

ART (ART)

Art Undergraduate Courses

ART 1010 ART APPRECIATION (3 credits)

This course is designed as an introductory-level art history for the non-art major. It surveys the aesthetic principles of the visual arts and their interpretation in a socio-historical context. (May not be taken for major credit.) Lab fee required.

Prerequisite(s): Not open to non-degree graduate students.

Distribution: U.S. Diversity General Education course and Humanities and Fine Arts General Education course

ART 1040 GLOBAL INDIGENOUS ART (3 credits)

This introductory course explores Indigenous architecture, paintings, sculpture, and decorative arts of six geographic regions: Africa, Mesoamerica, North America, South America, Asia, and Oceania. Students will examine the religious beliefs, ritual practices, and politics embedded within the production of Indigenous artworks. The class will also examine contemporary artworks to understand the continuity and innovation of cultural traditions and the importance of repatriation. Lab fee required.

Distribution: Humanities and Fine Arts General Education course and Global Diversity General Education course

ART 1100 FOUNDATION: DRAWING (3 credits)

This course is an introduction to the essential tools of art making through an active exploration of drawing mediums and design concepts. The focus is on the development of conceptual and technical skills used in contemporary studio practice. The course will have a strong emphasis on learning to see in the context of an observational studio practice.

Prerequisite(s): Lab fee required.

ART 1110 FOUNDATION: 3D DESIGN (3 credits)

This course is an introduction to the technical and conceptual aspects of three dimensional design, focusing on drawing and sculpture problems. Students will develop an understanding of 3-D design components and principles, learn handmade and shop oriented technologies, and explore analytical and conceptual drawing. They will also address critical skills and the cultural analysis of art practice.

Prerequisite(s): Lab fee required.

ART 1210 FOUNDATION: 2-D DESIGN (3 credits)

This course is an introduction to the elements and principles of design utilizing a variety of 2-D media and formats. These will be investigated through compositional strategies, studio techniques, gestalt understanding, critical thinking and concepts of contemporary methodologies in art making. Lab fee required.

ART 1220 FOUNDATION: DIGITAL MEDIA (3 credits)

An introduction to digital art and design skills, nomenclature, and practice while learning aesthetics and art and design history. Students learn to balance practical knowledge with visual, theoretical, and historical frameworks, and they complete digital skills exercises that incorporate art and design history. These digital skills are then practiced and reinforced with more in-depth art and design projects.

Prerequisite(s): Lab fee required.

ART 1600 INTRODUCTION TO ARTS EDUCATION (1 credit)

This course is designed to provide an overview of the arts education profession. It will focus on the history, philosophy, and fundamentals of arts education in the United States. (Cross-listed with MUS 1600).

ART 1810 WATERCOLOR I (3 credits)

This course cover beginning watercolor techniques with basic water media skills taught in the class. No experience is necessary for students enrolled in 1810.

ART 1820 WATERCOLOR II (3 credits)

This course will review fundamental methods and techniques associated with watercolor painting and will introduce more advanced techniques. Advanced watercolor students submit a written contract for their semester plan which includes the concept or content and approximate number of paintings. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 credit hours.)

Prerequisite(s): ART 1810

ART 2000 CORE ONE PORTFOLIO REVIEW (0 credits)

ART 2000 Core One Portfolio Review is a zero credit hour course offered every Fall and Spring semester. All BASA majors on the 2013-14 catalog year and after must complete the ART 2000 Core I Portfolio review to graduate with the BASA or BFA major. ART 2000 will usually be completed during the sophomore year; i.e. between 27 and 57 credit hours, but may be completed later.

Prerequisite(s): Students must complete ART 1100; ART 1110; ART 1210; ART 1220. Not open to non-degree graduate students.

ART 2050 SURVEY OF WESTERN ART HISTORY I (3 credits)

A survey of the major developments in painting, sculpture and architecture from Paleolithic cave paintings through the Middle Ages.

Distribution: Humanities and Fine Arts General Education course and Global Diversity General Education course

ART 2060 SURVEY OF WESTERN ART HISTORY II (3 credits)

This course is a survey of the major developments in painting, sculpture and architecture from the Renaissance to the 20th century. Lab fee required.

Distribution: Global Diversity General Education course and Humanities and Fine Arts General Education course

ART 2070 ART OF INDIA AND SOUTHEAST ASIA (3 credits)

A study of the arts of India and cultures under its influence, with attention to religious and philosophical background. Lab fee required.

Prerequisite(s): Sophomore standing. Not open to non-degree graduate students.

ART 2080 ART OF CHINA AND JAPAN (3 credits)

This course is a study of the arts of China and Japan, with attention to religious and philosophical backgrounds. Lab fee required.

Prerequisite(s): Sophomore standing . Not open to non-degree graduate students.

ART 2100 LIFE DRAWING I (3 credits)

Life Drawing I is an introduction to drawing the human form. The goal of the course is to introduce drawing media and relate them to the problems of drawing the figure. Both perceptual and conceptual skill building are emphasized. Lab fee required.

