

# APPLIED ART

## Minor or Integrative Studies Concentration Only

Among the humanistic disciplines, Applied Art offers great opportunity for interdisciplinary inquiry and teaching. Art is often discussed as a universal form of communication, and the processes of visual interpretation and creation cut across human experience. In an image-centered society such as our own, the objects and critical methods of art creation provide a vital linkage point not only between disciplines, but also between students and the world around them. To provide more specific examples, students majoring in English, Anthropology, Journalism and Screen Studies, Biology, and Computer Engineering would benefit from an Applied Art minor/concentration to build both their knowledge of processes of human artistic creation and also the practical skills of digital image creation for different contexts and uses.

## Minor or Integrative Studies Concentration Requirements

### Prerequisites:

Code	Title	Credit Hours
ART 206	Basic Design-Color	
<b>And one class from (CAPD):</b>		
ART 201	Beginning Painting	
ART 202	Beginning Drawing	
ART 204	Beginning Watercolor	
ART 210	Beginning Digital Design	
ART 220	Intro to Digital Photography	

### Required Course:

Code	Title	Credit Hours
<b>12 credits in upper-level courses from (CAAA):</b>		
ART 306	Intermediate Design-Color	
ART 320	Intermediate Digital Photo	
ART 321	Intermediate Painting	
ART 322	Intermediate Drawing	
ART 323	Figure Drawing	
ART 324	Intermediate Watercolor	
ART/JASS 332	Creating the Graphic Novel	
ART 360	Introduction to Printmaking	
ART 399	Independent Studies in App Art	

### ART 201 Beginning Painting 3 Credit Hours

Lectures on the fundamentals of painting along with work in the studio. Basic ideas of structure, composition, and color are explored through individual and group instruction. Students work from still-life and from the model. This is a broad introductory painting course designed for the student unfamiliar with fundamentals of design and color. Material: acrylics. (YR).

### ART 202 Beginning Drawing 3 Credit Hours

Lectures alternate with studio work in the investigation of drawing fundamentals. Students receive individual and group instruction as they work from still life setups, nature, and from the model. Emphasis is placed on the development of critical skills and perceptual drawing techniques for students with little or no studio experience. Pastel, charcoal, conte, pencil, and inks will be used. (YR).

### ART 204 Beginning Watercolor 3 Credit Hours

Through lectures and studio work, students will explore the fundamentals of watercolor painting. To demonstrate the dynamics of the medium, a variety of approaches and techniques will be used, including realistic, abstract, and experimental painting. Subject matter includes still life, the figure, possible outdoor sketching and painting from the imagination. All levels of students are given individual guidance. (YR).

### ART 206 Basic Design-Color 3 Credit Hours

Students will be introduced to the complex and diverse subject of color. The areas of study include principles and theories of color, practical application and technique, and the phenomenon of color interaction. The art elements (line, shape, value, space, form, and texture) and design principles will be applied within specific assignments. Compositional concerns and creative problem solving will be emphasized. (YR).

### ART 210 Beginning Digital Design 3 Credit Hours

This course introduces students to the fundamentals of digital design, and how it fits into our evolving media landscape. It teaches skills in areas of digital illustration, image making, augmented reality, and web design. Methods of both creating and editing creative digital projects will be covered, including color theory, design concepts, layers, tools, optimization of content for web and multimedia content. In addition, students will be able to identify the impact and development of digital technology on everyday life through readings and discussions related to new media history, visual literacy, and critical theory, while allowing students to apply their own specific interests to each project.

### ART 220 Intro to Digital Photography 3 Credit Hours

This course focuses on the creative use of digital imaging software and hardware. Students are exposed to contemporary artists and professionals working in traditional and digital photography. Students also consider critical issues surrounding the aesthetic, ethical and theoretical aspects of digital imaging technology and current photographic practice. Application of these approaches, processes and concepts are discussed in terms of their relevance within and beyond art practices, including art as personal expression and as a professional field. Each assignment engages students' critical thinking as they explore the artistic possibilities of digital photography while expanding their technological and aesthetic knowledge. During project critiques, students practice articulating their thought processes in relation to their own work and the work of their peers.

