

ART AND ART HISTORY (ART)

ART 1004 - Topics in Studio Art for Non-Majors (3 credits)

Variable introductory topics on practice-based studio art, ranging from 2D, 3D and Digital Imaging concentrations. Multiple projects with emphasis on media specific creations using introductory studio practices, practice-based technical and conceptual knowledge to achieve expressive communication. Analyze and critique creative works within historical and cultural context. May be repeated with different topics, for a maximum of 12 credit hours. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). COURSE FEE: \$60.

Pathway Concept Area(s): 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 1104 - Language of Visual Arts (3 credits)

Introduces key formal structures across the broad variety of disciplines in the visual arts and built environment, including: architecture, painting, sculpture, photography, and film. Considers global objects and sites from an intercultural perspective, examining how various formal elements impact our experience and function to construct meaning for audiences. Writing informed arts criticism grounded in local and regional cultural resources. RESOURCE CHARGE.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 1204 - Principles of 2D Art and Design (3 credits)

Elements and methods fundamental to two-dimensional art and design. Investigates formal elements and principles of two-dimensional design including shape, color, balance, rhythm, hierarchy, and unity. Exploration of analog and digital strategies in image making through iterative, hands-on processes. Interpretation of historical and contemporary two-dimensional art and design from around the globe to discover communication strategies in an intercultural context. Application of formal analysis and interpretive strategies through critique. Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE. (1H,5L,3C)

Pathway Concept Area(s): 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 1214 - Principles of 3D Art and Design (3 credits)

Elements and methods fundamental to three-dimensional art and design. Investigates formal elements and principles of three-dimensional design including line, plane, form, mass, space, scale and surface. Exploration of analog and digital strategies in three-dimensional object making through iterative, hands-on processes. Interpretation of historical and contemporary three-dimensional art and design from around the globe to discover communication strategies in an intercultural context. Application of formal analysis and interpretive strategies through critique. Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE. (1H,5L,3C)

Pathway Concept Area(s): 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 1234 - Topics in Visual Communication Design for Non-Majors (3 credits)

Variable introductory topics on visual communication design, ranging from contemporary issues in design to development of formal design skills. Multiple projects with emphasis on problem-solving with an awareness of target audiences from various backgrounds, historical and cultural contexts, and STEEP (Social, Technological, Economical, Environmental, and Political) principles. Explores knowledge of design principles and vocabulary using a range of materials and methodologies. Examines needs of diverse users, applied via digital translations and appropriate software. May be repeated for up to a maximum of 12 credit hours with varying or different topics. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Pathway Concept Area(s): 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 1304 - Gateway to Art and Design (1 credit)

First Year Experience course for students seeking entry into BFA degree program. Developing a successful path of study in the School of Visual Arts BFA degree using advising resources; introduction to professional and ethical visual arts practices through presentations with local and regional artists; visits to local and regional galleries; presentations by university faculty and staff related to the BFA. Introduction to visual thinking using the Virginia Tech Common Book and preparation for portfolio review. Art History majors are not required to take the course.

Corequisite(s): ART 1204, ART 1404, ART 1604

Instructional Contact Hours: (1 Lec, 1 Crd)

ART 1334 - Themes in Visual Arts and Cultures (3 credits)

Introduction to thematic topics spanning historical and contemporary world cultures through the lens of the visual arts and material culture. Ten themes to be addressed each semester, each approached through a range of different periods, cultures, media, and artistic traditions, and complemented by culture-specific textual sources. Sample themes might include art and political propaganda, art and technology, art and sustainability, art and death, etc. Does not count towards the art history major.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 1404 - Principles of Drawing (3 credits)

Elements, methods and skills fundamental to drawing. Investigates formal elements fundamental to drawing such as line, space, form, value and texture, through drawing tools and methods. Emphasis on controlled use of common drawing media for representational and expressive purposes. Examination of multiple intercultural viewpoints through exercises and discussion investigating topics that vary by semester. Application of formal analysis and interpretive strategies through critique. Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE. (1H,5L,3C)

Pathway Concept Area(s): 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 1414 - Drawing II: Life Drawing (3 credits)

Drawing the human figure from life. Emphasis on observation, construction, and anatomy. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE.

