Art

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The Department of Art curriculum approaches studio visual art through a broad range of media practices—ceramics, digital arts, drawing, fibers, metalsmithing and jewelry, painting, photography, printmaking, and sculpture. The department encourages breadth and interdisciplinary investigation, as well as depth and discipline within media, emphasizing the development of the material skills and understanding of art-making processes as well as a conceptual and critical understanding of the context of art. As actively practicing artists themselves, faculty members offer students an introduction to the compelling challenges, questions, and rewards of artistic practice.

Three bachelor's degrees are offered by the department. A four-year program leads to the bachelor of arts (BA) or bachelor of science (BS) degree with a major in art or digital arts. The professional baccalaureate degree, the bachelor of fine arts (BFA), requires an additional fifth year of studio-intensive work. Students major in art, ceramics, digital arts, fibers, metalsmithing and jewelry, painting, photography, printmaking, or sculpture. At the graduate level, the master of fine arts (MFA) is the terminal professional degree in art.

In addition, students may access art studio offerings as nonmajors, provided they complete the appropriate course prerequisites. The department offers two courses that serve the larger university community as arts-and-letters group-satisfying courses.

Arts and Letters Group Courses

ART 101	Understanding Contemporary Media	4
ART 111	The Artist Experience	4

Faculty

Carla Bengtson, associate professor (painting). BFA, 1980, Tyler School of Art; MFA, 1983, Yale. (1995)

Michael Bray, instructor (digital arts). BA, 1997, Illinois, Urbana-Champaign; MFA, 2008, Oregon. (2008)

Isami Ching, instructor (foundations, digital arts). BA, 1994, Dartmouth; BFA, 1998, Massachusetts College of Art and Design; MFA, 2002, Columbia. (2008)

Colleen Choquette, instructor (photography). BA, 1991, BFA, 1992, Oregon; MFA, 1996, Washington (Seattle). (1997)

Tannaz Farsi, associate professor (sculpture). BFA, 2004, West Virginia; MFA, 2007, Ohio. (2008)

Surabhi Ghosh, assistant professor (fibers). BFA, 2002, Georgia; MFA, Cranbrook Academy of Art. (2011)

Brian Gillis, associate professor (ceramics). BA, 2000, Humboldt State; MFA, 2002, Alfred. (2008)

Ronald J. Graff, associate professor (painting). BFA, 1973, Kansas City Art Institute; MFA, 1975, Yale. (1981)

R. Craig Hickman, professor (digital arts). BS, 1971, Portland State; MFA, 1981, Washington (Seattle). (1984)

Allison Hyde, instructor (printmaking). BA, 2007, BFA, 2007, Colorado State; MFA, 2011, Oregon. (2011)

Colin Ives, associate professor (digital arts). BA, 1987, Cornell College; MA, 1992, MFA, 1994, Iowa. (2002)

Anya Kivarkis, associate professor (metalsmithing and jewelry). BFA, 1999, Illinois, Urbana-Champaign; MFA, 2004, State University of New York, New Paltz. (2004)

Jenny Kroik, instructor (drawing, painting). BFA, 2006, Art Institute of Boston, Lesley; MFA, 2010, Oregon. (2010)

Sana Krusoe, associate professor (ceramics). BA, 1968, Occidental; MFA, 1987, Claremont Graduate. (1990)

Sylvan Lionni, instructor (painting, drawing). BFA, 1995, School of Visual Arts; MFA, 1998, Bard College. (2011)

Charlene Liu, associate professor (printmaking). BA, 1997, Brandeis; MFA, 2003, Columbia. (2007)

Christopher Michlig, assistant professor (foundations). BA, 1999, Oregon; MFA, 2007, Art Center College of Design. (2013)

Donald L. Morgan, assistant professor (foundations). BFA, 1993, Oregon; MFA, 2001, Art Center College of Design. (2008)

John Park, instructor (digital arts). BA, 2003, Oregon; MFA, 2006, State University of New York, Buffalo. (2007)

Dan Powell, associate professor (photography). BA, 1973, MA, 1977, Central Washington; MFA, 1980, Illinois. (1987)

Jan Reaves, instructor (drawing, painting). BA, 1970, MFA, 1983, Oregon. (2000)

Jack T. Ryan, associate professor (foundations). BFA, 1992, Oregon; MFA, 2000, Georgia. (2008)

Michael Salter, associate professor (digital arts). BFA, 1991, Miami; MFA, 1994, North Carolina, Chapel Hill. (2005)

James Schauer, instructor (foundations). BFA, 1999, Montana State; MFA, 2002, Oregon. (2003)

Rick Silva, assistant professor (digital arts). BFA, 2001, MFA, 2007, Colorado, Boulder. (2013)

Jessica Swanson, instructor (ceramics). BA, 1996, Whitman College; MFA, 2002, School of the Art Institute of Chicago. (2010)

Ying Tan, associate professor (digital arts). BA, 1983, Teacher's University, Shandong, China; MAEd, 1987, Georgia State. (1996)

Laura Vandenburgh, Ann Swindells Chair in the School of Architecture and Allied Arts; associate professor (painting). BS, 1984, DVM, 1988, California, Davis; MFA, 1993, Hunter. (1998)

Kathleen E. Wagle, professor (metalsmithing, jewelry). BS, 1975, Portland State; MFA, 1981, Arizona State. (1994)

Tyrras Warren, instructor (digital arts, foundations). BA, 1998, BFA, 1998, Texas Christian; MFA, 2008, Oregon. (2009)

Amanda Wojick, associate professor (sculpture). BA, 1995, Colgate; MFA, 1999, Alfred; MFA, 2000, Bard. (2001)

Courtesy

Hattie Mae Nixon, courtesy instructor. BS, 1944, Miami (Ohio); MS, 1961, Oregon. (1973)

Richard P. Taylor, courtesy associate professor. See **Physics**.

Emeriti

Laura J. Alpert, associate professor emerita. BA, 1968, Stanford; MFA, 1971, Oregon. (1979)

Robert C. James, professor emeritus. BA, 1952, California, Los Angeles; MFA, 1955, Cranbrook Academy of Art. (1955)

George Kokis, professor emeritus. BFA, 1955, MFA, 1961, Alfred. (1973)

Kenneth R. O'Connell, professor emeritus. BS, 1966, MFA, 1972, Oregon. (1977)

Kenneth H. Paul, associate professor emeritus. BA, 1961, MA, 1965, Wyoming. (1970)

Barbara Setsu Pickett, associate professor emerita. BS, 1971, Portland State. (1975)

Margaret Prentice, associate professor emerita. BFA, 1967, Arizona, Tucson; MFA, 1980, Colorado, Boulder. (1986)

The date in parentheses at the end of each entry is the first year on the University of Oregon faculty.