Prerequisite(s): ART 1100 and ART 1210.

ART 2110 LIFE DRAWING II (3 credits)

Life Drawing II is an expansion of the instruction and skill set obtained during Life Drawing I. This course continues to assist the student become aware of unfamiliar forms in the figure. Perceptual and conceptual skill building is again emphasized. Lab Fee required.

Prerequisite(s): ART 2100

ART 2200 TYPOGRAPHY (3 credits)

Typography is foundational to the practice of graphic design and the Graphic Design Concentration sequence. This intensive studio course focuses on the skills, theory, history and practice of typography.

Prerequisite(s): ART 1220 and ART 3130

ART 2300 WEB DESIGN (3 credits)

This course is an introduction to basic web design skills and topics, with an emphasis on design and visual communication.

Prerequisite(s): ART 1220. Not open to non-degree graduate students.

ART 2600 SURVEY OF COMICS: MORE THAN CAPES AND TIGHTS (3 credits)

This course is a survey of the history of the Western comic from its earliest days to the modern era.

Prerequisite(s): Not open to non-degree graduate students.

ART 2610 EXPLORATION OF GLOBAL COMICS (3 credits)

This course is a survey of the history, influences and evolution of comics from countries around the world such as France, Italy, the Middle East, Japan, South America and Africa. Students will come to understand how comics grew and evolved under different social, political and cultural climates around the world.

Distribution: Humanities and Fine Arts General Education course and Global Diversity General Education course

ART 2910 OBSERVATIONAL DRAWING FOR SKETCHBOOK (3 credits)

This studio course focuses on drawing from observation in the studio and in public space. Students will work to develop a sketchbook drawing practice utilizing both dry and wet media. We will draw on-location around campus and around Omaha. Students will practice drawing the human figure without the use of a traditional model and develop their technical and expressive skills in drawing architecture, nature, and found objects.

Prerequisite(s): ART 1100 or by permission of instructor

ART 2920 ILLUSTRATION 1: INTRODUCTION TO ILLUSTRATION (3 credits)

This studio course focuses on the fundamentals of visual storytelling. Using a combination of digital and traditional techniques students will complete projects in editorial, sequential, instructional, advertisement, surface pattern design and visual development illustration. The primary emphasis for this course will be to learn the illustration process from initial research, ideation and comp sketching to drafts and finishes. Students will learn industry standards as they model the client-illustrator relationship through multiple rounds of review. Time will be spent looking at historic and contemporary examples. Students will collect and analyze illustrations that appeal to them in order to establish their visual taste and direct their personal styles. For Illustration concentration students the class will culminate in a mid-program review where students submit their work in order to qualify to continue in the concentration.

Prerequisite(s): ART 1100, ART 1220, or by permission of instructor

ART 3000 MEDIA ARTS 1 (3 credits)

This course is an introduction and overview to the concentration of Media Arts. The curriculum is designed to provide a basic knowledge of electronic imaging and production techniques for students wishing to continue in digital media or those working with media production artists. Areas introduced will be Digital Image Production, Digital Video Production, and Animation.

Prerequisite(s): Art 1220 or permission of instructor

ART 3100 ADVANCED DRAWING I (3 credits)

Instruction in drawing at an advanced level to develop practical skills and techniques through directed classroom projects.

Prerequisite(s): ART 1100

ART 3110 ADVANCED DRAWING II (3 credits)

Instruction in drawing at an advanced level to develop practical skills and techniques through directed classroom projects. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 hours.)

Prerequisite(s): ART 1100 and ART 3100

ART 3120 MEDIA ARTS 2 (3 credits)

Advanced overview of Intermedia and digital production as well as critical theory for artists. The course includes both fine art and applied uses of Intermedia and digital art through the development of individual and group projects using digital and electronic media means.

Prerequisite(s): Art 3000 or permission of instructor.

ART 3130 GRAPHIC DESIGN 1 (3 credits)

The first course in the Graphic Design sequence, Graphic Design I is an upper division course focusing on the essential elements of Graphic Design as a discipline and practice. Working individually, students learn the tools, terminology, theory, and history of Graphic Design as a professional and artistic practice. Focused attention and time is spent learning conceptualization skills, digital skills, design practice and the relationship between the designer and their social and historical context.

Prerequisite(s): ART 1220, or permission of instructor

ART 3140 COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES (3 credits)

This course introduces students to basic principles and aesthetic considerations of computer-generated imagery and interactive virtual spaces. The course will focus on using computers as a tool to create three-dimensional virtual art forms and design interactive art spaces and navigable virtual/game worlds. The course exposes students to various theoretical and aesthetic positions and encourages them to think of CGI and virtual space building as an art-making process. Students will produce artwork by acquiring technical skills and exploring creative uses within the medium.

