**Art (ARTS)**

Courses

**ARTS 1013. Introduction to Drawing from Observation (Su). 3 Hours.**
Problems dealing with materials and techniques of drawing, including basic concepts of line, perspective, and value.

**ARTS 1313. Two-Dimensional Design (Sp, Fa). 3 Hours.**
Studio problems in the use of line, shape, texture, value, and color and their relationships.
This course is equivalent to ART 1313.

**ARTS 1323. Three-Dimensional Design (Sp, Fa). 3 Hours.**
Studio problems with the elements of three-dimensional design: structure, space, form, surface, and their relationship.
This course is equivalent to ART 1323.

**ARTS 1919C. Studio Foundation I (Sp, Fa). 9 Hours.**
Intensive, studio-format coursework in a variety of two-dimensional, three-dimensional, and time-based media provides an introduction to fundamentals of art and design with emphasis on components of the creative process; research and critical thinking; investigation of materials; and instruction in software and fabrication techniques. 9 credit hours. Corequisite: Drill component.

**ARTS 1929C. Studio Foundation II (Sp, Fa). 9 Hours.**
Continuation of Studio Foundation I. Intensive intermediate studio projects in a variety of two-dimensional, three-dimensional, and time-based mediums; instruction in software and fabrication techniques; and the introduction of professional practices, including the assemblage and maintenance of a foundational portfolio; required attendance at weekly seminar. Corequisite: Drill component. Prerequisite: ARTS 1919C.

**ARTS 2313. Digital Tools and Concepts (Sp, Fa). 3 Hours.**
Introduces Visual Design students to design concepts with a concentration on professional industry tools. Emphasizes development of visual problem solving while creating well-crafted solutions. Prerequisite: ARTS 1919C and ARTS 1929C.

**ARTS 3003. Intermediate Drawing (Sp, Fa). 3 Hours.**
Continued training in fundamental drawing skills. Builds upon observational drawing skills with analytic approaches, including the spatial logic of translating three dimensions to two, constructing global value relationships, and making meaningful compositions by linking formal decisions to conceptual intent. Prerequisite: ARTS 1919C or ARTS 1929C; or ARTS 1013 and instructor consent.

**ARTS 3013. Figure Drawing I (Sp). 3 Hours.**
Investigation of the human form through drawing, with special emphasis on gestural modes of working. Careful analysis of human anatomy, including internal and externally visible structures, position and movement of joints, as well as anatomical proportions and their variations among different individuals. Prerequisite: ARTS 3003 or instructor consent.

**ARTS 3023. Drawing: Advanced Form and Content (Irregular). 3 Hours.**
This course will provide a technical and conceptual basis for independent exploration in the medium of drawing. A variety of approaches and starting points will be explored, including abstract/non-representational drawing, conceptual drawing, process-based drawing, and interpretive representational drawing. Experimental methods and media will be encouraged. Prerequisite: ARTS 3003 and junior or senior standing.

**ARTS 3033. Drawing With Color (Irregular). 3 Hours.**
Color issues pertaining to drawing. Projects will challenge students to accurately perceive and recreate color relationships by building optical mixtures of colored marks to create a continuous world of color from a limited set of starting colors. Prerequisite: ARTS 3003.

**ARTS 3043. Illustration: Communicating With Drawing (Irregular). 3 Hours.**
How to create images that carry specific, unambiguous meanings - to speak with pictures. Projects will explore various modes of visual communication and relationships to texts, including narrative, editorial and sequential illustrations. Prerequisite: ARTS 3003 or instructor consent.

**ARTS 3053. Drawing in the Expanded Field (Irregular). 3 Hours.**
A philosophical examination of the discipline of drawing through experimental works. Initial projects will question the essential aspects of drawing-ness, pushing beyond the typical materials and processes to make drawings with unusual properties. In the second half of the course, students will take on a sustained individual exploration. Prerequisite: ARTS 3003 or instructor consent.

**ARTS 3103. Painting I (Sp, Fa). 3 Hours.**
An introduction to oil painting, focusing on painting from direct observation. Topics to be covered include: materials, palette, understanding perceptual color and color theory, and development of the painting through use of layers, value, mark-making, composition, light, and space. Prerequisite: ARTS 1313 and ARTS 2013; or ARTS 1919C and ARTS 1929C.

**ARTS 3123. Painting: Water Media (Irregular). 3 Hours.**
Introduction to materials and techniques of watercolor and acrylic painting. Form, composition, and content to be studied through observation and imagination. Traditional techniques as well as experimentation and personal expression are to be explored. Prerequisite: ARTS 3103 or ARTS 2003.

