

ART 4723: Comic Storytelling III

3 Credit Hours

Prerequisite: ART 4722

Building on ART 4722, this class furthers the development of student comic storytelling techniques by illuminating the relationship between text and image on the comic page, ideas of plot versus theme, the use of composition and symbolism in the comic panel, and how all of these correlations work together to serve the goal of the artist in communicating their personal narrative vision in the comic form.

ART 4736: Experimental Comics I

3 Credit Hours

Prerequisite: ART 3150 and ART 3705

This course rigorously combines theory and practice, exploring how different genres (e.g. poem, short story, novel, journalism, film) can be adapted into a sequential art format.

ART 4737: Experimental Comics II

3 Credit Hours

Prerequisite: ART 4736

This course has a more advanced approach to combining theory and practice, exploring how different genres (e.g. poem, short story, novel, journalism, film) can be adapted into a sequential art format.

ART 4738: Experimental Comics III

3 Credit Hours

Prerequisite: ART 4737

This course builds upon ART 4737 and fosters professional theory and practice while exploring different genres (e.g. poem, short story, novel, journalism, film) and adapting them into a sequential art format.

ART 4800: Computer Aided Design for Textiles II

3 Credit Hours

Prerequisite: ART 3880

Building on the skills gained in CAD I, this course will explore advance computer design methods and innovative product development. Students will learn how to create application sketches and various simulations that will provide pivotal portfolio development, industry insight and knowledge.