Prerequisite(s): ART 1220 or permission of the instructor

ART 3150 VIDEO ART (3 credits)

An introduction to video art production and critical theory for artists. The course exposes students to a variety of theoretical and aesthetic positions and encourages them to think of video as an art making process rather than mass media product. Students are required to produce a number of video art works. Production rather than consumption is stressed as a pedagogical mode.

Prerequisite(s): ART 3000 or permission of instructor

ART 3160 GAME DESIGN AS ART (3 credits)

This course will encompass theory and practice of game development, game creation as an art process, and an exploration of the work of artists who have created game based work. Areas of study during the course will include game design and mechanics, explorations of theory, narrative and storytelling with game paradigms, social and ethical concerns of gaming and gaming as cultural resistance.

Prerequisite(s): Not open to non-degree graduate students

ART 3170 DIGITAL GAME DESIGN (3 credits)

This course provides an introduction to digital game development. It will explore all aspects of creating 2d games. Students will work on individual and team projects. Students will learn to do concept art, pre-production planning, prototyping and testing, all working towards creating completed games.

Prerequisite(s): Non-degree graduate students not allowed.

ART 3200 LETTERPRESS 1 (3 credits)

Using moveable metal and wood type and other relief surfaces, students will design and print several letterpress-based projects on a Vandercook Proof press. In addition to learning the techniques of letterpress printing, students will be introduced to the history of letterpress through assigned readings, presentations, and in-class discussions. Throughout this course, we will combine traditional and experimental printing methods to create projects that exemplify fine printing techniques in order to join in the conversation with contemporary print culture. You will be asked to consider the relationship between form and content, and between text and image on the printed page.

ART 3210 COLOR THEORY (3 credits)

Instruction in the study of color through directed classroom assignments.

Prerequisite(s): ART 1110 and ART 1210

ART 3220 HAND PRODUCED BOOK II: LETTERPRESS PRINTING (3 credits)

Continuing work in typography and book design with an emphasis on book illustration, multi-color printing, and the standardization and control of edition work. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 hours.) Lab fee required.

Prerequisite(s): ART 3200

ART 3230 BOOK STRUCTURES (3 credits)

This course investigates basic approaches to bookbinding, introducing students to the history, tools, and techniques of the discipline. Students execute a variety of adhesive and non-adhesive bindings, including the pamphlet, the accordion, the linkstitch, and the drumleaf. Students utilize these and other experimental structures to create artist books that make dynamic use of text & image pairings and explore sequencing of visual content, with a focus on materials and the overall experience of the book. Lab fee required.

ART 3250 PATTERNED PAPER (3 credits)

This course examines various techniques employed in the creation of decorative patterned papers traditionally used in bookbinding for both cover material and/or end sheets. The emphasis of the course will be on effective pattern design, the mastery of pattern paper production methods, and fine craft standards. Lab fee required.

ART 3300 ELEMENTARY ART METHODS (3 credits)

Study of the theory, methods, curriculum and recent research affecting art education with emphasis on the elementary art program. Student must complete a 50-hour practicum which occurs outside of scheduled class time. Lab fee required.

Prerequisite(s): Students must be formally admitted to the College of Education Educator Preparation Program; PK-12 Art Education Majors only; 2.75 NU GPA. Lab Fee Required.

ART 3310 ELEMENTARY SCULPTURE (3 credits)

This course begins the exploration of the 3-dimensional artistic form which can be constructed using a variety of materials including clay, plaster, wood, steel and new media. Lab fee required..

Prerequisite(s): ART 1110

ART 3320 INTERMEDIATE SCULPTURE (3 credits)

Intermediate Sculpture continues and expands upon the elementary level of sculpture and builds upon methods, technologies, problem solving and professional practice. Lab fee required.

Prerequisite(s): ART 3310

ART 3330 ART IN PUBLIC PLACES (3 credits)

The goal of this course is to introduce students to the concepts and practice related to displaying artwork in public places. Following a thorough examination of the history of public art, the course will focus on the various visual languages and iconography appropriate for public venues. The course emphasizes building original artwork using both traditional and digital technologies, displaying work in public spaces, artist responsibilities and related professional practice.

Prerequisite(s): ART 1110

ART 3340 DIGITAL SCULPTURE - DESIGN AND BUILD TECHNOLOGIES (3 credits)

The goal of this course is to introduce students to the methods of designing objects in a digital environment and realizing them as objects in the physical world. Students will learn to create forms using a variety of 3D modeling software and scanning technologies. The course will introduce students to the Autodesk suite of programs, including 3D Studio Max, Maya Inventor, 123D Catch, as well as Zbrush. Once students have achieved a high level of competency on the computer, the class will begin exploring systems for building their creations. Using Make 123D, Pepakura and Makerware students will fabricate objects in plastic, cardboard and wood. Additionally, the class will address both the artistic and functional applications of these methods.

