Art

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The Department of Art curriculum approaches studio visual art through a broad range of media practices—ceramics, art & technology, drawing, fibers, metalsmithing and jewelry, painting, photography, printmaking, and sculpture. The department encourages breadth and interdisciplinary investigation, as well as depth 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.

Four 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 art and technology; the bachelor of fine arts (BFA) in art with a concentration in ceramics, fibers, metalsmithing and jewelry, painting, photography, printmaking, or sculpture; the bachelor of fine arts (BFA) in art & technology. 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

Code	Title	Credits
ART 101	Understanding Contemporary Art	4
ART 111	The Artist Experience	4

Faculty

Jonathan Bagby, instructor of practice (art). BA, 2009, Tennessee; MFA, 2014, Oregon. (2014)

Marissa Benedict, instructor (fibers). BFA, 2007, Rhode Island School of Design; MFA, 2011, School of the Art Institute of Chicago. (2016)

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

Michael Bray, senior instructor (art and technology). BA, 1997, Illinois, Urbana-Champaign; MFA, 2008, Oregon. (2008)

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

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

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

Jovencio de la Paz, assistant professor (fibers). BFA, 2008, School of the Art Institute of Chicago; MFA, 2012, Cranbrook Academy of Art. (2015)

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

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

Colin Ives, associate professor (art and technology). BA, 1987, Cornell College; MA, 1992, MFA, 1994, Iowa. (2002)

Ron Jude, professor (photography). BFA, 1988, Boise State; MFA, 1992, Louisiana State. (2015)

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

Sylvan Lionni, assistant professor (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, associate professor (foundations); director, graduate program. BA, 1999, Oregon; MFA, 2007, Art Center College of Design. (2013)

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

John Park, senior instructor (art and technology). BA, 2003, Oregon; MFA, 2006, State University of New York, Buffalo. (2007)

David Rueter, assistant professor (art and technology). BA, 2009, Oberlin College; MFA, 2013, School of the Art Institute of Chicago.

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

Michael Salter, professor (art and technology). BFA, 1991, Miami; MFA, 1994, North Carolina, Chapel Hill. (2005)

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

Stacy Jo Scott, assistant professor (ceramics, digital fabrication). BFA, 2010, Oregon; MFA, 2012, Cranbrook. (2017)

Rick Silva, associate professor (art and technology). BFA, 2001, MFA, 2007, Colorado, Boulder. (2013)

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

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

Jessie Vala, instructor. BFA California College of Arts 1999: MFA, 2015, University of Oregon.

Laura Vandenburgh, 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, senior instructor (art and technology, foundations). BA, 1998, BFA, 1998, Texas Christian; MFA, 2008, Oregon. (2009)

Amanda Wojick, 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)

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

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)

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

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

Terri Warpinski, professor emerita. BA, 1979, Wisconsin, Green Bay; MFA, 1983, Iowa. (1984)

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 Science: Art**
- **Bachelor of Fine Arts: Art**
- **Bachelor of Arts: Art and Technology**
- **Bachelor of Science: Art and Technology**
- **Bachelor of Fine Arts in Art and Technology**
- 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, technical skills, strategies of experimentation, 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, drawing, sculpture, printmaking, art & technology, photography, ceramics, fibers, and jewelry and metalsmithing. 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.

Declare the Major in Art

Students declare the major at any time for the BA, BS in art degree programs. Forms to declare the major are available at the department art office and on the department website.

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

Code	Title	Credits
ART 101	Understanding Contemporary Art	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

Code	Title	Credits
ART 101	Understanding Contemporary Art	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. 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 four-year program with a total of 108 credits in art (a total of 180 university credits).

Bachelor of Fine Arts Degree Requirements: Art

Code	Title	Credits
Foundational Courses		
ART 115	Surface, Space, and Time	4
ART 116	Core Interdisciplinary Laboratory	4
ART 233	Drawing I	4
ART 333	Drawing II	4
ARTD 250	Print Media Digital Arts	4
or ARTD 251	Time-Based Digital Arts	
or ARTD 252	Interactive Digital Arts	
200-Level Studio: Concentration Course		4
200-level Studio: Non-Concentration Course		4
Upper-division Studios [1]		44
Issues & Practices Seminar		3
One term of Issues and Practices chosen from ARTC, ARTF, ARTM, ARTO, ARTP, or ARTR		
BFA Critique Colloquium		3
ART 412	BFA Critique	
BFA Terminal Creative Project		6
ARTS 409	Terminal Creative Project BFA (or a Terminal Creative Project B.F.A. from ARTC, ARTF, ARTM, ARTO, ARTP, or ARTR)	
Art History [2]		24
Ancient/Medieval		
Early Modern		
Modern/Contemporary		
Total Credits		**108**

