

Studio Art (ARTS)

ARTS 245. Introduction to Studio Art. 3 Hours.

A mixed media course for beginning artists or more experienced artists who wish to improve their technical expertise while broadening knowledge and appreciation of style in historical and cultural context. Design, drawing, painting, printmaking, and sculpture may be explored through lecture, critique, visual aids, and hands-on projects.

ARTS 247. Art and Earth: Materials & Methods. 3 Hours.

In this course students explore the natural and synthetic sources of studio art materials in a variety of media with an eye toward understanding the environmental impact of their sourcing, use and disposal, as well as the materials' cultural and historical context. Students will make basic art materials and engage in studio art processes using these materials. Students will create original artworks during the studio instruction and in related assignments. Attention to artists working with natural or handmade materials will be a significant focus of this course.

ARTS 250. Design Strategies. 3 Hours.

A project-based course introduces students to fundamental aspects of visual research and design, and develops skills and knowledge applicable to a variety of formats and media through visual problem solving and critical analysis. The elements and principles of design and the designer's role in contemporary society are studied so that students will acquire a working knowledge of vocabulary and methodology useful in creating and critiquing works of art and design.

ARTS 251. Drawing. 3 Hours.

An introduction to the materials and techniques of drawing, including the use of charcoal, conte crayon, gouache, and pastel. Problems particular to the representation of space and mass, the handling of negative space, the use of the elements of value and texture, the representation of drapery, and the depiction of the human figure and still-life subjects will be addressed.

ARTS 255. Digital Photography I. 3 Hours.

An introduction to the basic techniques of camera use and computer processing of images towards the aim of creating successful photographs. Attention will be given to historical styles of photography and the work of noted photographers as models. Students will explore the genres of portrait, object, documentary, and nature photography. (A camera with full manual controls is required and the college has several that can be checked out by students who do not own one and wish to take the course.).

ARTS 258. New Media I. 3 Hours.

Explore lens-based and digital processes and techniques. Develop critical thinking and analytical skills within the medium of photography and video art emphasizing ideation, research, experimentation, and analysis. Experiment with seriality and narrative; portraiture and self-portraiture, appropriation, constructed image (pre- and post-digital photography), document / mockument, performance, and remix. (A camera with full manual controls is required and the college has several that can be checked out by students who do not own one and wish to take the course.).

ARTS 260. Sculpture I. 3 Hours.

An introductory course in fabricating three-dimensional artwork, focusing on creative interpretation of historical and contemporary sculptural questions. After demonstrations in a variety of approaches, such as mold-making and casting, woodworking, and installation art, students will create individual artworks responding to project prompts. Lectures and critiques inform a conceptual language for how works of art exist in relationship to space.

ARTS 261. Ceramics I. 3 Hours.

This is an introduction to hand building and wheel throwing pottery and the application of design basics, techniques, and processes relevant to the construction of clay forms.

ARTS 262. 3D Digital Fabrication. 3 Hours.

Fabricate artwork using 3D printers, CNC routers, or other digital tools. Investigate the relationship between digital and physical output, virtual environments, limitations of technology, and the history of digital fabrication. Technical demonstrations in digital sculpting will assist in translating ideas and concepts into digitally produced physical objects. Prior experience in 3D modeling or digital fabrication is not necessary, although comfort in learning new computer software is recommended.

ARTS 280. Selected Topics in Studio Art. 1 to 4 Hours.

Selected topics in Studio Art at the introductory or intermediate level.

ARTS 351. Figure Drawing. 3 Hours.

An introduction to the discipline of figure drawing for the intermediate-level artist. Drawing skills will be developed through close observation of the skeleton and the human figure, using the nude model. Studio problems to be addressed include the handling of line, value, and space, issues of proportion and perspective, and the use of various black-and-white media in the portrayal of the human figure.

Prerequisite: ARTS 245 with a minimum grade of D or ARTS 250 with a minimum grade of D or ARTS 251 with a minimum grade of D or ARTS 252 with a minimum grade of D or ARTS 255 with a minimum grade of D or ARTS 256 with a minimum grade of D.

ARTS 352. Watercolor. 3 Hours.

Students are introduced to the specialties of watercolor painting in this project-based studio class. Proper papers, brushes, and color media, as well as a variety of fundamental techniques are explored. Some understanding of the historical development of watercolor and study of watercolor masters is included.

Prerequisite: ARTS 245 with a minimum grade of D or ARTS 250 with a minimum grade of D or ARTS 251 with a minimum grade of D or ARTS 252 with a minimum grade of D or ARTS 255 with a minimum grade of D or ARTS 260 with a minimum grade of D.

ARTS 353. Painting. 3 Hours.

An introduction to the materials and techniques of painting, with emphasis on color theory, pictorial organization, the representation of space and mass, and critical reflection on technical, formal, and conceptual issues. Students will paint works of art in the subject categories of still-life, landscape, portraiture, and abstraction.

