ART 2550: Computer Applications in Art

3 Credit Hours

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

The study of computer technology employed by professional artists. Digital presentation and documentation techniques covered. Limited work with art production software.

ART 2990: Concept, Creativity, and Studio Practice

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), and BFA in Digital Animation.

This is a studio art foundation course and is a prerequisite for the BFA majors in all concentrations. It is designed as an introduction to the studio practices and conceptual processes of a creative artist.

ART 3011: Typography I

3 Credit Hours

Prerequisite: ART 2550

The focus of this course is on the history of graphic design with emphasis on the exploration and study of typography as a visual communication tool. The course will include an understanding and working knowledge of the grid as a visual design tool for typographic page layout.

ART 3015: Electronic Illustration

3 Credit Hours

Prerequisite: ART 2550

The focus of this course is the execution of quality illustrations. The blending of traditional and electronic images will be influenced and strengthened by the history of illustration. The illustrations will be adapted for print and web using advanced conceptual skills and digital techniques. The strong development of form and color and the elements and principles of design will be stressed.