Prerequisite(s): ART 1110

ART 3360 APPLIED ART & DESIGN (3 credits)

This course is designed to present an opportunity for education and other undergraduate students to develop basic skills, knowledge and appreciation of the arts and crafts of our culture and other world cultures. The course content will be individualized for the purposes of adapting methods, values, content, and media for students working with special populations or in special settings. Lab fee required.

Prerequisite(s): Sophomore.

ART 3370 TECHNOLOGY IN ARTS EDUCATION (3 credits)

This course is specifically designed for pre-service art teachers to learn how to integrate media arts, visual and instructional technology, and digital visual culture into arts curriculum appropriate for application to K-12 contexts. Students will critically examine digital arts, digital art media and technology, and digital visual culture environments and address pedagogical and implementation issues as they simultaneously create their own digital art and digital visual culture. Lab fee required.

Prerequisite(s): Prereq: TED 2400; K-12 ART/ED majors only. Coreq: ART 3300. With permission of the instructor. Senior standing. Lab fee required. Not open to non-degree graduate students.

ART 3410 ELEMENTARY PAINTING (3 credits)

Instruction in oil painting permits each student the time and environment to work and develop individually. Perceptual and conceptual skill building emphasized. Knowledge of contemporary painting integral to painting practice. Lab fee required.

Prerequisite(s): ART 1100 and ART 1210

ART 3420 INTERMEDIATE PAINTING (3 credits)

Instruction in oil painting permits each student the time and environment to work and develop individually. Emphasis on developing cohesive body of work in context of experimentation. Knowledge of contemporary painting integral to painting practice. Lab fee required.

Prerequisite(s): ART 3410

ART 3440 EXPLORING ART THERAPY (3 credits)

This course provides an overview of the field of art therapy and the use of therapeutic art. Topics covered include: The historical use of art as healing across cultures, the contemporary use of art therapy with various populations and settings; an introduction to the theories, techniques; and the profession of art therapy. Students participate in representative art therapy activities, but previous art experience is neither required nor expected. This course does not qualify participants to practice art therapy but will provide information on its safe and effective utilization by health professionals. (Cross-listed with MEDH 3440, THEA 3440, WRWS 3440).

Prerequisite(s): Junior standing or permission of the department.

ART 3510 ELEMENTARY PRINTMAKING (3 credits)

This is an introductory course to the history and studio practices of printmaking. Lab fee required.

Prerequisite(s): ART 1100 and ART 1210

ART 3520 PHOTOGRAPHIC DIGITAL PRINTMAKING (3 credits)

Introduction to photographic and digital printmaking technologies including pre-press and printing techniques. Lab fee required.

Prerequisite(s): ART 1100 and ART 1210

ART 3530 PAPERMAKING (3 credits)

This course examines the history and techniques of classic papermaking, sheet formation and producing edition sheets. Lab fee required.

Prerequisite(s): ART 1110 and ART 1210

ART 3610 ELEMENTARY CERAMICS (3 credits)

This course is an introduction to the medium of ceramics. The focus of this course will be the use of clay as a sculptural medium with the emphasis on various, basic techniques for creating objects in clay. Lab fee required.

Prerequisite(s): ART 1110

ART 3620 INTERMEDIATE CERAMICS (3 credits)

This course is a continuation of processes covered in the Elementary Ceramics course with basic pottery techniques utilizing the wheel, hand building, object prototyping and advanced mold making. Additional emphasis will be on scale and completion of mid-to large size projects.

Prerequisite(s): ART 3610. Lab fee required.

ART 3700 INTRODUCTION TO ANCIENT ART (3 credits)

This course provides an introduction into the art and cultures of the ancient Mediterranean areas. Lab fee required.

Prerequisite(s): ART 2050 or permission of instructor. Not open to non-degree graduate students.

ART 3710 EGYPTIAN ART (3 credits)

This course will examine ancient Egyptian culture through its art and architecture. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of Art 2050 & Art 2060 (prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required. Not open to non-degree graduate students.

ART 3720 GREEK ART (3 credits)

This course will immerse students in the art and culture of ancient Greece. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required. Not open to non-degree graduate students.

ART 3730 ETRUSCAN & ROMAN ART (3 credits)

This course provides an in-depth investigation of Etruscan and Roman civilizations. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required. Not open to non-degree graduate students.

ART 3750 AMERICAN ART (3 credits)

This course provides a study of art, architecture, and material culture produced in the United States approached through varied contexts (artistic, religious, political, economic, etc.) and methodologies. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required. Not open to non-degree graduate students.

ART 3760 RESEARCH, WRITING, AND COMMUNICATION FOR CAREERS IN ART (3 credits)

This class prepares students for advanced level art history courses as well as a career in art history and/or related fields. Basic skills such as critical thinking, analytical reading, traditional and innovative research methods, writing, and public speaking will be emphasized.

Prerequisite(s): ART 2050 and ART 2060

ART 3770 HISTORY OF ARCHITECTURE TO 1850 (3 credits)

A survey of the history, aesthetics and technical developments in architecture from ancient times to the middle of the 19th century. Lab fee required.