1. 20 credits must be concentration studios; 4 credits must be 400-level concentration studio
2. At least one course from each categories

Additional Requirement: Math/CS or Language

Math/CS:

- Show proficiency through three terms of math with courses that satisfy BS Math/CS requirements.

Language:

- Completion of at least the third term of the first year in a Second Language taught int he language (103 or Equivalent)
- Satisfactory completion of an examination administered by the appropriate language department
- International students: if your language or instruction in high school was in a language other than English, satisfactory completion of all AEIS courses and WR 121 and either WR 122 or WR 123

Major in Art and Technology

The bachelor of arts or bachelor of science degree with a major in art and technology 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.

Art and technology 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 art and technology 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 College of Design computing services website (https://blogs.uoregon.edu/designtech/home/computer-purchasing/) for equipment purchase.

Application to the Major

Students should prepare themselves for study in the broad and inclusive field of art & technology 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 art and technology 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 art and technology 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: Art and Technology

Code	Title	Credits
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:

Code	Title	Credits
CS 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

Code	Title	Credits
ART 101	Understanding Contemporary Art	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: Art and Technology

Code	Title	Credits
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:

Code	Title	Credits
CS 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

Code	Title	Credits
ART 101	Understanding Contemporary Art	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: Art and Technology

The bachelor of fine arts degree with a major in art and technology is a professional baccalaureate degree. 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.

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 four-year program with a total of 118 credits in digital arts (a total of 180 university credits).

Code	Title	Credits
Departmental Requirements for BA or BS in Art and Technology		
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 and Technology		
Three art history (ARH) or theory courses		12
ARTD 409	Terminal Creative Project BFA	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.

Code	Title	Credits
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.

Code	Title	Credits
Core Requirements		
ARTD 250	Print Media Digital Arts	4
ARTD 251	Time-Based Digital Arts	4
ARTD 252	Interactive Digital Arts	4
Studio Requirements		
CS 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**

Four-Year Degree Plan

The degree plan shown is only a sample of how students may complete their degrees in four years. There are alternative ways. Students should consult their advisor to determine the best path for them.

- BA/BS in Art **(**p. 5**)**
- BFA in Art **(**p. **)**
- BA/BS in Art and Technology **(**p. 7**)**
- BFA in Art and Technology **(**p. **)**

Bachelor of Arts in Art

Course	Title	Credits Milestones
First Year		
Fall		
WR 121	College Composition I	4
First term of first-year second-language sequence		4
ART 101 or ART 111		4
General education group-satisfying course		4
	Credits	**16**
Winter		
WR 122	College Composition II	4
Second term of first-year second-language sequence		4
ART 115	Surface, Space, and Time	4

General education group-satisfying course		4
	Credits	**16**
Spring		
Third term of first-year second-language sequence		4
ART 116	Core Interdisciplinary Laboratory	4
General education group-satisfying courses		8
	Credits	**16**
	Total Credits	**48**

Course	Title	Credits	Milestones
Second Year			
Fall			
ART 233	Drawing I	4	
First term of second-year second-language sequence		4	
General education group-satisfying courses		8	
	Credits	**16**	
Winter			
Second term of second-year second-language sequence		4	
ARTD 250 or ARTD 251 or ARTD 252	Print Media Digital Arts or Time-Based Digital Arts or Interactive Digital Arts	4	
General education group-satisfying courses		8	
	Credits	**16**	
Spring			
Third term of second-year second-language sequence		4	
ART 333	Drawing II	4	
General education group-satisfying courses		8	
	Credits	**16**	
	Total Credits	**48**	

Course	Title	Credits	Milestones
Third Year			
Fall			
One 200-level or higher course in two different curricular media areas within the department		4	
Art history course		4	
General education group-satisfying courses		8	
	Credits	**16**	
Winter			
One 200-level or higher course in two different curricular media areas within the department		4	
Art history course		4	
General education group-satisfying courses		8	
	Credits	**16**	
Spring			
Upper-division art studio course		4	
Art history course		4	
General education group-satisfying courses		8	
	Credits	**16**	
	Total Credits	**48**	

