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

ART101	Understanding Contemporary Media	4
ART111	The Artist Experience	4

Faculty

Jonathan Bagby, graphic designer (art). BA, 2009, Tennessee; MFA, 2014, Oregon. (2014)

Carla Bengtson, Ann Swindells Chair in the School of Architecture and Allied Arts; 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)

Rebecca Childers, instructor (printmaking). BA, 1987, Cornell College; MFA, 1995, Iowa. (2002)

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

Colleen Choquette-Raphael, 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)

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

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

Charles Hall, instructor (digital arts). BA, 1989, Oregon. (2010)

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)

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, 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)

Emeriti

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

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

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)

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

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.

- **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

ART101	Understanding Contemporary Media	4
orART111	The Artist Experience	
ART115	Surface, Space, and Time [1]	4
ART116	Core Interdisciplinary Laboratory [1]	4
ART233	Drawing I [1]	4
ARTD250	Print Media Digital Arts	4
orARTD251	Time-Based Digital Arts	
orARTD252	Interactive Digital Arts	
ART333	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

ART101	Understanding Contemporary Media	4
orART111	The Artist Experience	
ART115	Surface, Space, and Time [1]	4
ART116	Core Interdisciplinary Laboratory [1]	4

ART233	Drawing I [1]	4
ARTD250	Print Media Digital Arts	4
orARTD251	Time-Based Digital Arts	
orARTD252	Interactive Digital Arts	
ART333	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		
ART101	Understanding Contemporary Media	4
orART111	The Artist Experience	
ART115	Surface, Space, and Time [1]	4
ART116	Core Interdisciplinary Laboratory [1]	4
ART233	Drawing I [1]	4
ARTD250	Print Media Digital Arts	4
orARTD251	Time-Based Digital Arts	
orARTD252	Interactive Digital Arts	
ART333	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
ARTS409	Terminal Creative Project B.F.A. (or a Terminal Creative Project B.F.A. from ARTC, ARTF, ARTM, ARTO, ARTP, or ARTR)	6
ART412	BFA Critique	3
ARTS490	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 (ARTD250), Time-Based Digital Arts (ARTD251) Interactive Digital Arts (ARTD252)—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 on a rolling basis 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. Write or call the Department of Art, or visit the department website for application 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

ART115	Surface, Space, and Time [1]	4
ART116	Core Interdisciplinary Laboratory [1]	4
ART233	Drawing I [1]	4
ARTD250	Print Media Digital Arts [1]	4
ARTD251	Time-Based Digital Arts [1]	4
ARTD252	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 (ARH358) 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] (ARTD404) and a maximum of 12 credits in Special Problems: [Topic] (ARTD406) may be counted toward the 36 upper-division digital arts credits.

Recommended Electives

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

CIS111	Introduction to Web Programming	4
PHYS152	Physics of Sound and Music	4
PHYS153	Physics of Light, Color, and Vision	4

Additional Electives to Enhance Your Program

ART101	Understanding Contemporary Media	4
ENG260	Media Aesthetics	4
ENG265	History of the Motion Picture	4
ENG266	History of the Motion Picture	4
J333	Writing for Multimedia	4
MUS447	Digital Audio and Sound Design	4
PD340	Design for Use	4
PD350	Objects and Impacts	4
Courses in ceramics, fibers, metalsmithing and jewelry, painting, printmaking, photography, and sculpture		

Bachelor of Science: Digital Arts

ART115	Surface, Space, and Time [1]	4
ART116	Core Interdisciplinary Laboratory [1]	4
ART233	Drawing I [1]	4
ARTD250	Print Media Digital Arts [1]	4
ARTD251	Time-Based Digital Arts [1]	4
ARTD252	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 (ARH358) 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] (ARTD404) and a maximum of 12 credits in Special Problems: [Topic] (ARTD406) may be counted toward the 36 upper-division digital arts credits.

Recommended Electives

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

CIS111	Introduction to Web Programming	4
PHYS152	Physics of Sound and Music	4
PHYS153	Physics of Light, Color, and Vision	4

Additional Electives to Enhance Your Program

ART101	Understanding Contemporary Media	4
ENG260	Media Aesthetics	4
ENG265	History of the Motion Picture	4
ENG266	History of the Motion Picture	4
J333	Writing for Multimedia	4
MUS447	Digital Audio and Sound Design	4
PD340	Design for Use	4
PD350	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		
ART115	Surface, Space, and Time	4
ART116	Core Interdisciplinary Laboratory	4
ART233	Drawing I	4
ARTD250	Print Media Digital Arts	4
ARTD251	Time-Based Digital Arts	4
ARTD252	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
ARTD409	Terminal Creative Project B.F.A.	4
ARTD490	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 (ARH358) 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] (ARTD404) and a maximum of 12 credits in Special Problems: [Topic] (ARTD406) 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
ART115	Surface, Space, and Time	4
ART116	Core Interdisciplinary Laboratory	4
ART233	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		
ARTD250	Print Media Digital Arts	4
ARTD251	Time-Based Digital Arts	4
ARTD252	Interactive Digital Arts	4
Studio Requirements		
CIS111	Introduction to Web Programming	4
ARTD360	Digital Imaging	4
J333	Writing for Multimedia	4
MUS447	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 (ART612), 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