Prerequisite(s): ART 1404 and ART 1204 and ART 1604

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 1504 - Contemporary Art and Practice (3 credits)

Methods and practices fundamental to the making of contemporary visual art. Non-discipline-specific investigation of self-expression, meaning, and content through iterative, practice-based exercises. Development of personal artistic practice through the lens of contemporary art and its historical precedents. Exploration of various processes such as representation, abstraction, assemblage, performance, installation, mark making, digital, and time-based, or interactive experiences as means to self-expression and interpretation of meaning. Examination of multiple worldviews and global challenges addressed in contemporary art. Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). (1H, 5L, 3C)

Pathway Concept Area(s): 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 1604 - Principles of 4D Art & Design (3 credits)

Elements and methods fundamental to digital art and design as well as time-based media. Investigation of formal elements specific to four-dimensional design including time, motion, and sound and skills sets in vector and raster graphics and video editing. Exploration of iterative process in digital image making. Interpretation of historical and contemporary digital art and time-based media from around the globe to discover communication strategies in an intercultural context. Examination of multiple worldviews and global challenges addressed in and relevant to digital art and time-based media such as surveillance and questions of privacy. Application of formal analysis and interpretive strategies through critique. Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE. (1H, 5L, 3C)

Pathway Concept Area(s): 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 1614 - Principles of Visual Communication Design (3 credits)

Introduction to design theory, practice, and visual communication skills. Projects, applied problem solving, reading assignments, and open critiques incorporate graphic competencies and vocabulary specific to the field of visual communication design. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 1984 - Special Study (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 1984M - Special Study (1-19 credits)

Pathway Concept Area(s): 6A Critique & Practice in Arts

Instructional Contact Hours: Variable credit course

ART 2385 - Survey of the History of Western Art (3 credits)

Survey of the visual arts and architecture from prehistoric times to the present day with emphasis on Western Europe including functions of visual arts and architecture, terms of visual literacy and methods of formal visual analysis. 2385: Focus on prehistoric time to the thirteenth century including Paleolithic, Neolithic, Ancient Near Eastern, Egyptian, Aegean, Greek, Roman, Byzantine, medieval and early Gothic art. 2386: Focus on late Gothic through present day including Renaissance, Baroque, 19th (Romanticism to Post-Impressionism) and 20th centuries (cubism to postmodernism).

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 10 Ethical Reasoning

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 2386 - Survey of the History of Western Art (3 credits)

Survey of the visual arts and architecture from prehistoric times to the present day with emphasis on Western Europe including functions of visual arts and architecture, terms of visual literacy and methods of formal visual analysis. 2385: Focus on prehistoric time to the thirteenth century including Paleolithic, Neolithic, Ancient Near Eastern, Egyptian, Aegean, Greek, Roman, Byzantine, medieval and early Gothic art. 2386: Focus on late Gothic through present day including Renaissance, Baroque, 19th (Romanticism to Post-Impressionism) and 20th centuries (cubism to postmodernism).

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 10 Ethical Reasoning

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 2434 - Introduction to Creative Code (3 credits)

Introduction to computer programming tools within a critical aesthetic context. Tools may include software such as Processing and Unity. Application of foundational programming techniques to artwork creation. Consideration of computational and quantitative technologies and processes ethically, culturally, and artistically. Algorithmic thinking, and examination of existing computer-generated artworks to infer algorithmic basis. Consideration of the ethics of algorithmic systems in our culture and media. Course contact to credit hour structure: Design Lab/Studio.

Prerequisite(s): ART 1604

Pathway Concept Area(s): 5F Quant & Comp Thnk Found., 10 Ethical Reasoning

Instructional Contact Hours: (5 Lab, 3 Crd)

ART 2514 - Drawing Concepts (3 credits)

Exploration of drawing practices that reflect expansions in the discipline through examination of the work of contemporary artists and discussion of recent historical precedents. Examination of multiple viewpoints through readings and discussion investigating notions of identity, culture, and social reality. Development of personalized visual language and content through iterative drawing processes. Application of formal analysis and interpretive strategies through critique. Includes traditional and experimental techniques; representational, abstract, and nonobjective approaches to drawing. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab Studio (2L,1C). RESOURCE CHARGE.

Prerequisite(s): ART 1404

Pathway Concept Area(s): 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2524 - Introduction To Painting (3 credits)

Exploration of painting practices within a studio-focused environment as they relate to art and design in contemporary culture as well as historical methods. Development of foundational painting skills and an understanding of various painting media. Deliberate practice of visual language and formal ideas using painting media with a focus on material, line, shape, color, and two-dimensional composition. Interpretation of visual culture through the application of critical analysis methods. Encompasses observation-based techniques, experimental processes, and abstract approaches. Lecture (1H,1C), Lab (3L, 1C), Design Lab/Studio (2L, 1C). (1H, 5L, 3C). RESOURCE CHARGE: \$75

Prerequisite(s): ART 1204 or ART 1404 or ART 1414

Pathway Concept Area(s): 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2554 - Introduction To Sculpture (3 credits)

Introduction to the tools, techniques, and concepts of sculpture. Development of visual style, three-dimensional composition and communication through iterative assignments. Application of formal analysis and interpretive strategies through critique. Exploration of genres and practices of sculpture by analyzing contemporary examples and historical precedents. Examination of diverse viewpoints through readings and discussions on the role of sculpture in identity, culture, and politics. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L, 1C), Design Lab/Studio (2L, 1C). (1H, 5L, 3C). RESOURCE CHARGE.