Participating

Rebecca Childers, Academic Extension

Charles Hall, Academic Extension

- **Bachelor of Arts: Art**
- **Bachelor of Arts: Digital Arts**
- **Bachelor of Fine Arts: Art**
- **Bachelor of Fine Arts: Digital Arts**
- **Bachelor of Science: Art**
- **Bachelor of Science: Digital Arts**
- **Bachelor of Fine Arts in Digital Arts**
- **Minor in Art** (p. 5)
- **Minor in Multimedia** (p. 5)

Undergraduate Studies

Advising and Program Planning

The department stresses the importance of interdisciplinary programs as well as concentrated study. Each student is encouraged to select a faculty advisor in the first year. It is critical to the development of a worthwhile program that the advisor be familiar with and sympathetic to the student's direction and capabilities. The importance of program planning cannot be overemphasized.

Major in Art

The bachelor of arts or bachelor of science degree with a major in art is a liberal arts degree focusing on studio art practice. The curriculum is designed to train students to think critically, communicate clearly, and work creatively. Students develop an understanding of materials and tools, formal possibilities, technical skills, critical inquiry, and ways of seeing, as well as fluency in visual languages and the articulation of meaning. They gain an understanding of the larger context of art through courses in art history and theory, opportunities to study abroad, and lectures by visiting artists.

The curriculum includes course work in eight media areas—painting, sculpture, printmaking, digital media, photography, ceramics, fibers, and metalsmithing and jewelry. While all art majors share the basic requirements such as the core foundations courses and art history, students have the flexibility to pursue more advanced course work in the areas of primary interest to them.

Application to the Major

Students apply directly to the Department of Art for admission as majors to the BA, BS, and fifth-year BFA degree programs. Write or call the department or visit the department's website for an application form. Admission screening takes place each term for admission the next term (excluding summer session). The postmark deadline for applications is February 1 for fall term, October 1 for winter term, and January 2 for spring term.

Bachelor's Degree Requirements

Whether studying for a bachelor of arts, bachelor of science, or bachelor of fine arts degree, all art majors complete a series of foundations courses called core studios, which are prerequisite to 200-level studio courses. This three-course structure includes an intensive studio investigation of techniques, methods, and concepts common to all areas of studio practice, emphasizing processes of experimentation, a range of technology, and translations between two-dimensional, three-dimensional, and time-based media. The core sequence includes ART 115, 116, and 233.

Bachelor of Arts: Art

ART 101	Understanding Contemporary Media	4
or ART 111	The Artist Experience	
ART 115	Surface, Space, and Time [1]	4
ART 116	Core Interdisciplinary Laboratory [1]	4
ART 233	Drawing I [1]	4
ARTD 250	Print Media Digital Arts	4
or ARTD 251	Time-Based Digital Arts	
or ARTD 252	Interactive Digital Arts	
ART 333	Drawing II	4
One 200-level or higher course in two different curricular media areas within the department		8
Three art history (ARH) courses		12
Upper-division art studio credits [2]		24
Total Credits		68

1 Students must pass the core studio courses with a P or C– or better.

2 At least 24 credits of studio work must be completed in residence; 12 of these credits must be upper division.

Bachelor of Science: Art

ART 101	Understanding Contemporary Media	4
or ART 111	The Artist Experience	
ART 115	Surface, Space, and Time [1]	4
ART 116	Core Interdisciplinary Laboratory [1]	4
ART 233	Drawing I [1]	4
ARTD 250	Print Media Digital Arts	4
or ARTD 251	Time-Based Digital Arts	
or ARTD 252	Interactive Digital Arts	
ART 333	Drawing II	4
One 200-level or higher course in two different curricular media areas within the department		8
Three art history (ARH) courses		12
Upper-division art studio credits [2]		24
Total Credits		68

1 Students must pass the core studio courses with a P or C– or better.

2 At least 24 credits of studio work must be completed in residence; 12 of these credits must be upper division.

Bachelor of Fine Arts: Art

The bachelor of fine arts degree is a professional baccalaureate degree requiring an additional fifth year of studio-intensive, independent work. Students apply for admission for the BFA in a particular media area in the last term of their fourth year of study. Students who are working across more than one media area may earn their degree in art, with sponsorship from faculty members in more than one media area. The application process is competitive and includes a portfolio review. Students who have completed a comparable four-year degree in art at another institution may be admitted to the BFA program. Such candidates must satisfy the university's 45-credit residence requirement.

Students must complete the five-year program with a total of 108 credits in art (a total of 220 university credits).

Bachelor of Fine Arts Degree Requirements: Art

Departmental Requirements for BA or BS in Art

ART 101	Understanding Contemporary Media	4
or ART 111	The Artist Experience	
ART 115	Surface, Space, and Time [1]	4
ART 116	Core Interdisciplinary Laboratory [1]	4
ART 233	Drawing I [1]	4
ARTD 250	Print Media Digital Arts	4
or ARTD 251	Time-Based Digital Arts	
or ARTD 252	Interactive Digital Arts	
ART 333	Drawing II	4
One 200-level or higher course in two different curricular media areas within the department		8
Three art history (ARH) courses		12
Upper-division art studio credits [2]		24

Departmental Requirements for BFA in Art

Three art history courses (ARH)		12
ARTS 409	Terminal Creative Project B.F.A. (or a Terminal Creative Project B.F.A. from ARTC, ARTF, ARTM, ARTO, ARTP, or ARTR)	6
ART 412	BFA Critique	3
ARTS 490	Issues and Practices in Sculpture (or one term of Issues and Practices chosen from ARTC, ARTF, ARTM, ARTO, ARTP, or ARTR)	3
Upper-division studio credits selected from advanced methodologies courses and independent studies		16
Total Credits		108

1 Students must pass the core studios with a P or C– or better.

2 At least 24 credits of studio work must be completed in residence; 12 of these credits must be upper division.

Major in Digital Arts

The bachelor of arts or bachelor of science degree with a major in digital arts is a liberal arts degree focusing on digital media in studio art practice. The curriculum broadly encompasses print media, time-based media, and interactivity, grounded in the history and practice of visual art and communication. Through studios, laboratories, and art history and theory courses, students gain an understanding of technical skills, visual design, theory, and the articulation of meaning. The program emphasizes creative thinking, visual communication, experimentation, and innovation.