**ARTS 3133. Figure Painting (Irregular). 3 Hours.**
Introduction to representational and interpretive figure painting and to contemporary issues in figurative painting. The model as well as other visual sources will be used as a basis for observation, interpretation and invention. Prerequisite: ARTS 2013, ARTS 3103.

**ARTS 3153. Painting Perception Into Abstraction (Irregular). 3 Hours.**
Investigation of the abstraction of visual phenomena. Various starting points and approaches will be studied. Emphasis on the analysis of form, the creation of pictorial structure, and the conceptual basis of perceptual abstraction. Prerequisite: ARTS 3103.

**ARTS 3163. Abstract Painting (Irregular). 3 Hours.**
An introduction to the material, formal, and conceptual aspects of abstract painting. Projects will explore a variety of starting points for the invention of form in painting. Examines the construction of meaning in modern and contemporary abstract painting through studio work, discussion, writing assignments and lectures. Prerequisite: ARTS 3103.

**ARTS 3173. Contemporary Representational Painting (Irregular). 3 Hours.**
Contemporary approaches to the use of imagery in painting. Projects emphasize the systematic alteration of color, form and space through strategies of reduction, omission, distortion and compositing. Prerequisite: ARTS 3103.

**ARTS 3203. Beginning Sculpture: Fundamentals of Modeling, Mold Making & Casting (Sp, Su). 3 Hours.**
An introduction to fundamental additive and subtractive sculpture techniques and methods of seeing and working that give expression to material form. Begins by covering the systematic alteration of color, form and space through strategies of reduction, omission, distortion and compositing. Prerequisite: ARTS 3132; or ARTS 1919C and ARTS 1929C.

**ARTS 3213. Beginning Sculpture: Construction Methods I (Su, Fa). 3 Hours.**
A focus on material sensitivity through thoughtful and skillful additive approaches. Woodworking and metalworking are introduced as methods to examine structural and spatial possibilities. Through examining and questioning the interplay of form, material, technique, and content, students will develop their knowledge of traditional fabrication processes, which inform contemporary sculpture. Prerequisite: ARTS 1323; or ARTS 1919C and ARTS 1929C.
An experimental lab focused on critical issues in contemporary sculpture. Students will be challenged to dissect their process of making, to question the nature of sculpture and art-making in the 21st century, and the context in which art is created, shown, and distributed. Prerequisite: ARTS 3233 or (ARTS 1919C and 1929C).

ARTS 3313. Introduction to Typography (Fa). 3 Hours.
Examination of letterform construction, including anatomy and architecture. Analysis through a historical lens, exploring technological and cultural contexts. Typographic nuance and connotation. Introduction of the grid as a means to understand layout and organize typography. Prerequisite: ARTS 1919C and ARTS 1929C and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 3323. Typographic Systems (Sp). 3 Hours.
Will introduce the complexity of adding imagery, both photographic and illustrative, into typographic layout. Management of hierarchy in a more advanced way through grid usage. Artifacts will span print to web, exploring how typography must always adapt to new contexts and audiences. Prerequisite: ARTS 2313 and ARTS 3313 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 3363. Graphic Design I (Sp, Fa). 3 Hours.
An overview of design principles and the application of design processes to posters, logos, stationery, and publication design. Conceptual development and visual and technical problem solving skills are emphasized. Prerequisite: ARTS 1013 and ARTS 2313; or ARTS 1919C and 1929C.

ARTS 3383. User Experience (Fa). 3 Hours.
Prepare students to design with usability and function at the forefront of their decision making. Personas, user scenarios and research to guide the design process. Exploration of the field of information architecture in order to clearly structure information and experience. Introduction to HTML, CSS, and other interactive languages. Prerequisite: ARTS 3323 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 3393. Identity Design (Fa). 3 Hours.
Beginning identity design course, focusing on theory and application of semiotics, through creation of icon sets and small scale applications. Emphasis placed on connotation, creating messaging and formal development. Prerequisite: ARTS 3323 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 3403. Printmaking: Etching (Sp, Fa). 3 Hours.
Introduction to intaglio printmaking processes including etching, aquatint, drypoint, collagraph, photo processes, and various inking methods. Prerequisite: ARTS 1919C and ARTS 1929C.

ARTS 3413. Etching II (Sp). 3 Hours.
Advanced study of intaglio printmaking processes with emphasis on individual technical research, development of personal imagery, and refinement of skills. Prerequisite: ARTS 3403.