Prerequisite(s): ART 1214

Pathway Concept Area(s): 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2565 - Typography (3 credits)

Foundational study of Typography as it relates to Visual Communication Design including historical and contemporary context. Study of the formal principles of typographic design of both printed and digital matter. Overall focus on letterforms, design structures, and grid systems. Pre: Admittance to Visual Communication Design Program. 2566: Intermediate study of Typography as it relates to Visual Communication Design including advanced file management used with a variety of projects involving Typographic Composition. Pre: 2565. 2565: I, II. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2566 - Typography (3 credits)

Intermediate study of Typography as it relates to Visual Communication Design including advanced file management used with a variety of projects involving Typographic Composition. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Prerequisite(s): ART 1614 and ART 2565

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2566H - Typography (3 credits)

Intermediate study of Typography as it relates to Visual Communication Design including advanced file management used with a variety of projects involving Typographic Composition.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2575 - Introduction to Graphic Design (3 credits)

Introduction to the theory and practice of graphic design as a means of visual communication, exploring problem-solving as applied to design concepts and execution. Studio assignments relating to society, industry, community, and commerce, with emphasis on digital/electronic applications. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE.

Prerequisite(s): ART 1614 and ART 2565

Corequisite(s): ART 1414

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2576 - Introduction to Graphic Design (3 credits)

Introduction to the theory and practice of graphic design as a means of visual communication, exploring problem-solving as applied to design concepts and execution. Studio assignments relating to society, industry, community, and commerce, with emphasis on digital/electronic applications. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE.

Prerequisite(s): ART 1614 and ART 2565 and ART 2566 and ART 2575

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2604 - Introduction to Creative Technologies (3 credits)

Introduction to the formal elements, skills, tools and methods of productions used in Creative Technologies to make art/media works. These art works/media works include: sound, video narratives/short films, 2D animation, code/procedural artworks that exhibit meaning and relevance to contemporary society. Integrate, articulate and defend positions on ethical issues to make work that is relevant to the world we live in. Design Lab/Studio.

Prerequisite(s): ART 1604

Pathway Concept Area(s): 6A Critique & Practice in Arts, 10 Ethical Reasoning

Instructional Contact Hours: (5 Lab, 3 Crd)

ART 2664 - Introduction to Photography (3 credits)

Introduction to the tools, techniques, and concepts of digital photography. Development of visual style, two-dimensional composition, and visual communication through iterative assignments. Application of formal analysis and intercultural interpretation of photographs through class critique as well as historical and contemporary examples. Examination of diverse viewpoints through readings and discussions on the role of photography in identity, culture, and politics. Course contact hour structure: Lecture (1H,1C), Lab (3L, 1C), Design Lab/Studio (2L, 1C). (1H, 5L, 3C). RESOURCE CHARGE.

Prerequisite(s): ART 1204 or ART 1604

Pathway Concept Area(s): 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 2704 - 3D Computer Animation (3 credits)

Introduction to the basic principles of 3d-computer animation including modeling, texture mapping, lighting, and motion. Course contact to credit hour structure: Design Lab/Studio (5L, 3C) RESOURCE CHARGE.

Prerequisite(s): ART 1604

Instructional Contact Hours: (5 Lab, 3 Crd)

ART 2804 - Introduction to Game Development (3 credits)

Introduction to game development using contemporary video game engines. Focus on in-engine tools and pipelines. Process includes importing and transforming 3D digital models and constructing landscapes, grayboxing, scripted mechanics, lighting, textures and materials, and producing a character with an animation tree, timeline, animation, and motion controls, and a user interface. Outcomes include evaluating games through playtesting and creating simple but playable game levels through iterative process. Design Lab/Studio.

Prerequisite(s): ART 1604 and ART 2434

Instructional Contact Hours: (5 Lab, 3 Crd)

ART 2964 - Field Study (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 2974 - Independent Study (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 2984 - Special Study (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 3004 - Topics in Art History (3 credits)

Rotating topics from all periods of art history with a particular emphasis on non-Western art, such as Japanese, Chinese, pre-Columbian, sub-Saharan, Native American, or Islamic art and architecture. Lecture and/or undergraduate seminar format. May be repeated for credit with different content for a maximum of 9 credits.

Prerequisite(s): ART 2385 or ART 2386

Instructional Contact Hours: (3 Lec, 3 Crd)

Repeatability: up to 9 credit hours

ART 3024 - History of Global Print Culture (3 credits)

Global print culture with an emphasis on visual arts and design forms across geographies in cultural contexts. Compares diverse print cultures from their inceptions through today, across historical traditions of East Asia, Mexico, United States, the Islamic world, and Europe. History, social meaning, issues of equity, race, and identity. Print culture's inception through today connects contemporary digital world to its conceptual and material origins.