### ART 306 Intermediate Design-Color 3 Credit Hours

The design emphasis will be on line and movement, positive/negative space, push/pull dynamics and a study of the nature of grids. The color emphasis will focus on tertiary colors, the effect of variations in color intensity and tonal contrast. There will also be a study of various twentieth century design movements such as the Russian Avant Garde, Constructivism and the Bauhaus, with some assignments modeled on these styles.

**Prerequisite(s):** ART 206

**Restriction(s):**

Can enroll if Level is Undergraduate

**ART 320 Intermediate Digital Photo 3 Credit Hours**

Full Title: Intermediate Digital Photography Intermediate Digital Photography builds on skills learned in ART 220: Intro to Digital Photography. Students further develop their digital camera and photo editing software skills through a series of creative projects that explore alternative approaches to photography such as new media and artist books. Students continue to investigate issues related to the processes, theory, history, and reception of photographic imagery through readings and discussions. Projects include lessons on advanced photo editing, photo manipulation, and HDR (High Dynamic Range), while allowing students to build a portfolio of works in their specific areas of photographic interest or career paths.

**Prerequisite(s):** ART 220

**ART 321 Intermediate Painting 3 Credit Hours**

Various painting approaches, styles and concepts are explored beyond the basic level through lectures and studio work. Students are encouraged to develop their own personal style as they master new techniques and types of subject matter. This course is repeatable once in order for students to develop their skills. When repeating, the content and assignments are determined in consultation with instructor.

**Prerequisite(s):** ART 201

**ART 322 Intermediate Drawing 3 Credit Hours**

The fundamentals of drawing are refined beyond the basic level in a variety of media through lectures and studio work. Students are encouraged to develop their own personal style as they master new techniques and types of subject matter. This course is repeatable once in order for students to develop their skills. When repeating, the content and assignments are determined in consultation with instructor.

**Prerequisite(s):** ART 202

**ART 323 Figure Drawing 3 Credit Hours**

This course is designed to teach students about the complex human form through the act of observation, drawing, and memorization of specific anatomical terms. Emphasis will be on proportion, anatomy, composition, and expression. Students will draw from a live model. (W).

**Prerequisite(s):** ART 202

**ART 324 Intermediate Watercolor 3 Credit Hours**

Various watercolor painting approaches, styles and concepts are explored beyond the basic level through lectures and studio work. Students are encouraged to develop their own personal style as they master new techniques and types of subject matter (still life, the figure, landscape and painting from the imagination). This course is repeatable once in order for students to develop their skills. When repeating, the content and assignments are determined in consultation with instructor.

**Prerequisite(s):** ART 204

**ART 332 Creating the Graphic Novel 3 Credit Hours**

This course focuses on the creation of an original graphic novel from inception to fully developed story. Students work on character, plot development, dialogue, drawing style, and layout planning, and are encouraged to introduce any cross-disciplinary techniques such as digital applications when appropriate. Lectures and readings consider contemporary media. This course is repeatable once in order for students to develop their skills. When repeating, the content and assignments are determined in consultation with instructor.

**Prerequisite(s):** ART 202 or ART 206

**Restriction(s):**

Can enroll if Class is Freshman or Sophomore or Junior or Senior

**ART 360 Introduction to Printmaking 3 Credit Hours**

This studio course is an introduction to the fundamentals of printmaking. The basic techniques of intaglio, lino-cut, chine chole, lithography and monotype printing methods are utilized in projects. As a deeply interdisciplinary practice, printmaking engages with other artistic media of drawing, painting, and collage. Each student is encouraged to incorporate other materials based on her/his major, interests or expertise.

**Prerequisite(s):** ART 201 or ART 202 or ART 204 or ART 206

**ART 390 Topics in Applied Art 3 Credit Hours**

Study of various media and techniques in selected areas of applied art. Title as listed in the Schedule of Classes will change according to content. Course may be repeated for credit when the topics differ.

**Restriction(s):**

Can enroll if Level is Undergraduate

**ART 399 Independent Studies in App Art 1 to 3 Credit Hours**

Readings or analytical assignments in applied art in accordance with the needs and interests of those enrolled and agreed upon by the student and the instructor. (F,W).