ARTS 3423. Printmaking: Lithography (Sp). 3 Hours.
Introduction to lithographic printmaking processes including wet and dry media on stone and plate, photo processes, and various inking methods. Prerequisite: ARTS 1919C and ARTS 1929C.

ARTS 3433. Printmaking: Relief (Sp). 3 Hours.
Exploration in the technical, formal, conceptual, and historical aspects of relief printmaking through traditional and current methods of woodcut, wood engraving, linoleum, CNC routing, digital technologies, moku hanga, and other methods. Prerequisite: ARTS 3403.

ARTS 3443. Printmaking: Screenprinting (Fa). 3 Hours.
Introduction to serigraphic techniques, including cut stencils, photosensitive stencils, resist methods, additive and reductive printing, and other processes. Prerequisite: ARTS 1919C and ARTS 1929C; or ARCH 1025.

ARTS 3453. Screenprinting II (Irregular). 3 Hours.
Advanced study of serigraphic printmaking processes with emphasis on individual technical research, development of personal imagery, and refinement of skills. Prerequisite: ARTS 3443.

ARTS 3463. Introduction to Printmaking (Sp, Fa). 3 Hours.
Introduction to the practice, theory, and history of printmaking and graphic work. Concentration on basic relief, intaglio, monoprinting methods, and other processes. Prerequisite: ARTS 1919C and 1929C; or ARCH 1025.

Exploration in the technical, formal, conceptual, and historical aspects of book arts through traditional and current Eastern and Western methods of various book forms, book construction, binding, design, content, letterpress printing, and conceptual considerations. Prerequisite: ARTS 3463 or ARTS 3443.

ARTS 3503. Ceramics: Handbuilding I (Su, Fa). 3 Hours.
This introductory course investigates the techniques, materials, and themes common to hand-built ceramics. Students will also be introduced to ceramic studio processes, including clay and glaze mixing, low temperature gas and electric firing, and studio safety procedures. Prerequisite: ARTS 1013 and ARTS 1313 and ARTS 1323; or ARTS 1919C and ARTS 1929C.

ARTS 3523. Ceramics: Wheelthrowing I (Sp, Su). 3 Hours.
This introductory course investigates the techniques, materials, and themes common in wheel-thrown ceramics. Students will also be introduced to ceramic studio processes, including clay and glaze mixing, high temperature gas and electric firing, and studio safety procedures. Prerequisite: ARTS 1013 and ARTS 1313 and ARTS 1323; or ARTS 1919C and ARTS 1929C.

ARTS 3533. Ceramics: Wheelthrowing II (Irregular). 3 Hours.
This concept-driven intermediate-level course focuses on expanding the students' skills and knowledge of wheel-thrown and hand-built forms. Additional emphasis will be placed on clay and glaze testing, and understanding the processes of firing in electric, gas, salt/soda, and wood-firing kilns. Prerequisite: ARTS 3523.

ARTS 3543. Ceramics: Slip-Casting (Sp). 3 Hours.
This concept-driven intermediate-level course focuses on the techniques and approaches common to ceramic slip-casting. Plaster mold-making, model development and preparation, slip mixing, and slip-casting are emphasized. Students will utilize low and high temperature gas and electric firings. Prerequisite: ARTS 3503.

ARTS 3503. Photography I (Sp, Fa). 3 Hours.
Beginning photography. Introduction to analog and digital B & W materials, techniques, and theory. Development of visual ideas through assignments, critiques, slide lectures, and demonstrations. Prerequisite: ARTS 1313; or ARTS 1919C and ARTS 1929C.

ARTS 3813. Alternative Photographic Processes (Irregular). 3 Hours.
Advanced B & W materials, techniques, and theory. Introduction to "non-traditional" materials, techniques, and theory (Cyanotype, Van Dyck Brownprint, Gum Biochromate, KWIK-PRINT, etc.). Assignments, critiques, slide lectures, and demonstrations. Prerequisite: ARTS 3803.

ARTS 3933. Color Studies (Fa). 3 Hours.
Investigation of color qualities and relationships through research and studio problems. Prerequisite: ARTS 1313 and ARTS 1323 and ARTS 2013; or ARTS 1919C and ARTS 1929C.

ARTS 4023. Figure Drawing II (Irregular). 3 Hours.
Advanced study of the figure with emphasis on figure structure and its relationship to pictorial form in drawing. Prerequisite: ARTS 2013.