Course	Title	Credits	Milestones
Fourth Year			
Fall			
Upper-division art studio courses		8	
Elective courses		8	
	Credits	**16**	
Winter			
Upper-division art studio courses		8	
Elective course		4	
	Credits	**12**	
Spring			
Upper-division art studio course		4	
Elective courses		12	
	Credits	**16**	
	Total Credits	**44**	

Bachelor of Science in Art

Course	Title	Credits	Milestones
First Year			
Fall			
WR 121	College Composition I	4	
Mathematics course		4	
ART 101 or ART 111	Understanding Contemporary Art or The Artist Experience	4	
General education group-satisfying course		4	
	Credits	**16**	
Winter			
WR 122 or WR 123		4	
Mathematics course		4	
ART 115	Surface, Space, and Time	4	
General education group-satisfying course		4	
	Credits	**16**	
Spring			
Mathematics course		4	
ART 116	Core Interdisciplinary Laboratory	4	
General education group-satisfying courses		8	
	Credits	**16**	
	Total Credits	**48**	

Course	Title	Credits	Milestones
Second Year			
Fall			
ART 233	Drawing I	4	
General education group-satisfying courses		12	
	Credits	**16**	
Winter			
General education group-satisfying courses		12	

ARTD 250 or ARTD 251 or ARTD 252	Print Media Digital Arts or Time-Based Digital Arts or Interactive Digital Arts	4
	Credits	**16**
Spring		
ART 333	Drawing II	4
General education group-satisfying courses		12
	Credits	**16**
	Total Credits	**48**

Course	Title	Credits	Milestones
Third Year			
Fall			
One 200-level or higher course in two different curricular media areas within the department		4	
Art history course		4	
General education group-satisfying courses		8	
	Credits	**16**	
Winter			
One 200-level or higher course in two different curricular media areas within the department		4	
Art history course		4	
General education group-satisfying courses		8	
	Credits	**16**	
Spring			
Art history course		4	
Upper-division art studio course		4	
General education group-satisfying courses		8	
	Credits	**16**	
	Total Credits	**48**	

Course	Title	Credits	Milestones
Fourth Year			
Fall			
Upper-division art studio courses		8	
Elective courses		8	
	Credits	**16**	
Winter			
Upper-division art studio courses		8	
Elective course		4	
	Credits	**12**	
Spring			
Upper-division art studio course		4	
Elective courses		12	
	Credits	**16**	
	Total Credits	**44**	

Bachelor of Arts in Art and Technology

Course	Title	Credits	Milestones
First Year			
Fall			
First term of first-year second-language sequence		4	
ART 115	Surface, Space, and Time	4	
WR 121	College Composition I	4	
General education group-satisfying course		4	
	Credits	**16**	
Winter			
Second term of first-year second-language sequence		4	
ART 116	Core Interdisciplinary Laboratory	4	
WR 122 or WR 123		4	
General education group-satisfying course		4	
	Credits	**16**	
Spring			
Third term of first-year second-language sequence		4	
General education group-satisfying course		12	
	Credits	**16**	
	Total Credits	**48**	

Course	Title	Credits	Milestones
Second Year			
Fall			
ART 233	Drawing I	4	
First term of second-year second-language sequence		4	
ARTD 250	Print Media Digital Arts	4	
General education group-satisfying course		4	
	Credits	**16**	
Winter			
ARTD 251	Time-Based Digital Arts	4	
Second term of second-year second-language sequence		4	
General education group-satisfying courses		8	
	Credits	**16**	
Spring			
ARTD 252	Interactive Digital Arts	4	
Third term of second-year second-language sequence		4	
General education group-satisfying courses		8	
	Credits	**16**	
	Total Credits	**48**	

Course	Title	Credits	Milestones
Third Year			
Fall			
Art history course		4	
Upper-division ARTD course		4	
General education group-satisfying courses		8	
	Credits	**16**	
Winter			
Art history course		4	
Upper-division ARTD course		4	

Elective course		4
General education group-satisfying course		4
	Credits	**16**
Spring		
Art history course		4
Upper-division ARTD course		4
General education group-satisfying course		4
Elective course		4
	Credits	**16**
	Total Credits	**48**