Digital arts majors share a foundation in core studios and art history with other art majors. This connection to the history and practice of visual communication is a strength of the program.

Computers in the Curriculum

A digital tools application is at the core of the digital arts program. Although campus computer laboratories and facilities are available to students, they are heavily used, and access is limited. Students are required to purchase or have unlimited access to a personal computer. Refer to the A&AA computing services website for equipment purchase, aaa.uoregon.edu/computing .

Application to the Major

Students should prepare themselves for study in the broad and inclusive field of digital arts by developing a wide range of interests and skills that might include fine arts, music, computer science, writing, literature, games, popular culture, theater, journalism, and media theory and criticism. Foundation courses—Print Media Digital Arts (ARTD 250), Time-Based Digital Arts (ARTD 251) Interactive Digital Arts (ARTD 252)—provide opportunities to develop general skills and portfolio materials for application to the major.

The major in digital arts is an intensive, limited-enrollment program. Acceptance is competitive and based on documented evidence of potential to excel in the field. Admission screening takes place twice a year and requires review of a portfolio of visual materials submitted by each applicant. These portfolios should display promise and creativity, but need not demonstrate extensive experience. Applications that don't include visual materials are not reviewed.

Complete a four-year program and a minimum of 180 credits, including satisfaction of general-university requirements for a BA or BS degree.

Students apply directly to the digital arts program for admission as majors. The postmark deadline for applications is February 1 for fall term admission and October 31 for spring term admission. Write or call the Department of Art or visit the department website for the application form and instructions.

Bachelor's Degree Requirements

All art majors, regardless of degree, complete a series of foundations courses called core studios, which are prerequisite to 200-level studio courses. This three-course structure includes an intensive studio investigation of techniques, methods, and concepts common to all areas of studio practice, emphasizing processes of experimentation, a range of technology, and translations between two-dimensional, three-dimensional, and time-based media. The core sequence includes ART 115, 116, and 233.

Bachelor of Arts: Digital Art

ART 115	Surface, Space, and Time [1]	4
ART 116	Core Interdisciplinary Laboratory [1]	4
ART 233	Drawing I [1]	4
ARTD 250	Print Media Digital Arts [1]	4
ARTD 251	Time-Based Digital Arts [1]	4
ARTD 252	Interactive Digital Arts [1]	4
Three art history courses [2]		12
Upper-division art studio courses [3,4]		36
Of the total credits, at least 24 credits of studio work must be completed in residence; 12 of these credits must be upper division.		
Total Credits		72

1. Must pass course with a P or C– or better.
2. History of Design (ARH 358) is recommended.
3. At least 24 of these credits must be in digital arts (ARTD) studio courses.
4. A maximum of 6 credits in Internship: [Topic] (ARTD 404) and a maximum of 12 credits in Special Problems: [Topic] (ARTD 406) may be counted toward the 36 upper-division digital arts credits.

Recommended Electives

The following courses are strongly recommended to satisfy science group requirements:

CIS 111	Introduction to Web Programming	4
PHYS 152	Physics of Sound and Music	4
PHYS 153	Physics of Light, Color, and Vision	4

Additional Electives to Enhance Your Program

ART 101	Understanding Contemporary Media	4
ENG 260	Media Aesthetics	4
ENG 265	History of the Motion Picture	4
ENG 266	History of the Motion Picture	4
J 333	Writing for Multimedia	4
MUS 447	Digital Audio and Sound Design	4
PD 340	Design for Use	4
PD 350	Objects and Impacts	4
Courses in ceramics, fibers, metalsmithing and jewelry, painting, printmaking, photography, and sculpture		

Bachelor of Science: Digital Arts

ART 115	Surface, Space, and Time [1]	4
ART 116	Core Interdisciplinary Laboratory [1]	4
ART 233	Drawing I [1]	4
ARTD 250	Print Media Digital Arts [1]	4
ARTD 251	Time-Based Digital Arts [1]	4
ARTD 252	Interactive Digital Arts [1]	4
Three art history courses [2]		12
Upper-division art studio courses [3,4]		36
Of the total credits, at least 24 credits of studio work must be completed in residence; 12 of these credits must be upper division.		
Total Credits		72

1. Must pass course with a P or C– or better.
2. History of Design (ARH 358) is recommended.
3. At least 24 of these credits must be in digital arts (ARTD) studio courses.
4. A maximum of 6 credits in Internship: [Topic] (ARTD 404) and a maximum of 12 credits in Special Problems: [Topic] (ARTD 406) may be counted toward the 36 upper-division digital arts credits.

Recommended Electives

The following courses are strongly recommended to satisfy science group requirements:

CIS 111	Introduction to Web Programming	4
PHYS 152	Physics of Sound and Music	4
PHYS 153	Physics of Light, Color, and Vision	4

Additional Electives to Enhance Your Program

ART 101	Understanding Contemporary Media	4
ENG 260	Media Aesthetics	4
ENG 265	History of the Motion Picture	4
ENG 266	History of the Motion Picture	4
J 333	Writing for Multimedia	4
MUS 447	Digital Audio and Sound Design	4
PD 340	Design for Use	4
PD 350	Objects and Impacts	4
Courses in ceramics, fibers, metalsmithing and jewelry, painting, printmaking, photography, and sculpture		

Bachelor of Fine Arts: Digital Art

The bachelor of fine arts degree with a major in digital arts is a professional baccalaureate degree requiring an additional fifth year of studio-intensive, independent work. Students enrolled in the digital arts

BFA are in residence at the University of Oregon in Portland as they develop the body of work for their BFA terminal project.

Students apply to the fifth-year BFA program in their senior year as they are completing requirements for the BA or BS. The application process is competitive and includes a portfolio review. Students who have completed a comparable four-year degree in art at another institution may be admitted to the BFA program. Such candidates must satisfy the university's 45-credit residence requirement.

Students must complete the five-year program with a total of 118 credits in digital art (a total of 220 university credits), including satisfaction of the requirements listed above and general-university requirements for the BA or BS degree.