Pathway Concept Area(s): 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 7 Identity & Equity in U.S., 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3034 - Survey of Latin American Art and Architecture (3 credits)

A broad chronological survey of the visual arts and architecture of Latin America with a focus on South, Central, and North America from the rise of ancient indigenous cultures through today. Pre-Columbian iconography, styles, and cultural contexts of Olmec, Inca, Maya, and Aztec societies. European contact and colonial influence in South and Central Americas of the New World. Modern and contemporary art in these regions, with an emphasis on Latinx diaspora visual culture in the United States.

Pathway Concept Area(s): 6A Critique & Practice in Arts, 7 Identity & Equity in U.S., 10 Ethical Reasoning

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3044 - Art and Architecture of India (3 credits)

Survey of the arts, architecture, and contributions to design history from the subcontinent of India. Iconography and visual elements of Jain, Hindu, Buddhist, Islamic, and Sikh traditions in terms of key works of art, architecture, and design. Interpreted within contexts of religion, historical events, social status, patronage, race, and colonialism. Considers the influence of India's art, architecture, and design histories from antiquity through diasporas today, including US South Asian communities.

Pathway Concept Area(s): 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 7 Identity & Equity in U.S., 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3054 - Islamic Art and Architecture (3 credits)

Survey of the visual arts and material culture produced in Islamic cultures from its origins in the 7th century CE (Common Era) through the contemporary period. Focus on analyzing transnational exchanges and influences that shape the visual and material culture of Islamic regions including architecture, the graphic arts, painting, ceramics, and textiles within cultural, geographic, political, and religious contexts. Includes artifacts and architecture from Iraq, Iran, the Arabian Peninsula, Egypt, Turkey, India, Spain and notable sites from North Africa and Central Asia.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3064 - Arts of China and Japan (3 credits)

An introduction to Chinese and Japanese art from the Neolithic to the present. The influence of philosophy, religion and social organizations on the development of the visual arts in China and Japan. Considers a range of media including painting, sculpture, calligraphy, ceramics, prints, and architecture in contexts of Imperial and post-Imperial patronage.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3074 - Egyptian Art and Architecture (3 credits)

Introduction to Egyptian art and architecture from the Predynastic through the Late Period with emphasis on the major monuments of Egyptian sculpture, painting and architecture. Emphasis on Egyptian art in the context of the unique landscape of the Nile River and surrounding desert, the art of contemporary cultures in the eastern Mediterranean world, and the history of archaeological exploration within the region.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3084 - Greek Art and Architecture (3 credits)

Painting, sculpture, and architecture of the Greeks, ca. 1000-31 B.C. Emphasis on correlation of archaeological remains with literary sources, and on the development of the arts in relation to cultural environments of the archaic, classical, and Hellenistic periods.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3104 - Art & Visual Culture of Japan: Samurai to Kawaii (3 credits)

Visual culture in Japan from the Edo period (1615-1868) through today. Evolution of media and technology in promoting new visual culture themes, design, and styles in prints, painting, photography, graphic arts, film, animation, games, and digital media. Visual forms, design elements, and cultural contexts of widespread themes in art including samurai, ghosts and demons, legends and heroes, monsters and magical creatures, kawaii and other subjects specific to the visual culture of Japan.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 6D Critique & Prac in Design, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3114 - Creative Coding for Creativity and Innovation (3 credits)

Introduction to computer programming tools within a critical aesthetic context. Creation and analysis of generative and algorithmic artwork as well as consideration of how works derived from logical rulesets, algorithms, and the artful application of randomness can communicate human feelings and ideas. Consideration of ethics of algorithmic systems in our culture and media, and creating art works to address those issues and influence opinion. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L, 1C), Design Lab/Studio (2L, 1C).

Pathway Concept Area(s): 5A Quant & Comp Thnk Adv., 10 Ethical Reasoning

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 3174 - Introduction to Archaeology (3 credits)

Introduction to archaeology focusing on a history of the discipline of archaeology with an emphasis on Mesopotamia and the Mediterranean world. Evolution of field inquiry and techniques in the context of major historical personages and excavations in Egypt, Greece, Italy and Syro-Palestine, as well as contemporary global and ethical issues surrounding the preservation and protection of archaeological artifacts, particularly with regards to the role they serve and their use and misuse as non-renewable global objects of cultural heritage and cultural identity.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 3 Reasoning in Social Sciences, 10 Ethical Reasoning

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3184 - Roman Art and Architecture (3 credits)

Survey of Roman art including painting, sculpture and architecture from ca. 750 BCE to 350 CE. Emphasis on diverse artistic themes connecting visual and material culture with contemporary political and cultural circumstances and the impact of Roman imperial expansion on regional cultures. Historical impact of Roman artistic achievements and activities.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3284 - Medieval Art and Architecture (3 credits)

Artistic traditions of the medieval world from the fourth to fifteenth centuries with a focus on diverse cultural exchanges between Byzantine east and Latin west, along with Islamic contact. Stylistic, thematic, and formal developments in sculpture, painting, textiles, metalwork, architecture, book arts within social, political, and religious contexts.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3384 - Renaissance Art and Architecture (3 credits)