ART612	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

ARTS590	Issues and Practices in Sculpture (or Issues and Practices chosen from ARTC, ARTD, ARTF, ARTM, ARTO, ARTP, or ARTR) [2]	9
ARTS609	Terminal Creative Project MFA (or Terminal Creative Project M.F.A. chosen from ARTC, ARTD, ARTF, ARTM, ARTO, ARTP, or ARTR)	18
ART614	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

ART101. 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.

ART111. 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.

ART115. 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.

ART116. 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.

ART198. 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.

ART199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ART233. Drawing I. 4 Credits.
Repeatable. Introduction to basic drawing concepts and practices.

ART333. 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.

ART381. 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.

ART401. Research: [Topic]. 1-12 Credits.
Repeatable.

ART404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ART405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ART406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ART407. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ART408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ART409. Terminal Creative Project B.F.A. 1-12 Credits.
Repeatable.

ART410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ART412. 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.

ART507. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ART508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ART510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ART601. Research: [Topic]. 1-12 Credits.
Repeatable.

ART602. Supervised College Teaching. 1-5 Credits.
Repeatable.

ART604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ART605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ART606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ART607. Seminar: [Topic]. 1-4 Credits.
Repeatable. Topics change every term. If link to syllabus is not available, contact instructor by e-mail.

ART608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ART609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

ART612. Graduate Critique. 3 Credits.
Repeatable. Interdisciplinary critique and discussion course for MFA students. Repeatable five times for a maximum of 18 credits.

ART614. 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

ARTC199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTC255. 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.

ARTC354. 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.

ARTC355. 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.

ARTC401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTC404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTC405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTC406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTC407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTC408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTC409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTC410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTC468. 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.

ARTC469. 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.

ARTC490. Issues and Practices in Ceramics. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing only

ARTC507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTC508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTC510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTC590. Issues and Practices in Ceramics. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.

ARTC601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTC604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTC605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTC606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTC607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTC608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTC609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTD198. Technical Workshop: [Topic]. 1-3 Credits.
Possible topics include DreamWeaver, InDesign, PhotoShop. Repeatable when change of topic for maximum of 15 credits.

ARTD199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTD250. 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.

ARTD251. 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.

ARTD252. 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.

ARTD256. 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.

ARTD350. Digital Drawing. 4 Credits.
Repeatable. Applies technology as a drawing medium to communicate concepts visually. The entire creative process is researched in an experimental studio environment. Repeatable once for a maximum of 8 credits.
Prereq: ART 115, 116, 233, ARTD 250.

ARTD360. 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.

ARTD361. 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, CINE 270, J 208.

ARTD362. 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.

ARTD378. 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 once for a maximum of 10 credits.
Prereq: ART 115, ART 116, ART 233, ARTD 252.

ARTD379. 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 once for a maximum of 8 credits.
Prereq: ART 115, 116, 233 & ARTD 251 or ENG 260, J 201; two from ENG 265, 266, 267; one from ARTD 256, CINE 270, J 208.

ARTD401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTD404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTD405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTD406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTD407. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTD408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTD409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTD410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTD412. 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.

ARTD413. 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.

ARTD415. 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.

ARTD416. 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.

ARTD463. 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.

ARTD471. 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.

ARTD472. 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 once for maximum of 10 credits.
Prereq: ARTD 471.

ARTD478. 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.

ARTD490. Issues and Practices in Digital Arts. 1-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing.

ARTD494. 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.

ARTD507. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTD508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTD510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTD512. 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.

ARTD513. 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.

ARTD515. 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.

ARTD516. 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.

ARTD563. 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.

ARTD571. 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.

ARTD572. 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 once for maximum of 10 credits.
Prereq: ARTD 4/571.

ARTD578. 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.

ARTD594. 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.

ARTD601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTD604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTD605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTD606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTD607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTD608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTD609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTF199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTF270. 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.

ARTF368. 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.

ARTF369. 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.

ARTF370. 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.

ARTF401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTF404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTF405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTF406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTF407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTF408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTF409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTF410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTF456. 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.

ARTF490. Issues and Practices in Fibers. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing only

ARTF507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTF508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTF510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTF556. 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.

ARTF590. Issues and Practices in Fibers. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing only

ARTF601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTF604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTF605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTF606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTF607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTF608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTF609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTM199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTM257. 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

ARTM357. 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.