Prerequisite(s): None. Recommended: ART 2050 or ART 2060 (prereq or coreq).

ART 3780 HISTORY OF ARCHITECTURE SINCE 1850 (3 credits)

This course is a survey of the history of architecture since the coming of the industrial age, including the major schools and movements in architecture of the 20th century.

Prerequisite(s): None. Recommended: ART 2050 or ART 2060. Lab fee required.

ART 3800 HISTORY OF DESIGN (3 credits)

The history of modern global design movements, primarily 1851 to present. The movements cover a range of media, from graphic arts and industrial design to furnishing and interior design.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required.

ART 3830 HISTORY OF PHOTOGRAPHY (3 credits)

This course provides an introduction to the history of photography from its earliest forms to that of contemporary society and culture. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required.

ART 3860 WOMEN IN ANCIENT AND MEDIEVAL ART (3 credits)

The purpose of this course is to provide an introduction of women through the art and culture of the ancient Mediterranean and western Middle Ages.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required. Not open to non-degree graduate students.

ART 3870 GENDER & SEXUALITY IN MODERN ART (3 credits)

This course provides an introduction to topics of gender and sexuality in modern art, from 1860 to the present.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required.

ART 3910 INTERMEDIATE PRINTMAKING (3 credits)

Intermediate Printmaking expands upon basic printmaking concepts and techniques and includes monotype variations, intaglio techniques, Moku Hanga woodcuts and other woodcut processes. Students will be involved with drawing, creating, problem solving and understanding the printmaking studio and its processes.

Prerequisite(s): ART 3510. Not open to non-degree graduate students.

ART 3920 ILLUSTRATION 2: THE STATIC IMAGE (3 credits)

This studio course will explore the static image, including but not limited to magazine illustration, book cover illustration, advertisement illustration, single-panel cartoons and background painting for animation. Students will develop their technical ability in digital painting and drawing and enhance their skill sets in ink and watercolor. Projects will be medium specific so that students can hone their craft as they respond to thematic prompts. Students will develop sketchbook practices for research and ideation. Emphasis will be placed on generating original visual ideas, utilizing visual metaphor and interpreting texts. Students will learn to compose and frame their illustrations and apply gestalt design principles to create readable images.

Prerequisite(s): ART 2920 or permission of instructor

ART 4000 SPECIAL SEMINARS IN ART EDUCATION (1-3 credits)

A series of intensive courses in the history and theory of art education designed specifically for elementary and secondary school art teachers. These courses are scheduled as special seminars or workshops according to purpose. (Cross-listed with ART 8006.)

Prerequisite(s): Junior and Department Permission

ART 4010 SPECIAL TOPICS IN STUDIO ART (3 credits)

This course concerns itself with a variety of limited topics in the field of Studio Art. At times this course is coordinated with an external event such as a visiting artist, exhibition or study trip. It may also be considered a testing ground for acceptance and interest in a relatively new topic in Studio Arts. Exact content will be determined by the offering instructor.

Prerequisite(s): Prerequisites of each 4010 course will be determined by the instructor and therefore will require special permission.

ART 4020 PROFESSIONAL STUDIO PRACTICES (3 credits)

This is a capstone course for the Studio Arts area that includes book arts, ceramics, drawing, painting, printmaking, sculpture and media (2D, 3D, and Media). During the semester, students will learn the administrative component that is essential for cultivating and maintaining a sustainable studio practice in art. Activities include writing artist statements, an artist curriculum vitae alongside participating in the simulated arts activities of applying for an exhibition and artist grant and understanding the benefits and liabilities of social media.

Prerequisite(s): Students must be of Junior standing. Not open to non-degree graduate students.

ART 4040 BASA SENIOR ART EXHIBITION (0 credits)

The BASA Senior Art Exhibition is the culminating experience of the studio art major. The exhibition is a group exhibition required of all senior majors. Although the exhibition is not a credit bearing course, a passing grade is required to graduate. Student work should demonstrate maturity in thought, execution and presentation. The artwork must come from advanced coursework within their chosen concentration and represent a high level of quality, depth of inquiry, and best critical judgement.

Prerequisite(s): BASA majors, Seniors in their last academic semester, or permission from instructor. Not open to non-degree graduate students.

ART 4130 MEDIA ART III (3 credits)

This is a digital studio course for students interested in exploring interactive digital projects using current or emerging technologies. The course includes both fine art and applied uses of digital art through the development of individual and group projects using digital and electronic media means. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 hours.)

Prerequisite(s): ART 3120 or permission of instructor.

ART 4140 COMPUTER-GENERATED IMAGERY (CGI) II: 3D MODELING (3 credits)

This course is a continuation of principles and practices introduced in ART 3140. The goal of this course is intended for experienced students to explore advanced principles and aesthetic considerations of computer-generated imagery by creating 3D modeling and sculpting with professional programs (i.e. ZBrush, Maya, or others) for game design, virtual reality, and other applications.