Departmental Requirements for BA or BS in Digital Arts		
ART 115	Surface, Space, and Time	4
ART 116	Core Interdisciplinary Laboratory	4
ART 233	Drawing I	4
ARTD 250	Print Media Digital Arts	4
ARTD 251	Time-Based Digital Arts	4
ARTD 252	Interactive Digital Arts	4
Three art history courses [1]		12
Upper-division art studio courses [2,3]		36
Departmental Requirements for BFA in Art		
Three art history (ARH) or theory courses		12
ARTD 409	Terminal Creative Project B.F.A.	4
ARTD 490	Issues and Practices in Digital Arts [4]	15
Additional upper-division digital arts (ARTD) credits (chosen from studios, independent studies, or internship)		15
Total Credits		118

1. History of Design (ARH 358) is recommended.
2. At least 24 of these credits must be in digital arts (ARTD) studio courses.
3. A maximum of 6 credits in Internship: [Topic] (ARTD 404) and a maximum of 12 credits in Special Problems: [Topic] (ARTD 406) may be counted toward the 36 upper-division credits.
4. Three terms of course

Minor Requirements

Minor in Art

The minor requires 40 credits. Course work must be taken in at least two departmental curricular areas, excluding courses taken to fulfill the core studios requirements.

Students are encouraged to declare the minor at least three terms before graduating. At the time the minor is declared, a departmental advisor may be assigned to help the student develop an individualized program.

Core Requirements		
Two art history (ARH) courses		8
ART 115	Surface, Space, and Time	4
ART 116	Core Interdisciplinary Laboratory	4
ART 233	Drawing I	4
Studio Requirements		
Studio courses selected by student [1]		20
Total Credits		40

1. Of the 20 studio credits, 12 must be upper division, and 12 credits must be taken in residence.

Minor in Multimedia

The minor requires 28 credits. Courses must be taken for letter grades and passed with a C– or better. No transfer work can be applied to the minor. The three core courses must be completed before registering for other courses required for the minor.

Core Requirements		
ARTD 250	Print Media Digital Arts	4
ARTD 251	Time-Based Digital Arts	4
ARTD 252	Interactive Digital Arts	4
Studio Requirements		
CIS 111	Introduction to Web Programming	4
ARTD 360	Digital Imaging	4
J 333	Writing for Multimedia	4
MUS 447	Digital Audio and Sound Design	4
Total Credits		28

- **Master of Fine Arts: Art**

Graduate Studies

The department offers the master of fine arts (MFA) degree in art with concentrations in ceramics, digital arts, fibers, metalsmithing and jewelry, painting, photography, printmaking, and sculpture.

The graduate program seeks to prepare students for serious artistic practice. The objectives for students are not only to arrive at an accomplished body of work, but also to develop the practices and critical-thinking skills necessary to develop and sustain the work beyond school.

The program focuses on individual studio practice, the cultivation of a visual language, material process, and conceptual approach relevant to each student's intentions and sensibility. Students are challenged to devise strategies of experimentation and research and to cultivate an ability to articulate ideas and critical responses to work. As part of a larger community, students are expected to have a significant understanding of the historical frameworks and the contemporary discourse of art.

The MFA curriculum is designed to provide both interdisciplinary discourse and disciplinary depth. MFA students have much of their course work in common through classes such as Graduate Critique (ART 612), theory and history seminars, and special topics courses. Graduate review and thesis committees are made up of faculty members across the range of media concentrations. Through media-centered Issues and Practices seminars and independent studies, students also have opportunities to concentrate on particular areas of specialization. Specialized facilities and equipment are available in the eight media areas that compose the department—digital arts, sculpture, photography, ceramics, jewelry and metalsmithing, painting, printmaking, and fibers.

MFA Requirements

ART 612	Graduate Critique [1]	15
Two graduate-level art history (ARH) courses; one must be contemporary history		8

One art theory and criticism seminar		4
One writing course		3
ARTS 590	Issues and Practices in Sculpture (or Issues and Practices chosen from ARTC, ARTD, ARTF, ARTM, ARTO, ARTP, or ARTR) [2]	9
ARTS 609	Terminal Creative Project MFA (or Terminal Creative Project M.F.A. chosen from ARTC, ARTD, ARTF, ARTM, ARTO, ARTP, or ARTR)	18
ART 614	Graduate Studio	4
Additional art credits		9
Total Credits		70

1 Five courses

2 One course each year

3 Six courses in first two years

A minimum of 24 credits must be graded with a grade of mid-B or better.

Additional Requirements

- Participation in at least two graduate reviews—one prior to reclassification to graduate master's candidacy and a second prior to the MFA exhibition
- Public exhibition of the MFA thesis and final review with the terminal project committee
- Terminal creative project report

Residency Requirements

Nine consecutive terms of full-time enrollment, not including summer session, is the minimum residence requirement. Under special circumstances, an official University of Oregon leave of absence may be requested.

Formal Procedures

Application and Admission

Students applying to the master of fine arts program in the Department of Art are asked to list areas of concentration. You may list one or multiple media areas. At different stages of the admissions process, applications are reviewed by the full faculty and by faculty members specific to your areas of concentration.

Because the principal requirement is that of residence, which may not be waived, graduate transfer credits are not accepted.

Applicants must have a bachelor's degree and are expected to possess a high level of proficiency in their chosen media and a strong commitment to their work and artistic intentions. In their application, candidates should demonstrate an understanding of creative practice in the context of historical and conceptual frameworks. See the department website for specific application requirements and process.

Conditional Status

Applicants accepted by the Graduate School are given conditional admission to study for the MFA degree. Until or unless an entering student requests a specific graduate advisor, one faculty member designated by the department serves as the advisor to conditionally admitted students.

Conditional status of a candidate can be reviewed for reclassification to graduate master's after completion of at least two of the required core courses, one graduate review, at least 30 credits of course work toward the MFA degree, and course work to remedy any background deficiencies. Faculty members from the department conduct a review of the student's academic program in spring term. Following this review, the student's advisor relays a progress report to the student and determines if the student is eligible to change classification to graduate master status.

Terminal Project and Advisor

After reclassification, the student selects a terminal project advisor from the faculty. With this advisor, the candidate selects a terminal project committee of three faculty members. A faculty member from outside the department may serve on the committee. The committee meets with the student for the project proposal, at least one progress report, and the terminal review.

Through these meetings, the committee oversees the development of the terminal project in the final year. The terminal project includes a public exhibition, a written report, and a final review by the committee.

The MFA degree is officially granted after the candidate has fulfilled all requirements, including submission to the department of a project report in a form appropriate to the nature of the project and suitable for binding for use in the Architecture and Allied Arts Library.

Courses

ART 101. Understanding Contemporary Media. 4 Credits.
Critical exploration of concepts surrounding and defining the experience of understanding contemporary art. Students are guided by instructors through issues relating to their work and disciplines.