A chronological survey of Renaissance art analyzing painting, sculpture, the graphic arts, and architecture. Develops visual literacy through an evaluation of major stylistic and thematic trends within the study of historical context, artistic techniques and processes, iconography, patronage, economy, religion, political structures, and emerging sciences.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3484 - Baroque and Rococo Art and Architecture (3 credits)

Art and architecture of the seventeenth-century Baroque and eighteenth-century Rococo with an emphasis on form, style, and cultural contexts for painting, sculpture, and architecture. A study of major artists, themes, styles, and technical artistic processes in Italy, Spain, Flanders, Holland, England, France in contexts of global expansion. Seventeenth-century visual culture in its historical, religious, economic, social, and ethical contexts.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 10 Ethical Reasoning, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3504 - Topics in Digital Art and Design (3 credits)

Rotating topics that explore the computer as an artistic medium and design tool. Intermediate level. The student will encounter as interdisciplinary approach to the use of the computer, as aesthetic ideas are presented and various digital techniques are applied. Stresses use and manipulation of original images created by the student, employing a combination of digital and traditional methods. May be repeated with different content for a maximum of 12 credits. Course contact to credit hour structure: Design Lab/Studio (5L, 3C) Resource Charge.

Prerequisite(s): ART 2604

Instructional Contact Hours: (5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 3514 - Topics In Drawing (3 credits)

Rotating topics in drawing media, approaches, and theories. All topics will be devoted to promoting individual student creativity, mastery of drawing means and techniques, and further understanding of graphic concerns. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). May be repeated for a maximum of 9 hours with different topics. RESOURCE CHARGE.

Prerequisite(s): ART 2514

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 9 credit hours

ART 3524 - Topics In Painting Media (3 credits)

Rotating topics in painting techniques, disciplines, and theory emphasizing individual creative development and skilled approaches to technical problem-solving in visual art and design. Intermediate level. May be repeated for a maximum of 12 credits. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Prerequisite(s): ART 2524

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 3554 - Topics In Sculpture (3 credits)

Rotating topics that will focus on specific technical processes and applications of three dimensional problem solving in the visual arts. The course will stress techniques and issues found in contemporary 3D art and design. Emphasizes intensive studio practice through a series of individual projects related to the topics. FEES REQUIRED. May be repeated for a maximum of 12 credits. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Prerequisite(s): ART 2554

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 3564 - Topics in Photography (3 credits)

Rotating topics in photographic materials, methods and philosophies. All topics promote individual students creativity, master of photographic techniques and further understanding of the medium. May be repeated with different topics for a maximum of 12 credits. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE.

Prerequisite(s): ART 2664

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 3565 - Intermediate Graphic Design I and II (3 credits)

Intermediate design layout, technical and concept development, and communication skills. First semester emphasizes advanced and new software relevant to the design, advertising, and printing industry. Second semester focuses on typography, professional pre-press, electronic printing and color separation processes. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE.

Prerequisite(s): ART 1614 and ART 2565 and ART 2566 and ART 2575 and ART 2576

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 3566 - Intermediate Graphic Design II (3 credits)

Intermediate design layout, technical and concept development, and communication skills. First semester emphasizes advanced and new software relevant to the design, advertising, and printing industry. Second semester focuses on typography, professional pre-press, electronic printing and color separation processes. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). FEE REQUIRED.

Prerequisite(s): ART 1614 and ART 2565 and ART 2566 and ART 2575 and ART 2576 and ART 3565

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 3574 - Topics In Graphic Design (3 credits)

Rotating topics in graphic design, for the intermediate level student. This course will encourage visual problem-solving, conceptual development, clarity and individuality of expression. May be repeated for a maximum of 12 credits. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Prerequisite(s): ART 2576

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 3584 - Nineteenth Century European Art: Neoclassicism to Post-Impressionism (3 credits)

European art and material culture of the nineteenth-century. A chronological study of the major artists, artistic movements and styles from neoclassicism to post-impressionism. Analysis of works using key critical and philosophical texts. Emphasis on the role of gender, race, ethnicity and colonialism in the production of art and material culture.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3604 - Topics in New Media Art (3 credits)

Rotating topics explore the computer as an artistic medium and design tool. An interdisciplinary approach to the use of a computer. Aesthetic ideas and application of digital techniques. Use and manipulation of original images created by the student, employing a combination of digital and traditional methods. May be repeated for a maximum of 12 credits. Course contact to credit hour structure: Design Lab/Studio (5L, 3C). RESOURCE CHARGE.