Prerequisite(s): ART 3140 or permission of the instructor.

ART 4150 GRAPHIC DESIGN 2 (3 credits)

A continuation of the Graphic Design sequence, Graphic Design 2 is an advanced course utilizing the knowledge and skills acquired in Graphic Design 1. In Graphic Design 2 students apply acquired knowledge and skills to solve design problems for more complex systems. Intermediate digital skills are paired with intermediate production and materials problems as students complete product and package design systems. These design systems are then paired with companion web and video components. Additionally, students continue their study of professional practices and presentation skills.

Prerequisite(s): ART 3130, or permission of instructor.

ART 4160 GRAPHIC DESIGN 3 (3 credits)

A continuation of the Graphic Design sequence, Graphic Design 3 is an advanced, professional simulation course utilizing the knowledge and skills acquired in Graphic Design 1 and 2. Working individually and in teams, students create large-scale design systems over multiple communications channels for consumer product or services. The course culminates in a thesis presentation with accompanying brand book.

Prerequisite(s): ART 4150, or permission of instructor.

ART 4170 GRAPHIC DESIGN STUDIO (3 credits)

A continuation of the Graphic Design sequence, Design Studio is an advanced, capstone course utilizing the knowledge and skills acquired in Graphic Design 1, 2, and 3. Working individually and in teams, students design thesis research projects, create professional portfolios, present their work to the public, and work on client projects for on and off-campus organizations.

Prerequisite(s): ART 4160, or permission of instructor.

ART 4180 ADVANCED DIGITAL GAME DESIGN (3 credits)

This course provides an advanced experience to digital game development. It explores all aspects of creating 3d games. Students will work on individual and team projects and will learn concept art, pre-production planning, prototyping and testing while working towards creating completed games using a three dimensional platform.

Prerequisite(s): ART 3170 or permission of the instructor. Not open to non-degree graduate students.

ART 4190 GAME DESIGN STUDIO (3 credits)

This course provides a capstone study in game development. It explores game design, game prototyping, finalization, distribution and promotion. Students will work in teams to conceptualize, pitch, prototype, and present an audience ready game. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 hours.)

Prerequisite(s): ART 3160, ART 3170, or ART 4180 or permission of instructor. Not open to non-degree graduate students.

ART 4210 PRINTED BOOKS (3 credits)

This course covers the invention of moveable type through the refinement in printing styles and technology to the present age.

Prerequisite(s): ART 3220 and ART 3230 or permission of instructor.

ART 4220 ILLUSTRATION 3: SEQUENTIAL IMAGES (3 credits)

This studio course focuses on sequential images. From picture books and comics to greeting cards and how-to instructions, students will learn to frame and pace their images to clearly communicate ideas and emotion. Emphasis will be placed on developing original narratives and understanding the rules of framing and pacing to create readable stories. The semester will culminate with a short self-published comic or picture book.

Prerequisite(s): ART 3920 or permission from instructor

ART 4290 ILLUSTRATION STUDIO (3 credits)

This is an advanced capstone course for Illustration students who have already taken Illustration 1, 2, and 3. In this course students will choose one illustration field to focus on. From there they will develop their professional portfolio, complete a book project, create an animation demo reel or develop a pitch package. This course will cover industry best practices, contracts, mainstream and alternative career pathways for illustrators.

Prerequisite(s): ART 2920, ART 3920, and ART 4220 or permission from instructor

ART 4300 SECONDARY ART METHODS (3 credits)

This course is the study of theory, methods, art curriculum content, and recent research in art education relative to art education in middle and high school settings. Students are required to complete a 50-hour practicum that occurs outside of scheduled class time. Lab fee required

Prerequisite(s): Students must be formally admitted to the College of Education Educator Preparation Program; ART 3300 or Permission; PK-12 Art Education Majors only; 2.75 NU GPA. Lab Fee Required.

ART 4310 ADVANCED SCULPTURE (3 credits)

Advanced work in area of student's choice with facilities for oxyacetylene welding, arc welding and wood working. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 hours.) Lab fee required. (Cross-listed with ART 8316.)

Prerequisite(s): ART 3310

ART 4320 BACHELOR OF FINE ARTS INDEPENDENT STUDY I (3 credits)

This course is an advanced individualized study in studio art concentration area of Two Dimensional Arts, Three Dimensional Arts, Graphic Design, Illustration, and Media Arts.

Prerequisite(s): Advanced level courses in area of concentration, and permission of instructor.

ART 4330 BACHELOR OF FINE ARTS INDEPENDENT STUDY II (3 credits)

BFA II is the second semester of an advanced individualized study in a studio art concentration area of Two Dimensional Arts, Three Dimensional Arts, Graphic Design, Illustration, and Media Arts. Lab fee required.

Prerequisite(s): Completion of ART 4320 (BFA I) in the area of emphasis.