Course	Title	Credits Milestones
Fourth Year		
Fall		
Upper-division ARTD courses		8
Elective courses		8
	Credits	**16**
Winter		
Upper-division ARTD courses		8
Elective courses		8
	Credits	**16**
Spring		
Upper-division ARTD courses		8
Elective courses		8
	Credits	**16**
	Total Credits	**48**

Bachelor of Science in Art and Technology

Course	Title	Credits Milestones
First Year		
Fall		
ART 115	Surface, Space, and Time	4
WR 121	College Composition I	4
General education group-satisfying course		4
Mathematics course		4
	Credits	**16**
Winter		
ART 116	Core Interdisciplinary Laboratory	4
WR 122 or WR 123	College Composition II or College Composition III	4
General education group-satisfying course		4
Mathematics course		4
	Credits	**16**
Spring		
Mathematics course		4
General education group-satisfying courses		12
	Credits	**16**
	Total Credits	**48**

Course	Title	Credits Milestones
Second Year		
Fall		
ART 233	Drawing I	4
ARTD 250	Print Media Digital Arts	4
General education group-satisfying courses		8
	Credits	**16**
Winter		
ARTD 251	Time-Based Digital Arts	4
General education group-satisfying courses		12
	Credits	**16**
Spring		
ARTD 252	Interactive Digital Arts	4
General education group-satisfying courses		12
	Credits	**16**
	Total Credits	**48**

Course	Title	Credits Milestones
Third Year		
Fall		
Art history course		4
Upper-division ARTD course		4
Elective course		4
General education group-satisfying course		4
	Credits	**16**
Winter		
Art history course		4
Upper-division ARTD course		4
Elective courses		8
	Credits	**16**
Spring		
Art history course		4
Upper-division ARTD course		4
Elective courses		8
	Credits	**16**
	Total Credits	**48**

Course	Title	Credits Milestones
Fourth Year		
Fall		
Upper-division ARTD courses		8
Elective courses		8
	Credits	**16**
Winter		
Upper-division ARTD courses		8
Elective courses		8
	Credits	**16**
Spring		
Upper-division ARTD courses		8
Elective courses		8
	Credits	**16**
	Total Credits	**48**

- **Master of Fine Arts: Art**

Graduate Studies

The department offers the master of fine arts (MFA) degree in art.

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 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—art & technology, sculpture, photography, ceramics, jewelry and metalsmithing, painting, printmaking, and fibers.

MFA Requirements

Code	Title	Credits
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
Issues and Practices chosen from ARTC, ARTD, ARTF, ARTM, ARTO, ARTP, or ARTR		
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 [3]	24
Additional art credits		9
Total Credits		**81**

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 Division of Graduate Studies 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.

Art Courses

ART 101. Understanding Contemporary Art. 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.
Introduction to basic drawing concepts and practices. Repeatable.

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

ART 406. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ART 409. Terminal Creative Project BFA. 1-12 Credits.
Repeatable.

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

ART 412. BFA Critique. 3 Credits.
Interdisciplinary critique and discussion course for B.F.A. students.
Prereq: B.F.A. standing. Repeatable once for a maximum of six credits.

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. Special Problems: [Topic]. 1-16 Credits.
Repeatable.

ART 606. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

ART 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ART 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

ART 610. Experimental Course: [Topic]. 1-6 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.

Art: Ceramics 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, ART 116; one from ART 233, PD 223.

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, ART 116; one from ART 233, PD 223.

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. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ARTC 409. Terminal Creative Project BFA. 1-12 Credits.
Repeatable.

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

ARTC 455. Advanced Ceramics. 4 Credits.
Students will be exposed to a range of ceramic histories, technical processes, conceptual frameworks, and professional practices to develop an artistic practice. Repeatable ten times for a maximum of 44 credits.
Prereq: ARTC 255, ARTC 354, ARTC 355.

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 555. Advanced Ceramics. 4 Credits.
Students will be exposed to a range of ceramic histories, technical processes, conceptual frameworks, and professional practices to develop an artistic practice. Repeatable ten times for a maximum of 44 credits.

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

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

ARTC 605. Reading and Conference: [Topic]. 1-16 Credits.
Repeatable.

ARTC 606. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

ARTC 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ARTC 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

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

Art: Digital Arts 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. Repeatable once for 8 maximum credits.

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. Repeatable once for a maximum of 8 credits.