ART 111. The Artist Experience. 4 Credits.
Critical exploration of concepts surrounding and defining contemporary art through the examination of the individual studio practice of members of the art faculty.

ART 115. Surface, Space, and Time. 4 Credits.
Introduces interdisciplinary media processes, critical theory, formal communication design, color theory, skills in objective evaluation and critique, and how materials, processes, and context establish meaning.

ART 116. Core Interdisciplinary Laboratory. 4 Credits.
Rigorous studio projects in the core studio sequence stressing interdisciplinary media transitions and the interrelatedness of conceptual and formal concerns.
Prereq: ART 115.

ART 198. Technical Workshop: [Topic]. 1-3 Credits.
Possible topics include Beginning Woodworking, Book Arts, Professional Practices. Repeatable when change of topic for maximum of 15 credits.

ART 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ART 233. Drawing I. 4 Credits.
Repeatable. Introduction to basic drawing concepts and practices.

ART 333. Drawing II. 4 Credits.
Emphasizes synthesis of ideas and approaches, complex subjects, investigation, and expression while building on previous drawing skills. Sequence with ART 233.
Prereq: ART 115, 116, 233.

ART 381. Letterpress. 4 Credits.
Experiments with lead and wooden type as related to graphic composition and communication. Repeatable ten times for a maximum of 44 credits.
Prereq: ART 115, 116, 233.

ART 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ART 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ART 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ART 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ART 407. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ART 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ART 409. Terminal Creative Project B.F.A. 1-12 Credits.
Repeatable.

ART 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ART 412. BFA Critique. 3 Credits.
Repeatable. Interdisciplinary critique and discussion course for B.F.A. students. Prereq: B.F.A. standing. Repeatable with change of subject.

ART 507. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ART 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ART 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ART 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ART 602. Supervised College Teaching. 1-5 Credits.
Repeatable.

ART 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ART 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ART 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ART 607. Seminar: [Topic]. 1-4 Credits.
Repeatable. Topics change every term. If link to syllabus is not available, contact instructor by e-mail.

ART 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ART 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

ART 612. Graduate Critique. 3 Credits.
Repeatable. Interdisciplinary critique and discussion course for MFA students. Repeatable five times for a maximum of 18 credits.

ART 614. Graduate Studio. 4 Credits.
Repeatable. Students engage in a rigorous studio practice through independent production, experimentation, and research. Faculty mentors instruct in rotation. Repeatable five times for a maximum of 24 credits.

Courses

ARTC 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTC 255. Introduction to Ceramics. 4 Credits.
Specific skills focus each term. Subjects includes processes related to design development, forming and fabrication, firing methods, glazing.
Prereq: ART 115, 116, 233.

ARTC 354. Industrial Ceramics. 4 Credits.
Intermediate-level course focusing on skill development pertinent to ceramics industry. Emphasis on material, tools, techniques, and history. Repeatable three times for a maximum of 16 credits.
Prereq: ART 115, 116, 233.

ARTC 355. Intermediate Ceramics: [Topic]. 4-5 Credits.
Advanced processes and concepts. Areas of technical focus include slip casting, glaze and decorator surface embellishment, architectural ceramic, low fire, and raku.Repeatable twice for a maximum of 12 credits.
Prereq: ARTC 255.

ARTC 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTC 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTC 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTC 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTC 407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTC 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTC 409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTC 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTC 468. Glaze-Fire I. 6 Credits.
Comprehensive instruction in firing theory and practice and elementary glaze chemistry. Students fire kilns and mix glazes in a studio component. Repeatable once for a maximum of 12 credits.
Prereq: ARTC 255.

ARTC 469. Glaze-Fire II. 6 Credits.
Repeatable. Discussion groups further examine the practices of firing and glaze formulation. Studio component involves increased firing and systematic, scientific glaze experimentation. Repeatable once for a maximum of 12 credits.
Prereq: ARTC 468.

ARTC 490. Issues and Practices in Ceramics. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing only

ARTC 507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTC 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTC 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTC 590. Issues and Practices in Ceramics. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.

ARTC 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTC 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTC 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTC 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTC 607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTC 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTC 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTD 198. Technical Workshop: [Topic]. 1-3 Credits.
Possible topics include DreamWeaver, InDesign, PhotoShop. Repeatable when change of topic for maximum of 15 credits.

ARTD 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTD 250. Print Media Digital Arts. 4 Credits.
Examines application of print media in contemporary visual culture; explores its use in a fine art context. Introduces digital drawing, digital photo editing, and typographic layout to visually communicate expressive concepts. Laboratories, lectures.

ARTD 251. Time-Based Digital Arts. 4 Credits.
Explores the notion of time as a medium in relation to contemporary art through which concepts of sequence, narration, scoring, and motion are expressed. Laboratories, lectures.

ARTD 252. Interactive Digital Arts. 4 Credits.
Introduces resources that the computer offers the artist. Concentrates on animation, interaction, and the web as expressive mediums. Laboratories, lectures.

ARTD 256. Introduction to Production. 4 Credits.
Traditional camera, sound, and lighting techniques in production; nonlinear editing; and key theoretical, historical, and aesthetic approaches to video art.
Prereq: J 201, ENG 260; two from ENG 265, 266, 267.

ARTD 350. Digital Drawing. 4 Credits.
Applies technology as a drawing medium to communicate concepts visually. The entire creative process is researched in an experimental studio environment. Repeatable twice for a total of 12 credits.
Prereq: ART 115, 116, 233, ARTD 250.

ARTD 360. Digital Imaging. 4 Credits.
Intermediate-level focus on the proper preparation and presentation of digital images for use in print and on screen. Covers color theory. Repeatable once for maximum of 8 credits.
Prereq: ART 115, 116, 233, ARTD 250.

ARTD 361. Introduction to Animation. 4 Credits.
Introduction to principles of animation, timing, sequence; key frames, in-betweens, and metamorphosis. Uses various methods to record and edit animation tests.
Prereq: ART 115, 116, 233 & ARTD 251 or ENG 260, J 201; two from ENG 265, 266, 267; one from ARTD 256, ENG 270, J 208.

ARTD 362. Digital Letterform. 4 Credits.
Repeatable Concepts in the history, use, and appreciation of digital typography. Considers issues in communicative power of type and situations where it functions as message. Repeatable once for a maximum of 8 credits.
Prereq: ART 115, 116, 233, ARTD 250, 251, 252, 360.