ARTS 404V. Special Problems in Drawing (Sp, Su, Fa). 1-6 Hour.
Individual projects in drawing arranged with the instructor. Prerequisite: ARTS 3203. May be repeated for up to 6 hours of degree credit.
ARTS 4133. Landscape Painting (Irregular). 3 Hours.
Exploration of perceptual and conceptual approaches to painting the landscape. Both traditional and experimental techniques of oil painting will be studied. Includes outdoor on-site painting. Prerequisite: ARTS 3103.

ARTS 4153. Topics in Advanced Painting (Irregular). 3 Hours.
Topics in advanced and experimental painting. Prerequisite: 6 hours of painting. May be repeated for up to 12 hours of degree credit.

ARTS 417V. Special Problems in Painting (Sp, Fa). 1-6 Hour.
Individual technique and subject matter projects to be arranged with the instructor. May be repeated for up to 6 hours of degree credit.

ARTS 4183. Contemporary Issues in Painting (Fa). 3 Hours.
Examination of concepts and themes relevant to the contemporary practice of painting, accompanied by the production of an individually determined body of work. Emphasis on studio work supplemented by research, critique, reading and writing. Pre- or Corequisite: Three hours of painting from ARTS 3123, ARTS 3133, ARTS 3153, ARTS 3163, ARTS 3173, ARTS 4133, or ARTS 4153. Prerequisite: ARTS 3103. May be repeated for up to 6 hours of degree credit.

ARTS 4193. Advanced Painting (Sp). 3 Hours.
Intensive course for those art majors concentrating in painting. Extends, individually determined projects will emphasize production of a well researched, conceptually grounded and cohesive body of work. Supplemented by reading, writing and discussion of contemporary issues in painting. Pre- or Corequisite: Three hours of painting from ARTS 3123, ARTS 3133, ARTS 3153, ARTS 3163, ARTS 3173, ARTS 4133, or ARTS 4153. May be repeated for up to 6 hours of degree credit.

Merging historical methodology and advanced technology from lost-wax metal casting to digital fabrication, a continuation of additive and subtractive techniques in modeling, carving, moldmaking, and casting. Specific problems utilizing various media are preceded by readings, lectures, and demonstrations. Prerequisite: ARTS 3203.

ARTS 4213. Intermediate Sculpture: Mixed Media & Spatial Context (Fa). 3 Hours.
An exploration in assemblage, installation, environmental art, light, and kinetics as they apply to contemporary sculptural language. Specific problems utilizing various media are preceded by readings, lectures, and demonstrations. Prerequisite: ARTS 3203 and ARTS 3213.

ARTS 4223. Advanced Sculpture: Critical Issues II (Sp). 3 Hours.
A directed analysis of form and its relationship to content based on the development of work in students' medium of choice. Students will acquire the technical skills needed to meet personal vision through guidance of the instructor. Research evidenced in work, discussions, and critiques is emphasized. Prerequisite: 6 hours of intermediate level sculpture courses: Choose from ARTS 4203, ARTS 4213, and ARTS 4243.

ARTS 423V. Special Problems in Sculpture (Sp, Fa). 1-6 Hour.
Individual projects in sculpture with emphasis on materials exploration. Prerequisite: ARTS 4223. May be repeated for up to 6 hours of degree credit.

ARTS 4243. Intermediate Sculpture: Construction Methods II (Sp). 3 Hours.
A deeper investigation into construction techniques to further examine structural and spatial possibilities and question the relationship between traditional and contemporary sculptural materials. Through a more profound and critical analysis of form, material, process, content, and context, construction methodology will be established as a foundation for individual practice. Prerequisite: ARTS 3213.