ARTM401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTM404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTM405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTM406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTM407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTM408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTM409. Terminal Creative Project B.F.A. 1-12 Credits.
Repeatable.

ARTM410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTM457. 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.

ARTM459. Advanced Metalsmithing and Jewelry. 3-5 Credits.
Repeatable. Emphasis on individual creative development. Various conceptual problems.
Prereq: ARTM 357.

ARTM490. Issues and Practices in Metals. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing only

ARTM507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTM508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTM510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTM557. 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.

ARTM559. Advanced Metalsmithing and Jewelry. 3-5 Credits.
Repeatable. Emphasis on individual creative development. Various conceptual problems.
Prereq: ARTM 357.

ARTM590. Issues and Practices in Metals. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing only

ARTM601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTM604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTM605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTM606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTM607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTM608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTM609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTP199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTP281. 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.

ARTP381. 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.

ARTP390. 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.

ARTP391. 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.

ARTP401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTP404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTP405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTP406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTP407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTP408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTP409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTP410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTP481. 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.

ARTP490. 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

ARTP491. 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.

ARTP507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTP508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTP510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTP590. 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

ARTP591. 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.

ARTP601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTP604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTP605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTP606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTP607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTP608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTP609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTO199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTO250. 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.

ARTO350. 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.

ARTO351. 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.

ARTO352. 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.

ARTO401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTO404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTO405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTO406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTO407. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTO408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTO409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTO410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTO450. 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.

ARTO455. 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.

ARTO476. 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.

ARTO484. 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.

ARTO490. Issues and Practices in Photography. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing only

ARTO507. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTO508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTO510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTO550. 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.

ARTO555. 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.

ARTO576. 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.

ARTO584. 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.

ARTO590. Issues and Practices in Photography. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing only

ARTO601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTO604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTO605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTO606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTO607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTO608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTO609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

ARTO610. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

Courses

ARTR199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTR245. 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.

ARTR346. 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. Repeatable once for a maximum of 8 credits.
Prereq: ARTR 245.

ARTR347. Intaglio. 4 Credits.
Techniques of etching, drypoint, engraving, aquatint, soft ground, lift ground, white ground, embossment, relief plate printing. Emphasizes personal imagery development. Repeatable once for a maximum of 8 credits.
Prereq: ARTR 245.

ARTR348. 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.

ARTR349. Lithography. 4 Credits.
Creative exploration of pictorial and conceptual possibilities through stone and plate lithography; techniques include transfer, image making, registration, and color work. Repeatable once for a maximum of 8 credits.
Prereq: ARTR 245.

ARTR401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTR404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTR405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTR406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTR407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTR408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTR409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTR410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTR446. Intermediate and Advanced Printmaking. 4 Credits.
Repeatable. 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.

ARTR490. Issues and Practices in Printmaking. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing.

ARTR507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTR508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTR510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTR546. 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.
Repeatable. Prereq: ARTR 346 or 347 or equivalent.

ARTR590. Issues and Practices in Printmaking. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing.

ARTR601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTR604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTR605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTR606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTR607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTR608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTR609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.

Courses

ARTS199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

ARTS288. 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.

ARTS393. Sculpture II: [Topic]. 3-5 Credits.
Integration of concepts and materials in sculpture; investigation of individual methodology. Topics vary by term: wood, moldmaking, steel. Reading, presentation on issues and artists. Repeatable when topic changes.
Prereq: ARTS 288.

ARTS401. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTS404. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTS405. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTS406. Special Problems: [Topic]. 1-8 Credits.
Repeatable.

ARTS407. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTS408. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTS409. Terminal Creative Project B.F.A.. 1-12 Credits.
Repeatable.

ARTS410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTS490. Issues and Practices in Sculpture. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: B.F.A. standing.

ARTS491. 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.

ARTS493. 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.

ARTS507. Seminar: [Topic]. 1-3 Credits.
Repeatable.

ARTS508. Workshop: [Topic]. 1-6 Credits.
Repeatable.

ARTS510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

ARTS590. Issues and Practices in Sculpture. 3-5 Credits.
Intensive critique, discussion, readings, and presentations.
Prereq: M.F.A. standing.

ARTS591. 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.

ARTS601. Research: [Topic]. 1-12 Credits.
Repeatable.

ARTS604. Internship: [Topic]. 1-12 Credits.
Repeatable.

ARTS605. Reading and Conference: [Topic]. 1-6 Credits.
Repeatable.

ARTS606. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTS607. Seminar: [Topic]. 1-4 Credits.
Repeatable.

ARTS608. Colloquium: [Topic]. 1-8 Credits.
Repeatable.

ARTS609. Terminal Creative Project MFA. 1-12 Credits.
Repeatable.