Course Descriptions

Art (ART)

ART 140  FUNDAMENTALS OF DRAWING  3
(NON-MAJORS)

Prerequisite: Note: not open to students who have taken ART 141
This fundamental course provides a variety of approaches to improve individual skills in drawing. Attention to line, shape, value, texture, and perspective are used to develop an understanding of what we see in relation to how we represent them visually. For non-art majors.
Meets Core credit for aesthetics.

ART 150  ART & IDEAS  3

Prerequisite: Note: not open to students who have taken ART 256 or ART 257
A combined visual and thematic introduction to Western art. The form and content of painting, sculpture, architecture, and graphics will be studied through a series of themes and purposes. Students will investigate the interplay of form and meaning of art objects from multiple eras through such themes as death and the macabre, entertainment, power and politics, religious beliefs, and landscape and the environment. The course introduces many of the issues associated with the visual arts including iconoclasm, restoration, aesthetic quarrels, and questions of cultural property. Meets Core credit for aesthetics.

ART 206  DIGITAL ART I  3

Prerequisite: ART 134
This course covers the fundamentals of computer technology and allows the student to explore a range of techniques using Adobe Photoshop and Adobe Illustrator. The latest developments in the field of computer graphics will be covered where applicable. The course is structured to increase the students’ ability to create two-dimensional artworks using computers, and to discuss the ways contemporary artists use technology in art.

ART 307  DIGITAL ART II  3

Prerequisite: ART 206
This course emphasizes time-based media design. Students will be introduced to a range of multimedia content authoring tools in a series of class demonstrations and workshops. Contemporary theory examining the cultural impact and history of the Internet will be discussed. Students will be encouraged to develop simple 2D animation and basic web design skills. Programs used will be Audition, Photoshop, Illustrator, Premiere and AfterEffects. Special emphasis will be placed upon art on the Internet as a means for visual communication. Students will integrate their knowledge of typography, illustration, photography, and other traditional print media with the time-based and sequencing capabilities of the web.