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 390
- 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 a wk.

**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 a 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 a 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-hr studios a wk and assigned work; attendance at outside events (lecs, symposiums, Prichard and Univ Gallery openings).

**ART 200 (s) Seminar**

Credit arranged.

**ART 203 (s) Workshop**

Credit arranged.

**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-hr studios a wk 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-hr studios a 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 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; introduction to digital design principles are reiterated and developed into visual communication using word and image. Design process, prototyping and industry standard software will be used. Recommend preparation: Working knowledge of digital design software or ART 216 (strongly recommended). Two 3-hour studios a 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. Design process, prototyping and industry standard software will be used. Recommend preparation: Working knowledge of digital design software or ART 216 (strongly recommended). Two 3-hour studios a week and assigned work.

ART 231 Painting I  
3 credits  
Intro to basic fundamentals of painting; investigating color and techniques. Two 3-hour studios a week and assigned work.  
Prereq: ART 111 or Permission.

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 a 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 a week and assigned work.

ART 271 Interaction Design I  
3 credits  
Introduction to User Experience (UX) and User Interface (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 a week and assigned work. Recommend 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 a week and assigned work. Recommend 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; lec topics include exposure, lenses, composition, filters, and films. 35mm adjustable camera required, plus additional costs for photographic materials. Two lecture and one 3-hour recitation a week.

ART 299 (s) Directed Study  
Credit arranged.

ART 302 Modern Art and Theory  
3 credits  
Gen Ed: Humanities, International  
A survey 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 a 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 a 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 a 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 a 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 a week and assigned work.
Prereq: Art Core and ART 251 or permission.

ART 360 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 a week and assigned work.
Prereq: Art Core and ART 261 or Permission.

ART 370 Intermediate/Advanced Interaction + Experiential Design
3 credits, max 9
Building on the coursework of ART 271 and ART 272, intermediate/advanced combination of both the built environment and virtual experiences as expressed in the development of individual, term-length projects. Two 3-hr studios a week and assigned work.
Prereq: Art core, ART 216, ART 271 and ART 272; or Permission.

ART 380 Digital Imaging
3 credits
Computer imaging with emphasis on visual problem solving and design; development of professional techniques with industry standard software.
Prereq: ART 216.

ART 382 History of Photography
3 credits
Gen Ed: Humanities, International
History and development of photography in its various forms; photography as a creative art form and a reflection of society; selected slide lectures.

ART 390 Mixed Media
3 credits, max 9
Understanding synthesis of different media in context to a work of art by using two or more techniques; tutorial-based studio, production to occur outside of class. Outside lecture and special events may be assigned.
Prereq: Art Core, 9 cr of 200-level art studios, or Permission.

ART 400 (s) Art Seminar
1-3 credits, max 6.

ART 403 (s) Workshop
Credit arranged
Prereq: Permission.

ART 404 (s) Special Topics
Credit arranged.

ART 405 (s) Professional Development
Credit arranged.

ART 407 New Media
3 credits
Gen Ed: Humanities
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 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 a 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 cr), 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 development of a portfolio and a professional exhibition. Outside lec and special events may be assigned. Twelve formal hrs of studio a wk 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 cr in 300-level art courses with a minimum grade of C and a minimum GPA of 2.75.

ART 491 Information Design  
3 credits, max 9  
*Gen Ed: Senior Experience*  
Project-based course in theory and practice of the design of information and information visualization for use in research, teaching, and outreach. Interdisciplinary teams of students, faculty and staff will develop and produce systems that communicate complex ideas with clarity, precision, and efficiency, using the most appropriate presentation tools.  
*Prereq:* Junior standing.

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 BFA 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 cr 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 cr) 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 cr) 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 grad degree program, but may be used in a fifth-year program. Additional projects/assignments required for grad cr.

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 a 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 & 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 with support of art & design faculty group, advise and directing faculty approval.  

ART 520 (s) Studio Workshops  
1-3 credits, max 6  
Open only to art majors. Specialized studio experience; offered by art faculty members, faculty groups, and/or guest artists.
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 a week critique session and 8 hours a week of individual studio research.

ART 570 Internet Portfolio Development
3 credits
Preparation of an online portfolio suitable for critiques and reviews. Limited to students admitted to a graduate Art & Design degree program.

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 a 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.