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 are:

- ART 111--ART 112--ART 211
- ART 221--ART 222--ART 321--ART 322
- ART 231--ART 330
- ART 241--ART 340
- ART 251--ART 350
- ART 271--ART 272--ART 370

ART 100 World Art and Culture
3 credits
*Gen Ed: Humanities, International*
An introductory historical survey of art and culture in Western and non-Western contexts. Major cultural sites, monuments, image traditions and technologies will be examined alongside the historical, religious, political, economic, and aesthetic contexts which produced them. Cultures studied include China, Islam, Pre-Columbian civilizations in North and South America, Africa, India, Japan, Oceania, the ancient Near-East, Greece and Rome, Western Medieval, the European Renaissance, and Western and non-Western Modernism. A theoretically comparative approach will be followed, towards an understanding of both similarities and differences between Western and non-Western cultural production. 2 hours of lecture with one 2-hour lab/recitation.

ART 110 Integrated Art and Design Communication
2 credits
Introduction to the history, theory, language, principles and processes of art and design. Lectures, readings and writing assignments are connected to the studio experiences in ART 121.

ART 111 Drawing I
3 credits
Freehand drawing; emphasis on expressive use of materials. Two 2-hour studios per week.

ART 112 Drawing as Integrated Design Thinking
2 credits
Emphasis on drawing as a form of thinking and communication in art and design disciplines; studio problems to familiarize students with strategies using drawing for analogy, translation, imagination and abstraction. Two 2-hour studios per week.

ART 121 Integrated Design Process
2 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 2-hour studios per week and assigned work; attendance at outside events (lectures, symposiums, Prichard and University Gallery openings).

**Prereq or Coreq:** ART 110

**ART 122 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 200 (s) Seminar**
Credit arranged

**ART 203 (s) Workshop**
Credit arranged

**Prereq:** Permission

**ART 204 (s) Special Topics**
Credit arranged

**ART 205 Visual Culture**
3 credits
*Gen Ed: Humanities*
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.

**ART 211 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.

**Prereq:** ART 111 and ART 112, or Permission

**ART 213 History and Theory of Modern Design**
3 credits
*Gen Ed: Humanities*
This course explores the historical and theoretical components of design from the Industrial Revolution to WWII. Products, furniture, textiles, packaging, advertising, industrial design, and graphic design will be studied in terms of their historical development, theoretical components, and their translation and application within contemporary concepts of design in various professional fields. Throughout the course we will critically examine and address the theoretical and critical vocabulary of contemporary design. Topics considered include industrialization and modernism; design and propaganda; design and the modernist avant-garde; design and nationalism; design, multinational corporations, and global economics; design, promotion, profession, and management; the politics and economics of design, and design and advertising.

**ART 216 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 design software. Two 2-hour studios per week and assigned work.

**Prereq:** ART 110 and ART 121; or Permission
ART 217 Ancient & Pre-Modern Art
3 credits
A survey of ancient to early modern art, covering the period from classical antiquity through neoclassicism and the industrial revolution. Particular care will be taken to situate the art, architecture, and design of each period in its cultural, political, and religious contexts. Basic methods and approaches of art history will be also be covered. Classes will be mostly lectures, with discussion of primary sources. No prior experience with art or history is required.

ART 221 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. Recommended Preparation: Working knowledge of digital design software or ART 216 (strongly recommended). Two 3-hour studios per week and assigned work.

ART 222 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. Working knowledge of digital design software or ART 216 (strongly recommended). Two 3-hour studios per week and assigned work.

ART 231 Painting I
3 credits
Intro to basic fundamentals of painting; investigating color and techniques. Two 3-hour studios per week and assigned work.

ART 241 Sculpture I
3 credits
Introductory studio environment with emphasis on basic design principles and techniques, tool safety, material exploration, and the development of unique personal expressions in three dimensions. Two 3-hour studios per week and assigned work.

ART 251 Printmaking I
3 credits
Intro to basic printmaking techniques, relief, intaglio, and monotype; emphasis on sensitivity to materials and individual development.

ART 261 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.

ART 271 Interaction Design I
3 credits
Introduction to User Experience (UX) and User Interaction (UI) design practices, including usability strategies and user testing, with emphasis on design and development for mobile devices. Exercises and projects assigned will address production project workflows including: project proposal, product identity, design personas, user personas, development of user interfaces, documentation of product user flows, and live prototyping using industry standard software. Two 3-hour studios per week and assigned work. Recommended Preparation: Working knowledge of digital design software or ART 216 (strongly recommended).

ART 272 Experiential Design I
3 credits
Introduction to Experiential Design. Immersive storytelling, place making, and theming. Exercises and projects explore a variety of scenarios, including retail and dining, entertainment, and cultural and educational venues. Two 3-hour studios per week and assigned work. Recommended Preparation: Working knowledge of digital design software or ART 216 (strongly recommended).

