ART 1107: Art in Society

3 Credit Hours

This interactive course is an introduction to the role of visual art in global societies, from antiquity through the present day. It examines various media within their social, historical, and intellectual contexts; explores a variety of art-historical, art-critical, and theoretical issues; and facilitates critical and analytical thinking. It also teaches students how to analyze the basic elements of art and design and how to visit a museum. (Visits to some venues may require paid admission.)

ART 1150: Drawing I

3 Credit Hours

Prerequisite: This course is for students who have passed the portfolio requirement and been accepted into the School of Art and Design with majors in BFA Art (Including students in the Art Education concentration); BFA Digital Animation; and BS Interactive Design majors, only.

Drawing, using a variety of media and techniques, including work from figure, still-life and landscape. Some drawing with digital media.

ART 1200: Three-Dimensional Design

3 Credit Hours

Prerequisite: ART 1100 and ART 1150 This course is for Art, BFA or Digital Animation, BFA majors only.

An introductory course in exploring, evaluating and resolving concepts related to basic three dimensional design problems. Exercises include three-dimensional drawing techniques and model building. Emphasis is placed on the application of elements and design and principles of organization as well as form and space relationships using a variety of media.

ART 2150: Drawing II

3 Credit Hours

Prerequisite: ART 1100 and ART 1150. This course is for Art, BFA or Digital Animation, BFA majors only.

Pictorial composition with studies in use of line, form, value and texture, including work from nature, the life model and setups.

ART 2290: Special Topics in Art

3 Credit Hours

Prerequisite: Approval of the instructor and department chair.

Selected special topics of interest to faculty and beginning students interested in art.