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. Repeatable once for a maximum of 8 credits.

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.
Prereq: ART 115, ART 116, ART 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.
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, CINE 270, J 208.

ARTD 362. Digital Letterform. 4 Credits.
Concepts in the history, use, and appreciation of digital typography. Considers issues in communicative power of type and situations where it functions as message.
Prereq: ART 115, 116, 233, ARTD 250, 251, 252, 350.

ARTD 370. Digital Interactivity. 4 Credits.
Students will learn programming to interactive artworks. This class will include how to program microcontrollers and use electronics to create responsive and expressive interactive systems.
Prereq: ARTD 252, ART 115, ART 116, ART 233.

ARTD 378. Computational Aesthetics. 5 Credits.
Introduces screen-based programming and data navigation; 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.

ARTD 379. Introduction to Video Art. 4 Credits.
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.
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.

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

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

ARTD 405. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

ARTD 406. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ARTD 409. Terminal Creative Project BFA. 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 370, 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. Repeatable once for a maximum of 8 credits.
Prereq: ART 115, ART 116, ART 233, ARTD 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.

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

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

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. Repeatable once for a maximum of 8 credits.

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

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

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

ARTD 605. Reading and Conference: [Topic]. 1-16 Credits.
Repeatable.

ARTD 606. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

ARTD 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ARTD 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

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

Art: Fibers Courses

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

ARTF 270. Introduction to Fibers: [Topic]. 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. Repeatable twice for a maximum of 12 credits.
Prereq: ART 115, ART 116, ART 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. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ARTF 409. Terminal Creative Project BFA. 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 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 601. Research: [Topic]. 1-12 Credits.
Repeatable.

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

ARTF 605. Reading and Conference: [Topic]. 1-16 Credits.
Repeatable.

ARTF 606. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

ARTF 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ARTF 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

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

Art: Metalsmithing and Jewelry Courses

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

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

ARTM 357. Metalsmithing and Jewelry: [Topic]. 3-5 Credits.
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. Repeatable.
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. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ARTM 409. Terminal Creative Project BFA. 1-12 Credits.
Repeatable.

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

ARTM 457. Metalsmithing and Jewelry: [Topic]. 3-5 Credits.
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. Repeatable.
Prereq: ARTM 357.

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

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.
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. Repeatable.
Prereq: ARTM 357 or equivalent.

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

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

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

ARTM 605. Reading and Conference: [Topic]. 1-16 Credits.
Repeatable.

ARTM 606. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

ARTM 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ARTM 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

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

Art: Painting 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. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ARTP 409. Terminal Creative Project BFA. 1-12 Credits.
Repeatable.

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

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

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

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

ARTP 605. Reading and Conference: [Topic]. 1-16 Credits.
Repeatable.

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

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

ARTP 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ARTP 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

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

Art: Photography 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, ART 116, ART 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.
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.

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 350.

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. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ARTO 409. Terminal Creative Project BFA. 1-12 Credits.
Repeatable.

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

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.

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 450.

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

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

ARTO 605. Reading and Conference: [Topic]. 1-16 Credits.
Repeatable.

ARTO 606. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

ARTO 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ARTO 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

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

Art: Printmaking 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. Repeatable once for a maximum of 8 credits.
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. Repeatable once for a maximum of 8 credits.
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 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. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ARTR 409. Terminal Creative Project BFA. 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. Repeatable.
Prereq: two terms from ARTR 245, 346, 347, 348, 349.

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

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

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

ARTR 605. Reading and Conference: [Topic]. 1-16 Credits.
Repeatable.

ARTR 606. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

ARTR 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ARTR 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

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

Art: Sculpture 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 three times for a maximum of 20 credits.
Prereq: ART 115, ART 116, ART 233.

ARTS 393. 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.

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. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

ARTS 409. Terminal Creative Project BFA. 1-12 Credits.
Repeatable.

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

ARTS 491. Methodologies: [Topic]. 4 Credits.
Explores conceptually driven topics in sculpture such as formless, assemblage, and new landscapes. Sequence with ARTS 288, ARTS 393, ARTS 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. Repeatable once for a maximum of 8 credits.
Prereq: ARTS 288, ARTS 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 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]. 1-16 Credits.
Repeatable.

ARTS 606. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

ARTS 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

ARTS 609. Terminal Creative Project MFA. 1-16 Credits.
Repeatable.

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