ARTD 378. Multimedia Design I. 5 Credits.
Repeatable. Introduces multimedia design and authoring; use of motion, duration, and time-based interaction as a means of artistic expression. Students build navigational structures and explore stochastic principles in developing an individual approach to interactivity. Repeatable twice for maximum of 15 credits.
Prereq: ART 115, ART 116, ART 233, ARTD 252.

ARTD 379. Introduction to Video Art. 4 Credits.
Repeatable. Intermediate video-audio production and nonlinear editing, including camera, sound, and lighting techniques. Key theoretical, historical, and aesthetic approaches to time-based art in video and sound are surveyed. Repeatable twice for a maximum of 12 credits.
Prereq: ART 115, 116, 233 & ARTD 251 or ENG 260, J 201; two from ENG 265, 266, 267; one from ARTD 256, ENG 270, J 208.

ARTD 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTD 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTD 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTD 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTD 407. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTD 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTD 409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTD 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTD 412. Experimental Animation. 5 Credits.
Intermediate to advanced students explore personal creative practice and experiment with film, video, and computer animation techniques. Integrates readings, screening, and discussion with production.
Prereq: ARTD 361.

ARTD 413. Emerging Technologies. 5 Credits.
Explores use of emerging technologies in art. Create works using emerging technologies and techniques and explore contemporary artworks, philosophies, and cultural trends.
Prereq: ARTD 378 or 416.

ARTD 415. Video Art: Experimental Film. 4 Credits.
Repeatable. Video and sound art practices, from conceptual deconstructions of the film-video apparatus to self-reflexive socio-political and/or cultural critique, are examined through short format and video installation. Repeatable once for a maximum of 8 credits.

ARTD 416. Programming for Artists. 4 Credits.
Introduces students to the basics of computer programming within an art context. Topics include interaction design, web development, and physical computing programming.
Prereq: ART 115, 116, 233, ARTD 250, 251, 252.

ARTD 463. Communication Design. 4 Credits.
Repeatable. Explores the communication of ideas and information through visual means. Introduces design process and principles, visual language, and the art of problem solving in visual communication. Repeatable once for maximum of 8 credits.
Prereq: ARTD 350, 362.

ARTD 471. 3-D Computer Imaging. 5 Credits.
Repeatable. Introduces 3-D computer graphic arts: 3-D digital space and form, model building, scene composition, surface properties, lighting, and rendering 3-D images. Repeatable once for maximum of 10 credits.
Prereq: ARTD 350 or 361.

ARTD 472. 3-D Computer Animation. 5 Credits.
Repeatable. Introduces 3-D computer animation arts. Includes time and space in the digital 3-D environment, animation concepts and techniques in 3-D space, production techniques for various multimedia applications. Repeatable thrice for maximum of 20 credits.
Prereq: ARTD 471.

ARTD 478. Multimedia Design II. 5 Credits.
Intermediate and advanced multimedia design and authoring. Emphasizes creation of larger, student-directed multimedia projects. Repeatable once for maximum of 10 credits.
Prereq: ART 116, ART 233, ARTD 252.

ARTD 490. Issues and Practices in Digital Arts. 1-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing.

ARTD 494. Advanced Design I. 5 Credits.
Theory, problems, and projects in language, meaning and communication, identity and signification, conceptual invention and creativity, critical analysis. Lectures, projects, critique.
Prereq: ARTD 350, ARTD 360.

ARTD 507. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTD 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTD 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTD 512. Experimental Animation. 5 Credits.
Intermediate to advanced students explore personal creative practice and experiment with film, video, and computer animation techniques. Integrates readings, screening, and discussion with production.
Prereq: ARTD 361, 395 or equivalent.

ARTD 513. Emerging Technologies. 5 Credits.
Explores use of emerging technologies in art. Create works using emerging technologies and techniques and explore contemporary artworks, philosophies, and cultural trends.
Prereq: ARTD 378 or 4/516.

ARTD 515. Video Art: Experimental Film. 4 Credits.
Repeatable. Video and sound art practices, from conceptual deconstructions of the film-video apparatus to self-reflexive socio-political and/or cultural critique, are examined through short format and video installation. Repeatable once for a maximum of 8 credits.

ARTD 516. Programming for Artists. 4 Credits.
Introduces students to the basics of computer programming within an art context. Topics include interaction design, web development, and physical computing programming.
Prereq: ART 115, 116, 233, ARTD 250, 251, 252.

ARTD 563. Communciation Design. 4 Credits.
Repeatable. Explores the communication of ideas and information through visual means. Introduces design process and principles, visual language, and the art of problem solving in visual communication. Repeatable once for maximum of 8 credits.
Prereq: ARTD 362, 394 or equivalent.

ARTD 571. 3-D Computer Imaging. 5 Credits.
Repeatable. Introduces 3-D computer graphic arts: 3-D digital space and form, model building, scene composition, surface properties, lighting, and rendering 3-D images. Repeatable once for maximum of 10 credits.

ARTD 572. 3-D Computer Animation. 5 Credits.
Repeatable. Introduces 3-D computer animation arts. Includes time and space in the digital 3-D environment, animation concepts and techniques in 3-D space, production techniques for various multimedia applications. Repeatable thrice for maximum of 20 credits.
Prereq: ARTD 4/571.

ARTD 578. Multimedia Design II. 5 Credits.
Repeatable. Intermediate and advanced multimedia design and authoring. Emphasizes creation of larger, student-directed multimedia projects. Repeatable once for maximum of 10 credits.
Prereq: ARTD 115, ARTD 116, ARTD 233, ARTD 252.

ARTD 594. Advanced Design I. 5 Credits.
Theory, problems, and projects in language, meaning and communication, identity and signification, conceptual invention and creativity, critical analysis. Lectures, projects, critique.

ARTD 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTD 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTD 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTD 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTD 607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTD 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTD 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTF 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTF 270. Introduction to Fibers. 4 Credits.
Skills and conceptual concerns of fibers, pertaining to structural textile forms and embellished or manipulated surfaces. Introduces historical and contemporary work through slides and lectures.
Prereq: ART 116, 233.

ARTF 368. Textile Printing. 4 Credits.
Repeatable. Introduction to screen-printing process for fabric and alternative substrates. Textile history, the relevance of printing, and related ideas of decoration, repetition, and appropriation are explored. Repeatable five times for a maximum of 24 credits.
Prereq: ARTF 270.

ARTF 369. Woven Structures. 4 Credits.
Repeatable. Introduction to floor-loom hand weaving. Traditional and experimental use of materials, techniques, and structures are used to understand weaving as a cross-disciplinary practice. Repeatable five times for a maximum of 24 credits.
Prereq: ARTF 270.