ARTS 4303. Professional Development and Seminar (Sp). 3 Hours.
Preparation of students for professional practice and job seeking. Development of online and print portfolio and other collateral. Contemporary design practice through discussions, reading, writing, guest speakers and studio visits. Emphasis on assisting each student in preparing for their unique future. Prerequisite: ARTS 3383 and ARTS 3393 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 4313. Interactive Language (Sp). 3 Hours.
Advanced course utilizing interactive languages to create responsive experiences for the web, touch screens. Exploration of the intersection of linear and non-linear design experiences in the application of motion to web. Prerequisite: ARTS 3383 and ARTS 3393 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 4323. Technology in Context (Fa). 3 Hours.
Advanced course focusing on speculative explorations in the world of interaction design. Much of the work will be touch and gesture based and dealing with the built environment. Application of knowledge about proper workflow and execution in an advanced way. Prerequisite: ARTS 4303 and ARTS 4313 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 4334. Identity Systems (Fa). 3 Hours.
Advanced identity design course emphasizing creating cohesive messaging systems that cover a wide range of media. Creation of identity systems that are based on research and appropriate to content, context and audience. Media may span environmental, motion, print, web and packaging. Prerequisite: ARTS 4303 and ARTS 4313 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 4353. Human Centered Design (Fa). 3 Hours.
Research-based studio introducing design methods that focus on an audience centric process. Exposure to communication theory, modes of persuasion, sustainability, how to design for niche audiences. Prerequisite: ARTS 4303 and ARTS 4313 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 4363. Design Co-op (Sp, Fa). 3 Hours.
Collaboration with an organization, or design firm, providing opportunity to address problems existing outside of the classroom with the focus shifting between design for good initiatives. Collaboration, research, problem seeking and solving will be addressed. Prerequisite: ARTS 4323, ARTS 4343, and ARTS 4353 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 4373. Advanced Typography (Sp). 3 Hours.
Capstone course requiring completion of a self-directed project through in-depth research, writing and making, offering an opportunity to specialize prior to entering the job market. Prerequisite: ARTS 4323, ARTS 4343, and ARTS 4353 and Bachelor of Fine Arts in Graphic Design majors only.

ARTS 4383. Degree Project (Sp). 3 Hours.
Advanced individual projects in graphic design. Prerequisite: Any 4000 level ARTS visual design course except ARTS 4343. May be repeated for up to 6 hours of degree credit.

Continued study in various printmaking media with emphasis on individual technical research, development of personal imagery, and refinement of skills. Two 3000-level printmaking courses required. Prerequisite: ARTS 3403 or ARTS 3423 or ARTS 3443 or ARTS 3463 and ARTS 3403 or ARTS 3423 or ARTS 3443 or ARTS 3463. This course is cross-listed with ARTS 4413H.
ARTS 4483. Printmaking: Advanced (Sp, Fa). 3 Hours.
Continued advanced study in various printmaking media with emphasis on individual technical research, development of personal imagery, and refinement of skills. Prerequisite: ARTS 4413.

ARTS 449V. Special Problems in Prints (Sp, Fa). 1-6 Hour.
Advanced individual study of one or more printmaking processes with emphasis on individual technical research, development of personal imagery, and refinement of skills. Prerequisite: ARTS 4413. May be repeated for up to 6 hours of degree credit.

ARTS 4503. Intermediate Ceramics (Fa). 3 Hours.
Focuses on discovering and developing a personal approach to the creation of ceramic objects. Students will explore and test clay bodies, surface treatments, and firing methods while simultaneously exploring ideas, formats, contexts, and interpretations to their work. Any or all ceramic processes may be used. Pre- or corequisite: ARTS 3503 or ARTS 3523 or ARTS 3543.

ARTS 4513. Technical Ceramics (Irregular). 3 Hours.
Advanced study of ceramic materials and processes. Clay composition, clay body formulation and analysis, glaze composition and formulation, firing methods (low, mid, and high-temperature gas, electric and atmospheric firings), and kiln design will be covered in depth. Prerequisite: ARTS 4503.

ARTS 4553. Ceramics-Handbuilding III (Irregular). 3 Hours.
Continued advanced work in handbuilding techniques and glaze calculation. Prerequisite: ARTS 3513.

ARTS 4573. Advanced Ceramics (Sp, Fa). 3 Hours.
This course focuses on the generation and development of ideas and objects to form a cohesive body of work. Students will lead their own explorations, technically and conceptually, while working toward a professional-level standard of output. Any or all ceramic processes may be used. Prerequisite: ARTS 3503 and ARTS 3523 and ARTS 4543 and ARTS 4503. May be repeated for up to 6 hours of degree credit.

ARTS 458V. Special Problems in Ceramics (Sp, Fa). 1-3 Hour.
Individual projects in ceramic techniques. Prerequisite: ARTS 3503 or ARTS 3523. May be repeated for up to 6 hours of degree credit.

ARTS 459V. Individual Instruction (Sp, Fa). 1-6 Hour.
Special projects on an arranged basis for advanced students in any area of art in which the catalog sequence of courses has been completed. May be repeated for up to 6 hours of degree credit.

This course introduces students to the World Wide Web and the technologies and practices involved in creating a successful Web presence. Discussions include interactivity, usability and accessibility with an emphasis on standards-based hand-coding with a special attention to graphic design standards.