Prerequisite: ARTS 251 with a minimum grade of C.

ARTS 355. Digital Photography II. 3 Hours.

An advanced course in photographic image-making, focusing on manual operation of camera functions, image composition and the elements of visual form, and the use of Photoshop to optimize images in the digital darkroom. Each student must have a camera that will function in a manual operating mode.

Prerequisite: ARTS 245 with a minimum grade of D or ARTS 250 with a minimum grade of D or ARTS 251 with a minimum grade of D or ARTS 252 with a minimum grade of D or ARTS 255 with a minimum grade of D or ARTS 260 with a minimum grade of D.

ARTS 356. Printmaking. 3 Hours.

An exploration of four techniques of (non-toxic) printmaking, including relief printing, collography, carborundum printing, and screen printing. Students will complete a small edition of prints for each process; a final project will combine two or more processes.

Prerequisite: ARTS 245 with a minimum grade of D or ARTS 250 with a minimum grade of D or ARTS 251 with a minimum grade of D or ARTS 252 with a minimum grade of D or ARTS 255 with a minimum grade of D or ARTS 256 with a minimum grade of D or ARTS 260 with a minimum grade of D.

ARTS 357. Installation Art. 3 Hours.

Beginning with a study of the history of installation and site-specific art, students will design, build, and document (through photographs, video, writing, etc.) art projects intended to shape viewer experience of architectural or environmental sites. Students will be expected to participate actively in discussions about the implications of transforming public spaces, the social responsibility of the artist, and the role of art in the public domain. Incorporation of light, sound, or experimental approaches may be incorporated with more traditional media.

Prerequisite: ARTS 250 with a minimum grade of D or ARTS 251 with a minimum grade of D or ARTS 255 with a minimum grade of D or ARTS 260 with a minimum grade of D or ARTS 261 with a minimum grade of D or ARTS 280 with a minimum grade of D.

ARTS 358. New Media II. 3 Hours.

Gain advanced skills in digital and time-based processes and techniques focused on digital collage, animation, and non-linear editing. Explore collage and digital surface, time-based media, including video art and performance, while developing digital compositing and editing skills. Learn to be careful and sensitive viewers and makers of digital and screen-based works.

Prerequisite: ARTS 255 with a minimum grade of C or ARTS 258 with a minimum grade of C.

ARTS 360. Sculpture II. 3 Hours.

An advanced course in fabricating three-dimensional artwork, focusing on informed responses to sculptural issues such as materiality, space and place, the body, and process. Advanced demonstrations in mold-making and casting, additive and subtractive processes, and utilizing found objects will inform creative assignments. Students will be expected to develop artwork that showcases personal vision within open-ended assignment prompts.

Prerequisite: ARTS 260 with a minimum grade of D.

ARTS 446. Portfolio Review. 1 Hour.

An inter-media seminar course that focuses on portfolio development and presentation for practicing artists. Through group critiques and workshops, students will refine cumulative portfolios of past assignments.

ARTS 447. Senior Studio I. 3 Hours.

An inter-media seminar course focused on developing individual studio practice. Through studio visits, research, readings, and critiques, students will generate a body of work that reflects their own creative vision. This course is required for students majoring in Studio Art during the fall semester of their senior year.

Prerequisite: ARTS 446 with a minimum grade of D.

ARTS 448. Senior Studio II. 3 Hours.

Provides the opportunity for students to propose, create, and present a solo exhibition of original studio artwork. Designed for students completing the Studio Art concentration within the Art History major, this course culminates with the presentation of a body of work that synthesizes methods, techniques, and interests developed in Studio Art courses with material mastered in Art History course work. Permission of the instructor required.

ARTS 456. Printmaking II. 3 Hours.

An intermediate study of relief, intaglio, experimental, and combination printmaking processes within a contemporary studio art practice. Black/white and color printing will be further developed through hand-drawn and photo-based imagery. Portfolio-ready work will be created through the completion of projects emphasizing problem solving and individual development of visual language and conceptual content. Studio work, critique discussion, writing and research will be utilized to explore cultural, conceptual and historical issues relevant to contemporary printmaking.

Prerequisite: ARTS 356 with a minimum grade of D.

ARTS 470. Independent Study in Studio Art. 1 to 3 Hours.

A study of a specific studio art topic under the direction of a faculty member in Studio Art. The readings, program of research, written work, and art making processes to be undertaken by the student will be determined in consultation with the instructor. Permission of instructor required.

ARTS 480. Advanced Topics in Studio Art. 1 to 4 Hours.

The study of selected topics at the advanced level. Permission of instructor required.

ARTS 481. Advanced Topics: Painting II. 3 Hours.**ARTS 500. Honors Course. 3 Hours.**

At the discretion of the faculty, students may undertake a six-hour independent course of study in the senior year in order to broaden their educational experience within their major area of study. Students must meet specific GPA standards and arrange a faculty sponsor. The honors course criteria are outlined in the Academic Honors portion of the catalog.