ARTF 370. Stitchwork Strategies. 4 Credits.
Exploration of stitch techniques, including embroidery, beading, applique, collage, piecing, and quilting. Topics include public versus private, language and narrative, and dimensional forms. Repeatable three times for a maximum of 16 credits.
Prereq: ARTF 270.

ARTF 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTF 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTF 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTF 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTF 407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTF 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTF 409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTF 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTF 456. Advanced Fibers: [Topic]. 3-5 Credits.
Repeatable. Develops individual studio practice through exploration of contemporary issues in textile-based processes and expansion of the rhetoric of craft.
Prereq: one course from ARTF 267, 268, 269, 270; ARTF 368 or 369.

ARTF 490. Issues and Practices in Fibers. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing only

ARTF 507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTF 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTF 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTF 556. Advanced Fibers: [Topic]. 3-5 Credits.
Repeatable. Develops individual studio practice through exploration of contemporary issues in textile-based processes and expansion of the rhetoric of craft.

ARTF 590. Issues and Practices in Fibers. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing only

ARTF 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTF 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTF 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTF 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTF 607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTF 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTF 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTM 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTM 257. Introduction to Jewelry and Metalsmithing. 4 Credits.
Repeatable. Explores developing and constructing jewelry and objects rooted in material culture. Introduces historical and contemporary work through image presentations, lectures, and independent research. Repeatable with change of course content.
Prereq: Art 115, 116, 233

ARTM 357. Metalsmithing and Jewelry: [Topic]. 3-5 Credits.
Repeatable. Further exploration of techniques related to conceptual problems. Content varies by term with a focus on individual processes: hollowware, forging, connections, casting, aluminum anodizing, enameling, stone setting.
Prereq: ARTM 257.

ARTM 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTM 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTM 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTM 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTM 407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTM 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTM 409. Terminal Creative Project B.F.A. 1-12 Credits.
Repeatable.

ARTM 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTM 457. Metalsmithing and Jewelry: [Topic]. 3-5 Credits.
Repeatable. Emphasis on creative work. Advanced investigation of techniques and process. Content varies by term related to process focus. Includes hollow-ware, forging, connections, casting, aluminum anodizing, enameling, stone setting.
Prereq: ARTM 357.

ARTM 459. Advanced Metalsmithing and Jewelry. 3-5 Credits.
Repeatable. Emphasis on individual creative development. Various conceptual problems.
Prereq: ARTM 357.

ARTM 490. Issues and Practices in Metals. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing only

ARTM 507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTM 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTM 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTM 557. Metalsmithing and Jewelry: [Topic]. 3-5 Credits.
Repeatable. Emphasis on creative work. Advanced investigation of techniques and process. Content varies by term related to process focus. Includes hollow-ware, forging, connections, casting, aluminum anodizing, enameling, stone setting.
Prereq: ARTM 357 or equivalent.

ARTM 559. Advanced Metalsmithing and Jewelry. 3-5 Credits.
Repeatable. Emphasis on individual creative development. Various conceptual problems.
Prereq: ARTM 357.

ARTM 590. Issues and Practices in Metals. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing only

ARTM 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTM 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTM 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTM 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTM 607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTM 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTM 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTP 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTP 281. Introductory Painting I. 4 Credits.
Basic visual elements and their application to painting as a means of expression. Incorporates traditional subject matter: still life, landscape, figure.
Prereq: ART 115, 116, 233.

ARTP 381. Introductory Painting II. 4 Credits.
Integrates concepts and approaches introduced in Introductory Painting I (ARTP 281) to develop more individual and complex strategies of form and meaning. Sequence with ARTP 281.
Prereq: ARTP 281.

ARTP 390. Intermediate and Advanced Painting. 4 Credits.
Repeatable. Advanced painting concepts and technical processes. Independent initiative is encouraged. Repeatable twice for a total of 12 credits.
Prereq: ARTP 381.

ARTP 391. Intermediate and Advanced Drawing. 4 Credits.
Repeatable. Continued study in observation related to visual and spatial phenomena. Repeatable twice for a total of 12 credits.
Prereq: ART 333.

ARTP 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTP 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTP 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTP 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTP 407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTP 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTP 409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTP 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTP 481. Advanced Painting Practice. 4 Credits.
Repeatable. Pursuit of individual creative practice and forming the critical intelligence necessary to develop as an artist. Sequence: ARTP 281, 381, 390.
Prereq: two terms ARTP 390.

ARTP 490. Issues and Practices in Painting. 3-5 Credits.
Repeatable. Intensive critique, discussion, readings, and presentations for B.F.A. and M.F.A. students.
Prereq: B.F.A. standing only

ARTP 491. Advanced Drawing. 5 Credits.
Repeatable. Explores drawing in the expanded field, an experimental practice applicable to a broad range of media and ideas. Intended for students engaged in advanced, independent work.

ARTP 507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTP 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTP 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTP 590. Issues and Practices in Painting. 3-5 Credits.
Repeatable. Intensive critique, discussion, readings, and presentations for B.F.A. and M.F.A. students.
Prereq: M.F.A. standing only

ARTP 591. Advanced Drawing. 5 Credits.
Repeatable. Explores drawing in the expanded field, an experimental practice applicable to a broad range of media and ideas. Intended for students engaged in advanced, independent work.

ARTP 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTP 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTP 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTP 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTP 607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTP 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTP 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTO 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTO 250. Introduction to Photography. 4 Credits.
Covers basic elements of photography using a DSLR camera and provides a broad-based understanding of photographic practice in a fine art context. Sequence with ARTO 350. Repeatable once for a maximum of 8 credits.
Prereq: ART 115, 116, 233.

ARTO 350. Film and Darkroom. 4 Credits.
Technical and aesthetic consideration of black-and-white analog photography. Basics of camera, film development, and photographic print controls in the darkroom. Sequence with ARTO 250. Repeatable once for a maximum of 8 credits.
Prereq: ARTO 250.

ARTO 351. Constructed Image Photography. 4 Credits.
Repeatable. Explores processes and concepts extending beyond the single photographic image. Narrative and formal strategies in manipulation and sequencing, exploring the materiality of the photograph. Studio course. Repeatable once for a maximum of 8 credits.
Prereq: ARTO 251.

