

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 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 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, course readings and is evaluated through art-making projects and reflective writing. Typically Offered: Fall and Spring.

ART 111 Drawing I (3 credits)

Freehand drawing; emphasis on expressive use of materials. Two 2-hour studios per week.

ART 112 Drawing II (3 credits)

In the Art 112 studio course we build on the foundation of Art 111 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 you will use your skills to develop ideas as part of your creative process. Typically Offered: Spring.

Prereqs: ART 111

ART 121 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 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 (1-16 credits)

Credit arranged

ART 203 (s) Workshop (1-16 credits, max arranged)

Credit arranged.

Prereqs: Permission

ART 204 (s) Special Topics (1-16 credits)

Credit arranged

ART 205 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 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.

Prereqs: ART 111 and ART 112, or Permission

ART 213 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 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 2D design software. Two 3-hour studios per week and assigned work. Typically Offered: Fall and Spring.

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. Two 3-hour studios per week and assigned work. Typically Offered: Fall.

Prereqs: ART 121 or ART 122 or ART 216 or by Instructor Permission

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. Two 3-hour studios per week and assigned work. Typically Offered: Spring.

Prereqs: ART 121 or ART 122 or ART 216 or by Instructor Permission

ART 231 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 111 or Permission

ART 241 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 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. Typically Offered: Fall and Spring.

Prereqs: ART 121 or permission

ART 271 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 121 or ART 122 or ART 216 or by Instructor Permission

ART 272 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 121 or ART 122 or ART 216 or by Instructor Permission

ART 299 (s) Directed Study (1-16 credits)

Credit arranged

ART 302 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 303 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 200-level or 300-level art history elective, or Permission

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.

Prereqs: 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.

Prereqs: ART 221 and ART 222, or Permission

ART 323 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 330 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 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.

Prereqs: 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.

Prereqs: 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 per week and assigned work.

Prereqs: Art Core and ART 261; or Permission

ART 370 Interaction/Experiential Design: Concepts (3 credits)

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: Fall and Spring.

Prereqs: ART 216, ART 271 and ART 272; or Permission

ART 373 Interaction/Experiential Design: Studio (3 credits)

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 271 or 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.

Prereqs: ART 216

ART 400 (s) Art Seminar (1-3 credits, max 6)**ART 403 (s) Workshop (1-16 credits, max arranged)**

Credit arranged.

Prereqs: Permission

ART 404 (s) Special Topics (1-16 credits)

Credit arranged

ART 405 (s) Professional Development (1-16 credits)

Credit arranged

ART 407 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 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.

Prereqs: 12 credits of Art History/Visual Culture courses

ART 410 Professional Practices (2 credits)

General Education: 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.

Prereqs: Advanced standing or Permission

ART 488 Faculty Directed Internship (1-3 credits, max 6)

1-3 credits, max 6. Open only to art majors. Art faculty directed work on a professional project.

Prereqs: 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)

General Education: 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 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 cr 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)

General Education: 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.

Prereqs: 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.

Prereqs: 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. Graded Pass/Fail.

Prereqs: 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.

Prereqs: Completion of one 300-level studio sequence (6 cr) and Permission

ART 500 Master's Research and Thesis (1-16 credits)

Credit arranged

ART 501 (s) Seminar (1-16 credits)

Credit arranged

ART 502 (s) Directed Study (1-16 credits)

Credit arranged

ART 503 (s) Workshop (1-16 credits)

Credit arranged

ART 504 (s) Special Topics (1-16 credits)

Credit arranged

ART 505 (s) Professional Development (1-16 credits)

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, 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 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.

Prereqs: 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.

Prereqs: Permission of major professor and department chair

ART 599 (s) Non-thesis Master's Research (1-16 credits)

Credits arranged