Prerequisite(s): ART 2604

Instructional Contact Hours: (5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 3674 - History of Photography (3 credits)

A chronological history of photography, from its invention in the nineteenth-century to the emergence of digital technology. Emphasis on historical, sociological, cultural, and global contexts. Addresses terminology and visual analysis, inventions, individual photographers, famous photographs, and issues of inclusion and critical discourse.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3684 - African-American Art (3 credits)

African-American art and material culture, from its beginnings in the tribal traditions of Africa to its contemporary manifestations. A chronological study of the major artists, movements and styles. Analysis of works using key critical and philosophical texts. Emphasis on the role of gender, race, and ethnicity in the production of art and material culture.

Pathway Concept Area(s): 6A Critique & Practice in Arts, 7 Identity & Equity in U.S., 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3704 - Topics in Computer Animation (3 credits)

Rotating topics that explore the artistic and design potential of computer animation. Using current digital techniques and methods, focus is on the creation and manipulation of virtual character designs. Students will use an interdisciplinary aesthetic approach to investigate computer animation concepts. May be repeated for credit maximum of 12 credits. Course contact to credit hour structure: Design Lab/Studio (5L, 3C). RESOURCE CHARGE.

Prerequisite(s): ART 2704

Instructional Contact Hours: (5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 3774 - History of Modern Graphic Design (3 credits)

A chronological survey of the history of modern graphic design, from the mid-19th century to 1980.

Prerequisite(s): ART 2386

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3784 - European and American Art Since 1900 (3 credits)

European and American Art since 1900. A chronological survey of painting and sculpture from neo-impressionism through post-modernism.

Prerequisite(s): ART 2386

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3804 - Game Design (3 credits)

Conceptual foundations of games. Theoretical frameworks and game design practice. Playing games and writing formal analyses and critiques. Principle game elements: player experience, interactive loops; motivations and rewards; puzzles and onboarding; difficulty, failure, and consequence; skill, chance, and balance. Ethical issues examined include the impact of violent gameplay and systems and modeling bias. Research the social benefits of playing certain games. Individual and team projects that apply game principles to create games using an iterative process. Verbal and written communication of original game concepts and mechanics in relation to user experience. Design Lab/ Studio.

Prerequisite(s): ART 2804

Instructional Contact Hours: (5 Lab, 3 Crd)

ART 3854 - Professional Studio Practices (3 credits)

An overview of professional studio art practices, concepts, marketing strategies and promotional materials. The international exhibition system and current educational opportunities, employment and career options in the visual arts are presented. Preparing of written materials and documenting artwork, building a professional portfolio for presentation to potential employers, art galleries and exhibitions are stressed. Pre: Bachelors of Fine Arts (BFA) majors only.

Prerequisite(s): ART 1504

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3864 - Global Contemporary Art (3 credits)

Thematic survey of global contemporary art. Historical and political contexts of major artists, artistic movements, and styles from the past fifty years. Strategies for interpreting and researching the visual arts. Examination of the institutions, markets, debates, and emerging technologies shaping today's art world. Exploration of diverse artistic perspectives on significant global challenges, including economic inequality, climate change, gender-based violence, mass incarceration, decolonization, and systemic racism

Pathway Concept Area(s): 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3874 - Introduction to Native American Art (3 credits)

Survey of Native American visual and material cultures from prehistory to the present. Major movements, philosophical concepts, practices, works, and artists. Political and historical contexts shaping Native American artistic practice. Examination of the history of collecting, consuming, and exhibiting Native North American art. Strategies for interpreting and researching the visual arts. Exploration of Indigenous American artists' perspectives on significant global challenges, including economic inequality, climate change, gender-based violence, mass incarceration, systemic racism, and the enduring impact of settler colonialism.

Pathway Concept Area(s): 2 Critical Thinking Humanities, 6A Critique & Practice in Arts, 11 Intercultural&Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3884 - American Art to 1914 (3 credits)

American art and material culture from Pre-Columbian past to the early 20th century. A chronological study of the major artists, artistic movements, and styles. Analysis of works using key critical and philosophical texts. Emphasis on the role of gender, race, and ethnicity in the production of art and material culture.

Pathway Concept Area(s): 6A Critique & Practice in Arts, 7 Identity & Equity in U.S., 11 Intercultural & Global Aware.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 3900 - Bridge Experience (0 credits)

Application of academic knowledge and skills to in a work-based experience aligned with post-graduation goals using research-based learning processes. Satisfactory completion of work-based experience often in the form of internship, undergraduate research, co-op, or study abroad; self-evaluation; reflection; and showcase of learning. Pre: Departmental approval of 3900 plan.

Instructional Contact Hours: (0 Crd)

ART 3954 - Study Abroad (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 3954B - Study Abroad (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 3984 - Special Study (19 credits)

Instructional Contact Hours: (19 Lec, 19 Crd)

ART 3984M - Special Study (3 credits)

Pathway Concept Area(s): 6A Critique & Practice in Arts

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 4014 - History Lab: Creative Technologies, Hidden Histories, Informal Learning (3 credits)

Application of creative technologies to visualize hidden histories in transdisciplinary experiential learning projects. Training in creative technologies, informal learning techniques, interpretation of marginalized histories, and digital cultural heritage design. Consideration of ethical questions involving the representation of diverse social identities, traditions, and histories. Pre: Sophomore Standing.