ART 280 Understanding Photography
3 credits
Basic skills of camera operation; emphasis on image design and creative techniques; lecture topics include exposure, lenses, composition, filters, and films. 35mm adjustable camera required, plus additional costs for photographic materials. Two lectures and one 3-hour recitation per week.

ART 299 (s) Directed Study
Credit arranged

ART 302 Modern Art and Theory
3 credits
Gen Ed: Humanities, 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 303 Contemporary Art and Theory
3 credits
Gen Ed: 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.

Prereq: One 200-level or 300-level art history elective, or Permission
ART 313 History and Theory of Modern Design
3 credits
*Gen Ed: International*
Study, analysis, and critique of design history and theory from 1945 to the present. Historical and theoretical analysis of the emergence of the industrial, product, graphic, and information design professions in America and Europe, and the relationship between design, corporations, and global products. Other topics under consideration include Swiss design, the New York School and the American poster movement; the emergence of Japanese design; semiotics and design; postmodernism and design; and design and new media.
*Prereq: ART 213*

ART 321 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.
*Prereq: ART 221 and ART 222, or Permission*

ART 322 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.
*Prereq: ART 221 and ART 222, or Permission*

ART 323 History of Typography
3 credits
History and Theory of Typography: Historical and theoretical survey of typography and graphic technologies from the invention of writing to the present. The course begins with the study of writing before the printing press and continues detailing the origin of European typography and design for printing through the Industrial Revolution and the invention of photography. The study of typography in the modernist era follows, including close examination of Bauhaus and Neue Typographie, the Swiss Neue Graphik and subsequent developments in America and abroad. A detailed study of the practical, historical, and theoretical implications of digital typography will conclude the course.

ART 330 Intermediate/Advanced Painting
3 credits, max 9
Intermediate painting in oil or acrylic; emphasis on color assignments and aesthetic problems. Advanced students emphasize individual conceptual approaches. Two 3-hour studios per week and assigned work.
*Prereq: Art Core and ART 231 or Permission*

ART 340 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.
*Prereq: Art Core, ART 241 or Permission*

ART 350 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.
*Prereq: Art Core and ART 251 or permission*
ART 409 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 205.
Prereq: 12 credits of Art History/Visual Culture courses

ART 410 Professional Practices
2 credits
Gen Ed: Senior 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.
Prereq: Advanced standing or Permission

ART 411 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.
Prereq: Art Core and by Permission

ART 488 Faculty Directed Internship
1-3 credits, max 6
Open only to art majors. Art faculty directed work on a professional project.
Prereq: Successful completion of one 300-level studio sequence (6 credits), and advisor and directing faculty approval.

ART 490 BFA Art/Design Studio
6 credits, max 12
Gen Ed: Senior Experience
Open only to BFA studio art majors. Intensive tutorial studio closely monitored by all the faculty, culminating in the 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.
Prereq: Senior standing and completion of 15 credits in 300-level art courses with a minimum grade of 'C' and a minimum GPA of 2.75

ART 495 Critical Art Writing Seminar
3 credits
Gen Ed: Senior 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.
Prereq: Senior standing and completion of 15 credits in 300-level art courses with a minimum grade of 'C' and a minimum GPA of 2.75

ART 497 (s) Practicum In Instruction
1-3 credits, max 6
Tutorial and/or instructional services performed by advanced students under faculty supervision.
Prereq: Permission

ART 498 (s) Internship
1-12 credits, max 12
Graded P/F. Open to art majors only; no more than 6 cr may be counted toward art degree requirements. Work with professional artists.
Prereq: One 300-level studio sequence (6 credits) and permission of department chair

ART 499 (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.
Prereq: Completion of one 300-level studio sequence (6 credits) and Permission

ART 500 Master's Research and Thesis
Credit arranged

ART 501 (s) Seminar
Credit arranged

ART 502 (s) Directed Study
Credit arranged

ART 503 (s) Workshop
Credit arranged

ART 504 (s) Special Topics
Credit arranged

ART 505 (s) Professional Development
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 507 (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 508 (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 513 Pedagogy Seminar
3 credits
This seminar 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
Prereq: Instructor permission

ART 515 (s) Art Faculty Studio
3-6 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.
ART 516 (s) MFA Art Studio
3-6 credits, max 9
Open only to MFA art majors. Studio research taken from two or more art faculty members.

ART 521 (s) MFA Individual Critique
3 credits, max 9
Open only to MFA art majors. Studio research taken from individual art faculty members; individual instruction and critiques. One hour per week of critique session and 8 hours per week of individual studio research.

ART 590 (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 597 (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.
Prereq: Major in the College of Art and Architecture or permission of individual faculty and art graduate coordinator

ART 598 (s) Internship
1-6 credits, max 6
Open only to art majors. Work with professional artists.
Prereq: Permission of major professor and department chair

ART 599 (s) Non-thesis Master's Research
Credits arranged