ART 4340 BACHELOR OF FINE ARTS INDEPENDENT STUDY III (3 credits)

This course is the continuation of BFA II for the advanced individualized study in studio art concentration area of Two Dimensional Arts, Three Dimensional Arts, Graphic Design, Illustration, and Media Arts. This course is only used if, for some reason the student is unable to proceed to BFA Thesis after completing BFA II. Lab fee required.

Prerequisite(s): Completion of ART 4320 and ART 4330 and permission of instructor as this course is only used when the student is unable to proceed to the BFA Thesis.

ART 4350 TRENDING TOPICS IN ART EDUCATION (3 credits)

This is a series of intensive courses dealing with the theory and practice of current trends in art education designed specifically for pre-service art teachers. These courses are scheduled as special seminars or workshops according to purpose. Lab fee may be required.

Prerequisite(s): Prereq: TED 2400; K-12 ART/ED majors only. Senior standing or permission of instructor

ART 4410 ADVANCED PAINTING (3 credits)

Advanced instruction in oil painting permits students the time and environment to work and develop individually. Emphasis on developing cohesive body of work as continuation from work done in Intermediate painting. Knowledge of contemporary painting integral to painting practice. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 hours.) Lab fee required. (Cross-listed with ART 8416.)

Prerequisite(s): ART 3420

ART 4420 BACHELOR OF FINE ARTS THESIS (3 credits)

This course is the culmination of the BFA process with an individually designed study in studio art concentration area of Two Dimensional Arts, Three Dimensional Arts, Graphic Design, Illustration, and Media Arts. A faculty committee and thesis exhibition are required for completion of this course. Lab fee required.

Prerequisite(s): Completion of ART 4320 and ART 4330 and permission of instructor.

ART 4440 INDEPENDENT STUDY IN STUDIO ART (1-3 credits)

This course is an independent study with variable credit for studio art students who have already taken the most advanced level course in their chosen degree program.

Prerequisite(s): This course requires permission from instructor.

ART 4510 ADVANCED TECHNIQUES IN PRINTMAKING (3 credits)

This course allows students to develop their skills in both lithography and intaglio and the color processes for each printmaking technique. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 hours.) Lab fee required. (Cross-listed with ART 8516.)

Prerequisite(s): ART 3510

ART 4530 ART INTERNSHIP (0-3 credits)

A tutored internship at a local arts institution that will introduce students to following areas of concentration: Curatorial Collections Research, Education Outreach, and Preparation/Installation. Working as an Artist's Studio Assistant or in the areas of Web page design or graphic design are also appropriate internship projects. Ideally, the internship should provide the student with an opportunity to gain pre-professional experiences and skills. It should also increase his or her awareness of current issues and practices within the field of art.

Prerequisite(s): Reserved for studio art (BASA & BFA), Art Education, or Art History majors. Permission of Faculty Advisor & Intern Sponsor required. Advanced art history, art education, or studio courses may be required.

ART 4610 ADVANCED CERAMICS (3 credits)

This course will consist of advanced work on the potter's wheel, casting and preparations in glaze composition, as well as loading and firing of a high-fire kiln. The content of this course varies from semester to semester allowing students the opportunity to investigate and practice a variety of techniques. (May be repeated for credit up to 6 hours.) Lab fee required. (Cross-listed with ART 8616.)

Prerequisite(s): ART 3610

ART 4730 CLASSICAL ART HISTORY (3 credits)

This course is a study of painting, sculpture, architecture and minor arts of the classical world beginning with Cycladic art and including Minoan, Mycenaean, Greek, Etruscan and Roman art through 300 A.D. Lab fee required. (Cross-listed with ART 8736.)

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (Prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required.

ART 4740 INTRODUCTION TO COLLECTIONS MANAGEMENT (3 credits)

This course focuses on collections management and will offer insights into collections care practices and standards. It requires a team to provide the appropriate range of care necessary to maintaining diverse collections of objects. Lectures and talks will include those presented by top experts in the field. Students will gain invaluable insights and practical knowledge of effective collections management. Course content will include theoretical and practical components to introduce policies and procedures, database systems, fine art insurance and shipping, object handling, conservation and installation standards.

Prerequisite(s): Sophomore standing or permission of the instructor.

ART 4750 LATE ROMAN AND BYZANTINE ART HISTORY (3 credits)

A study of painting, sculpture and architecture of the Eastern Roman Empire from the founding of Constantinople, and of Western Europe from the time of Constantine to the dissolution of the Western Roman Empire. Lab fee required. (Cross-listed with ART 8756.)

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (Prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required.

ART 4760 TECHNICAL ART HISTORY (3 credits)

Technical art history, which investigates the materials and techniques of artworks, and the scientific methods used to study them, is one of the fastest growing areas of art history. Knowledge of the physical properties of an art object, often revealed only through scientific tools, can provide crucial insights into its origins, creative genesis and development, dating, alterations, and best approaches to restoring or conserving it. This course explores the techniques and materials used in the creation of a select body of artworks and the scientific methods of examination and their applications. Site visits required as scheduled.