Pathway Concept Area(s): 6D Critique & Prac in Design, 7 Identity & Equity in U.S., 10 Ethical Reasoning

Instructional Contact Hours: (3 Lec, 3 Crd)

Course Crosslist: EDCI 4014, HIST 4014

ART 4104 - Interpretation of Visual Arts (3 credits)

Capstone seminar for the Pathways Minor in the Visual Arts and Society. Introduces methodologies, theories, and interpretive strategies commonly used to analyze the visual arts and architecture. Focuses on various critical case studies of global objects and sites ranging from the prehistoric to contemporary periods in the fields of: painting, sculpture, architecture, photography, and film. Assignments explore regional arts resources in these media and develop discursive skills employed in written and oral presentations. Considers ethical and political issues surrounding interpretation of art, as well as attendant epistemological challenges. Pre: Six credits of social sciences from Pathways Minor in the Visual Arts and Society checklist.

Prerequisite(s): ART 1104

Pathway Concept Area(s): 1A Discourse Advanced, 6A Critique & Practice in Arts, 10 Ethical Reasoning

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 4184 - Museum Studies: Theory and Practice (3 credits)

Examines the history, theory and practice of museums. Explores the role of the museum in society and traces the foundations upon which these public, cultural, and educational institutions are built. Focus on contemporary museum management, administration, interpretation, collection policy, as well as how museums pertain to historic preservation and public cultural exhibitions.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 4284 - Museum Ethics and Cultural Preservation (3 credits)

Advanced art history elective. Role of ethics in institutions that preserve cultural heritage. Practical and philosophical dilemmas and controversies relevant to contemporary problems in cultural preservation. Ethical challenges of governance, acquisition, collecting, audience, copyright, conservation, the politics of display, and censorship, among current topics.

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 4384 - Topics in Art History (3 credits)

Advanced art history elective. Rotating topics from all periods of art history, selected to complement offerings at the 3000-level. Topics such as Greek Sculpture, Roman Painting, Renaissance and Baroque Sculpture, Cubism, and Fauvism indicated by timetable. Lecture and/or undergraduate seminar format. May be repeated for credit for a maximum of 18 credits.

Prerequisite(s): ART 2385 or ART 2386

Instructional Contact Hours: (3 Lec, 3 Crd)

Repeatability: up to 18 credit hours

ART 4484 - Topics in Art Criticism and Methodology (3 credits)

Advanced art history elective. Rotating topics in the criticism of art and the methodology of art history and criticism, selected to complement offerings at the 3000-level. Topics such as the History of Art Criticism from Baudelaire to the Present, New Methods in Renaissance and Baroque Art History, and the Theory of Art from various periods, indicated by timetable. Lecture and/or undergraduate seminar format. May be repeated for credit with different content to a maximum of 9 credits.

Prerequisite(s): ART 2385 or ART 2386

Instructional Contact Hours: (3 Lec, 3 Crd)

Repeatability: up to 9 credit hours

ART 4504 - Topics in Multimedia Studio (3 credits)

This studio course investigates computer-based multimedia in the visual arts and applied design. Video, photography, computer art and design may be used with traditional media and communication vehicles. May be repeated for a maximum of 9 credits. Two 3000-level courses required. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Prerequisite(s): ART 2576 or ART 2604 or ART 3564

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 9 credit hours

ART 4514 - Interarts Studio (3 credits)

This studio course will investigate new approaches to art-making and new genres, such as performance art and site-specific installation. Interdisciplinary basis for course may incorporate traditional studio practices and media in the visual arts, music and theatre arts, and appropriate technology in computer, video, and film. May be repeated for a maximum of 12 credits with different topics. 3000-level course in Studio or Art History or departmental approval. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 12 credit hours

ART 4524 - Pictorial Arts Studio (3 credits)

Rotating topics in the two dimensional arts, at an advanced level. All topics will challenge the student to develop stronger, independently generated work of portfolio quality. May be repeated for a maximum of 9 credits with different topics. 3000-level Painting or Drawing course required. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE

Prerequisite(s): ART 3524 or ART 3514

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 9 credit hours

ART 4534 - Topics in Applied Art and Design Studio (3 credits)

Rotating topics about functional art and design. Students will use appropriate materials, tools, and processes in the creation of functional artworks, such as furniture, tiles, tableware, etc. Function and design aesthetics emphasized. May be repeated for a maximum of 9 credits with different topics. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE

Prerequisite(s): ART 3544

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 9 credit hours

ART 4544 - Computer Animation Studio (3 credits)