ARTO 352. Creative Large-Format Photography. 4 Credits.
Repeatable. Introduces large-format cameras and their aesthetic possibilities. Four-by-five and eight-by-ten view cameras provided. Includes camera use, film and development, printing skills. Repeatable once for maximum of 8 credits.
Prereq: ARTO 251.

ARTO 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTO 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTO 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTO 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTO 407. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTO 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTO 409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTO 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTO 450. Digital Photography II. 4 Credits.
Repeatable. Addresses advanced methods in a digital workflow and the role of photography in contemporary art practice through various constructed, aesthetic, and conceptual approaches. Repeatable once for a maximum of 8 credits.
Prereq: ARTO 354.

ARTO 455. Conceptual Strategies in Photography. 4 Credits.
Repeatable. Studies the 1960s conceptual art movement and its influence on contemporary photography practice: open-ended projects respond to various conceptual frameworks. Repeatable once for a maximum of 8 credits.
Prereq: ARTO 250; one other course from ARTO.

ARTO 476. Alternative Photographic Processes. 4 Credits.
Repeatable. Combines painterly concerns with printmaking ideas and photographic principles in a mixed-media approach to contemporary image-making through historic and antiquated processes. Studio course. Repeatable once for a maximum of 8 credits.
Prereq: ARTO 350; one course from ARTO 351, ARTO 352.

ARTO 484. Advanced Photography: [Topic]. 4 Credits.
Repeatable. Investigates photographic practice and philosophy through readings and discussion; students engage in personal studio practice and class critiques. Repeatable once for maximum of 8 credits.
Prereq: ARTO 251 or 352.

ARTO 490. Issues and Practices in Photography. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing only

ARTO 507. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTO 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTO 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTO 550. Digital Photography II. 4 Credits.
Repeatable. Addresses advanced methods in a digital workflow and the role of photography in contemporary art practice through various constructed, aesthetic, and conceptual approaches. Repeatable once for a maximum of 8 credits.

ARTO 555. Conceptual Strategies in Photography. 4 Credits.
Repeatable. Studies the 1960s conceptual art movement and its influence on contemporary photography practice: open-ended projects respond to various conceptual frameworks. Repeatable once for a maximum of 8 credits.

ARTO 576. Alternative Photographic Processes. 4 Credits.
Repeatable. Combines painterly concerns with printmaking ideas and photographic principles in a mixed-media approach to contemporary image-making through historic and antiquated processes. Studio course. Repeatable once for a maximum of 8 credits.

ARTO 584. Advanced Photography: [Topic]. 4 Credits.
Repeatable. Investigates photographic practice and philosophy through readings and discussion; students engage in personal studio practice and class critiques. Repeatable once for maximum of 8 credits.
Prereq: ARTO 352; ARTO 353 or 4/554.

ARTO 590. Issues and Practices in Photography. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing only

ARTO 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTO 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTO 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTO 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTO 607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTO 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTO 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

ARTO 610. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

Courses

ARTR 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTR 245. Introduction to Printmaking. 4 Credits.
Introduction to printmaking methodologies. Explores the unique print, multiples, and variable edition; techniques may include monotype, linocut, collagraph, etching, and screen print.
Prereq: ART 115, 116, 233.

ARTR 346. Relief. 4 Credits.
Creative exploration of graphic and conceptual possibilities through woodcut and related relief printing methods; techniques include block cutting, registration, single and multicolor printing.
Prereq: ARTR 245.

ARTR 347. Intaglio. 4 Credits.
Techniques of etching, drypoint, engraving, aquatint, soft ground, lift ground, white ground, embossment, relief plate printing. Emphasizes personal imagery development.
Prereq: ARTR 245.

ARTR 348. Screen Printing. 4 Credits.
Creative exploration of graphic and conceptual possibilities through screen printing; techniques include registration, color, edition printing, and stencil-making using hand-drawn, photographic, and digital methods. Repeatable once for a maximum of 8 credits.
Prereq: ARTR 245.

ARTR 349. Lithography. 4 Credits.
Creative exploration of pictorial and conceptual possibilities through stone and plate lithography; techniques include transfer, image making, registration, and color work.
Prereq: ARTR 245.

ARTR 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTR 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTR 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTR 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTR 407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTR 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTR 409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTR 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTR 446. Intermediate and Advanced Printmaking. 4 Credits.
Further exploration of printmaking techniques and concepts with an emphasis on creating a body of work; includes research, discussion, readings, and critiques.
Prereq: two terms from ARTR 245, 346, 347, 348, 349.

ARTR 490. Issues and Practices in Printmaking. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing.

ARTR 507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTR 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTR 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTR 546. Intermediate and Advanced Printmaking. 4-6 Credits.
Further exploration of techniques and concepts with emphasis on discussion and creative work. Content varies by term and may include color methods, chine collé, monoprints.
Prereq: ARTR 346 or 347 or equivalent.

ARTR 590. Issues and Practices in Printmaking. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing.

ARTR 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTR 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTR 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTR 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTR 607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTR 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTR 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTS 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTS 288. Sculpture I: Mixed Media. 3-5 Credits.
Investigation of 3-D forms in space using a range of processes. Repeatable when topic changes.
Prereq: ART 115, 116, 233.

ARTS 393. Sculpture II: [Topic]. 3-5 Credits.
Repeatable. Integration of concepts and materials in sculpture. Investigation of individual methodology. Topics vary by term: wood, moldmaking, casting. Reading, presentation on issues and artists. R when topic changes.
Prereq: ARTS 288.

ARTS 401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTS 404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTS 405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTS 406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTS 407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTS 408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTS 409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTS 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTS 490. Issues and Practices in Sculpture. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing.

ARTS 491. Methodologies: [Topic]. 4 Credits.
Explores conceptually driven topics in sculpture such as formless, assemblage, and new landscapes. Sequence with ARTS 288, 393, 493. Repeatable twice for a maximum of 12 credits.
Prereq: ARTS 393.

ARTS 493. Advanced Sculpture. 4 Credits.
Designed for students who have completed several upper-division sculpture courses. Individual and group critiques; development and articulation of individual voice. Sequence with ARTS 288, ARTS 393, ARTS 491.
Prereq: ARTS 288, 393.

ARTS 507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTS 508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTS 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTS 590. Issues and Practices in Sculpture. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing.

ARTS 591. Methodologies: [Topic]. 4 Credits.
Explores conceptually driven topics in sculpture such as formless, assemblage, and new landscapes. Repeatable twice for a maximum of 12 credits.

ARTS 601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTS 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTS 605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTS 606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTS 607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTS 608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTS 609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.