Prerequisite(s): ART 2050 and ART 2060

ART 4770 EARLY MEDIEVAL ART (3 credits)

This course provides a study of painting, sculpture and architecture of Western Medieval Art. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (Prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required.

ART 4780 LATE MEDIEVAL ART HISTORY (3 credits)

This course is a study of painting, sculpture and architecture of the European Middle Age periods of Romanesque and Gothic Art. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (Prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required. Not open to non-degree graduate students.

ART 4810 NORTHERN EUROPEAN RENAISSANCE ART HISTORY (3 credits)

This course is a study of the paintings, sculpture and architecture during the 14th, 15th and 16th centuries in France, the Low Countries, Germany, Spain and England. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (Prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required. Not open to non-degree graduate students.

ART 4830 ITALIAN RENAISSANCE ART HISTORY (3 credits)

Study of painting, sculpture and architecture in Italy during the 14th, 15th and 16th centuries. Lab fee required. (Cross-listed with ART 8836.)

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (Prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required.

ART 4850 BAROQUE AND ROCOCO ART HISTORY (3 credits)

This course is a study of painting, sculpture and architecture in Europe during the 17th and 18th centuries. Lab fee required. (Cross-listed with ART 8856.)

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 (Prereq or coreq), plus junior standing. For non-majors, junior standing and permission of the instructor are required.

ART 4880 MODERN ART I (ART OF EUROPE AND THE AMERICAS, 1850-1920) (3 credits)

A study of the most significant developments in European art and architecture dating from the early Modern period and examined in varied contexts (artistic, religious, political, economic, etc.). (Cross-listed with ART 8886.)

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060 plus junior standing. For non-majors, junior standing and permission of the instructor are required. Lab fee required.

ART 4890 MODERN ART II (ART OF EUROPE AND THE AMERICAS, 1918-1968) (3 credits)

This course explores the major artistic movements and artists active in Europe and the Americas between the end of WWI and the Vietnam Era circa 1968. (Cross-listed with ART 8896.)

Prerequisite(s): For Fine Arts majors, completion of Art 2050 & Art 2060 plus junior standing. For non-majors, junior standing and permission of the instructor are required. Lab fee required.

ART 4900 CONTEMPORARY ART HISTORY SINCE 1968 (3 credits)

This course introduces contemporary visual arts in a global context from 1968 to the present with topics of discussion including art, aesthetics, politics, gender and sexuality, race and economics. (Cross-listed with ART 8906.)

Prerequisite(s): For Fine Arts majors, completion of Art 2050 & Art 2060 plus junior standing. For non-majors, junior standing and permission of the instructor are required. Lab fee required.

ART 4910 INDEPENDENT STUDY IN ART HISTORY (1-3 credits)

This course is an independent research project under the direct supervision of the sponsoring faculty member, generally involving the writing of a paper. Lab fee required.

Prerequisite(s): Art History major in upper division and permission of instructor.

ART 4920 ART IN THEORY AND IN PRACTICE SINCE 1900 (3 credits)

This course introduces BFA students to the essential theories and critical positions that have shaped the practice of contemporary art in the West since 1900. It also addresses the purpose and nature of the artist's statement, the studio critique, the exhibition, and professionally written art criticism.

Prerequisite(s): Acceptance in BFA program, ART 2050 & ART 2060, & ART 4890 or ART 4900. Other students will need instructor's permission. Students not meeting the min qualifications or instructor's permission will be dropped. Not open to non-degree graduate students.

ART 4930 SPECIAL TOPICS IN ART HISTORY (3 credits)

These illustrated lecture courses deal with a limited topic in the field of art history. The course may be coordinated with an external event such as an exhibition, publication or study trip. Lab fee required. (Cross-listed with ART 8936)

Prerequisite(s): ART 2050 or ART 2060 or instructor permission.

ART 4940 ART HISTORY METHODS (3 credits)

This is a seminar course surveying major developments in aesthetics and selected problems in the discipline of Art History. Required for art history majors. Lab fee required.

Prerequisite(s): For Fine Arts majors, completion of ART 2050 & ART 2060. Completion of ART 3760 is recommended.

ART 4950 ART CRITICISM (3 credits)

A study of art criticism from antiquity to the present. Students will both engage art critical writing as a creative and analytical tool.

Prerequisite(s): Completion of ART 2050 & ART 2060.

ART 4990 ART HISTORY CAPSTONE (1 credit)

Art History majors will have the choice of either: 1) writing a thesis (20-25 pages) and giving a 20 min. public presentation, 2) taking a comprehensive exam with questions based on their coursework, or 3) completing an internship project and giving a 20 min. public presentation.

Prerequisite(s): Senior standing in Art History and completion of or concurrent enrollment in ART 3760 (Art History Seminar) or ART 4940 (Art History Methods) plus the approval of the Art History faculty.