Advanced animation course focusing on the creation of short films, demo reels, and expressive computer animated films. Students enrolled in this course are expected to complete one large project during the semester. May be repeated with different course content for up to nine credit hours. Course contact to credit hour structure: Design Lab/Studio (5L, 3C)

Prerequisite(s): ART 3704

Instructional Contact Hours: (5 Lab, 3 Crd)

Repeatability: up to 9 credit hours

ART 4554 - Spatial Arts Studio (3 credits)

Advanced level, rotating topics in the three dimensional arts. All topics will challenge the student to develop stronger, independently generated work of portfolio quality. May be repeated for a maximum of 9 credits with different topics. 3000-level Ceramics, Sculpture or Applied Art course required. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE

Prerequisite(s): ART 3554

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 9 credit hours

ART 4564 - Exhibition Design And Display (3 credits)

This course will focus on the display and presentation of visual art, for student-designed exhibitions. Provides experience in the public art arena, and practical k arena, and practical knowledge about planning, designing, and mounting an exhibition. Pre: 3000-level Studio or Art History course required.

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 4574 - Advanced Visual Communications (3 credits)

A further refinement of design theory and practice, and communication skills. Emphasis on the conceptual development of expanded project formats, and individual creativity. This class will provide a principal opportunity for building a viable portfolio. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C). RESOURCE CHARGE 6 credits of Art 3574 required.

Prerequisite(s): ART 4504

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 4575 - Advanced Visual Communication Design (3 credits)

Refinement of design theory, practice, and communication skills. Emphasis placed on methodologies and strategies for developing a personal identity, website, and/or multimedia portfolio. Development of professional brand identity through web design, design of business cards, letterhead, envelopes, and electronic media. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Prerequisite(s): ART 1614 and ART 2565 and ART 2566 and ART 2575 and ART 2576 and ART 3565 and ART 3566 and ART 4584

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 4576 - Advanced Visual Communication Design (3 credits)

Refinement of design theory, practice, and communication skills. Emphasis placed on methodologies and strategies for developing a personal identity, website, and/or multimedia portfolio. Development of professional brand identity through web design, design of business cards, letterhead, and electronic media. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Prerequisite(s): ART 1614 and ART 2565 and ART 2566 and ART 2575 and ART 2576 and ART 3565 and ART 3566 and ART 4584 and ART 4575

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 4584 - Advanced Typography (3 credits)

Advanced study of Typography as it relates to Visual Communication Design including historical and contemporary context. Terminology and advanced applications of Typography, complex grid systems, experimental typographic methods, and material studies. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Prerequisite(s): ART 1614 and ART 2565 and ART 2566 and ART 2575

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

ART 4684 - Topics in Museums and Collections (3 credits)

Advanced art history elective. Variable topics related to the study of museums and collections from a global perspective. Topics such as the Natural History Museum, Introduction to Curatorial Studies, Conservation and Collections Management, Race and Colonialism in Museum Exhibitions, and Censorship in Cultural Institutions, indicated by timetable. Lecture and/or undergraduate seminar format. May be repeated 2 times with different content for a maximum of 9 credit hours.

Instructional Contact Hours: (3 Lec, 3 Crd)

Repeatability: up to 9 credit hours

ART 4754 - Internship (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 4804 - New Media Art Theory (3 credits)

Exploration of new media theory in relationship to contemporary arts practice. Overview and application of new media art aesthetics, strategies, trends, and socio-cultural aspirations. The course will examine theoretical writings and creative work from prevailing technologically-based disciplines.

Prerequisite(s): ART 2385 and ART 2386

Instructional Contact Hours: (3 Lec, 3 Crd)

ART 4844 - Collaborative Game Production (3 credits)

Collaborative team development of tabletop games and videogames. Delegation of development roles (based on student skillset) and rotation of management roles. Production pipeline utilizing team communication. Publish games. Create promotional materials. Professional skills relevant to diverse careers in the game design industry. Design Lab/Studio.

Prerequisite(s): ART 3804

Instructional Contact Hours: (5 Lab, 3 Crd)

ART 4894 - Senior Studio (3 credits)

Preparation and presentation of concentrated studio work under faculty supervision, culminating in solo exhibition and/or formal portfolio. May be extended over two semesters with final grade assigned on completion. Or may be repeated for a total of 6 credits at a maximum of 3H, 3C per semester. Senior standing and consent of department head required. Course contact to credit hour structure: Lecture (1H,1C), Lab (3L,1C), Design Lab/Studio (2L,1C).

Instructional Contact Hours: (1 Lec, 5 Lab, 3 Crd)

Repeatability: up to 6 credit hours

ART 4964 - Field Study (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 4974 - Independent Study (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 4974H - Independent Study (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 4984 - Special Study (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 4994 - Undergraduate Research (1-19 credits)

Instructional Contact Hours: Variable credit course

ART 4994H - Undergraduate Research (1-19 credits)

Instructional Contact Hours: Variable credit course