for art, design, architecture, and cultural and scientific practices and production in general. The historical, theoretical, and aesthetic provocations of visualization in such varied fields as biology, medicine, law, forensics, genetics, and information technologies is addressed as well as the cultural dimensions of the social ubiquitousness of the visual in general. Recommended preparation: ART 2050.
Prereqs: 12 credits of Art History/Visual Culture courses

ART 4100 Professional Practices (2 credits)
General Education: Capstone Experience
Professional issues for studio artists and designers including obligations, duties, and responsibilities in practice, self-promotion, and career planning. Includes analysis of gallery operations.
Prereqs: Advanced standing or Permission

ART 4110 Advanced Studio Practice (3 credits, max 6)
Faculty-directed advanced studio practices in a variety of media. Two 3-hour studios per week and assigned work. Additional requirements will be assigned for graduate students.
Prereqs: Art Core and by Permission

ART 4880 Faculty Directed Internship (1-3 credits, max 6)
Open only to art majors. Art faculty directed work on a professional project.
Prereqs: Successful completion of one 3000-level studio sequence (6 credits), and advisor and directing faculty approval.

ART 4900 BFA Art/Design Studio (6 credits, max 12)
General Education: Capstone Experience
Open only to BFA studio art majors. Intensive tutorial studio closely monitored by all the faculty, culminating in development of a portfolio and a professional exhibition. Outside lectures and special events may be assigned. Twelve formal hours of studio per week plus outside work to equal 18 hours of involvement a week; field trips and guest lectures may be required.
Prereqs: Senior standing and completion of 15 credits in 3000-level art courses with a minimum grade of C and a minimum GPA of 2.75.

ART 4950 Critical Art Writing Seminar (3 credits)
General Education: Capstone Experience
Open only to B. F. A. Art and Design majors who have been admitted to the professional program through the B. F. A Art and Design Review. Writing portfolio includes visual analysis, short essay, statement of intent, artist's statements, and other pertinent types of writing.
Prereqs: Senior standing and completion of 15 credits in 3000-level art courses with a minimum grade of C and a minimum GPA of 2.75

ART 4970 (s) Practicum In Instruction (1-3 credits, max 6)
Tutorial and/or instructional services performed by advanced students under faculty supervision.
Prereqs: Permission

ART 4980 (s) Internship (1-12 credits, max 12)
Open to art majors only; no more than 6 credits may be counted toward art degree requirements. Work with professional artists. Graded Pass/Fail.
Prereqs: One 3000-level studio sequence (6 credits) and permission of department chair

ART 4990 (s) Directed Study (1-3 credits, max 9)
Individual study areas selected by the student and approved by the faculty; it is the student's responsibility to select a study area and prepare a semester study program. The student contacts one of the art faculty who agrees to direct the study; it is the student's responsibility to initiate the study program and to maintain regular contact with the faculty member who has agreed to direct the study.
Prereqs: Completion of one 3000-level studio sequence (6 credits) and Permission

ART 5000 Master's Research and Thesis (1-16 credits, max 99)
Credit arranged

ART 5010 (s) Seminar (1-16 credits, max 99)
Credit arranged

ART 5020 (s) Directed Study (1-16 credits, max 99)
Credit arranged

ART 5030 (s) Workshop (1-16 credits, max 99)
Credit arranged

ART 5040 (s) Special Topics (1-16 credits, max 99)
Credit arranged

ART 5050 (s) Professional Development (1-16 credits, max 99)
Credit arranged. Professional development and enrichment of certificated school personnel. Credit earned will not be accepted toward graduate degree program, but may be used in a fifth-year program. Additional projects/assignments required for graduate credit.

ART 5070 (s) Art Seminar (3 credits, max 6)
Open only to art majors. Seminar in professional art concerns: guest artist programs, University Gallery activities, including field trips. One 2-hour seminar per week and assigned work.

ART 5080 (s) Readings in Art and Design (3 credits)
Exploration and analysis of issues surrounding contemporary and historical practices of artistic production. Open to all graduate students. Seniors with a sufficient GPA or higher may enroll per UI catalog and College of Graduate Studies requirements with instructor permission.

ART 5130 Pedagogy Seminar (3 credits, max 6)
This seminar is designed for graduate students teaching and/or interested in teaching in higher-ed creative classrooms. Assignments and discussions designed to further critical awareness and build adaptive strategies that foster engagement in a contemporary, creative classroom. Typically Offered: Fall.
Prereqs: Instructor permission

ART 5150 Art Faculty Studio (3 credits, max 12)
Open only to art majors. Studio research taken with support of art and design faculty group; at least three intensive studio critique presentations required each semester. Typically Offered: Fall and Spring.

ART 5160 (s) Graduate Art Studio (3 credits, max 9)
Studio research taken from two or more art faculty members. Typically Offered: Fall and Spring.

ART 5210 Graduate Individual Critique (3 credits, max 9)
Studio research taken from individual art faculty members. Typically Offered: Fall and Spring.

ART 5220 MFA Studio Practice (3 credits)
Development in studio methods, research, and practice taken with support of art and design faculty in preparation for thesis. Typically Offered: Varies.
Prereqs: ART 5150

ART 5900 (s) MFA Thesis Exhibition (4-8 credits, max 20)
Open only to MFA majors. Studio research directly related to preparation of MFA "Exhibition and Statement. "

ART 5970 (s) Practicum (3 credits, max 6)
Hands-on experience in classroom teaching and gallery practice conducted under supervision of faculty or gallery director. Normally requires 4-6 hours per week in class and assigned work.
Prereqs: Major in the College of Art and Architecture or permission of individual faculty and art graduate coordinator

ART 5980 (s) Internship (1-6 credits, max 6)
Open only to art majors. Work with professional artists.
Prereqs: Permission of major professor and department chair

ART 5990 (s) Non-thesis Master's Research (1-16 credits, max 99)
Credits arranged