ARTS 4623. Visual Design: Web II (Sp). 3 Hours.
This advanced web design course deals with responsive web coding for desktop computers and mobile devices, including advanced HTML5, CSS3, PHP, databases, video and audio methods, content management systems and social media integration. Prerequisite: ARTS 4613.

ARTS 4663. Visual Design: Motion Design (Sp). 3 Hours.
In this course, students will explore motion graphic design as it combines 2D and 3D animation, typography, video footage photography and sound. The projects will explore elements of storytelling, moving compositions and animation principles that focus on Web delivery, using mainly Apple Final Cut Pro and Adobe After Effects. Prerequisite: ARTS 3363.

ARTS 469V. Special Problems in Interactive Design (Irregular). 1-6 Hour.
Students work on special projects on an individual basis with instructor, exploring innovative interface design, in-depth projects potentially exploring solutions to and awareness of social issues, with various types of media, from DVD and digital video to Web and motion graphics. Cross-discipline collaboration is encouraged. Prerequisite: ARTS 4613 and ARTS 4623. May be repeated for up to 6 hours of degree credit.

ARTS 4813. Digital Photography (Sp, Fa). 3 Hours.
Introduction to digital photography production, techniques and theory. Digital input from scanning (flatbed & slide/negative), digital cameras, video and internet sources. Computer assisted manipulation of imagery for correction and abstraction. Output to a digital printing systems, analog systems (film recorder), servers and Internet. Prerequisite: ARTS 3803.

ARTS 4823. Color Photography I (Irregular). 3 Hours.
Introduction to color production. Color materials, techniques and theory. Direct reversal transparencies and prints, color negative processing and printing, and manipulation of color materials. Assignments, demonstrations, critiques, and lectures. Prerequisite: ARTS 3803.

ARTS 4833. Advanced Black and White Photography (Irregular). 3 Hours.
Advanced black and white theory, practice and techniques including: Zone System, large format camera and studio lighting. Prerequisite: ARTS 3803.

ARTS 484V. Special Problems in Photography (Sp, Fa). 1-6 Hour.
Individual instruction for advanced undergraduates and graduate students. Special projects in photography designated by students in collaboration with faculty. Prerequisite: ARTS 3803 and (ARTS 3813 or ARTS 4823 or ARTS 4833). May be repeated for up to 6 hours of degree credit.

ARTS 4853. Documentary Photography (Irregular). 3 Hours.
This course will introduce students to a variety of methods used in the area of documentary photography in order to give them the conceptual and technical skills necessary to create extended projects that focus on documenting and visually exploring subjects in an in-depth manner. Prerequisite: ARTS 3803.

ARTS 4883. Bookmaking (Irregular). 3 Hours.
Introduction to the creation of unique, limited edition artist's bookworks -- with emphasis on technical knowledge and conceptual understanding of the book form as a means of artistic expression.

ARTS 490VH. Honors Thesis in Studio Art (Sp, Fa). 1-6 Hour.
Special problems in studio art. Prerequisite: Junior standing. May be repeated for up to 12 hours of degree credit.

ARTS 491V. Internships in Art (Sp, Su, Fa). 1-3 Hour.
Credit for practical experience gained through internships in studio art, gallery practices and/or art education. Report required from intern and field supervisor on significant accomplishments and/or progress. Prerequisite: Junior standing and art major. May be repeated for up to 6 hours of degree credit.

ARTS 4923. Professional Development (Sp, Fa). 3 Hours.
The creation and presentation of a portfolio of work in the student's area of concentration, accompanied by creation of relevant materials for successful professional practice. Art Education students may choose ARED 476V, Student Teaching, (12 credit hours) as a substitution. Prerequisite: Art majors only. Requires junior, senior or graduate standing.

ARTS 493V. Fine Arts Gallery Internship (Sp, Su, Fa). 1-3 Hour.
Study all aspects of operating the Fine Arts Gallery. Research and preparation for exhibits, organize and install exhibits, care of art works, create and distribute publicity, arrange interviews with newspapers, and other media.
ARTS 494V. Graphic Design Internship (Sp, Su, Fa). 1-6 Hour. Credit for practical experience gained through internship in graphic design. Report required form intern and field supervisor on progress and significant accomplishments. 3 credit hours per semester. Prerequisite: Any 4000 level ARTS visual design course except ARTS 4343. May be repeated for up to 6 hours of degree credit.

ARTS 495V. Special Topics (Irregular). 1-6 Hour. May be offered in a subject not specifically covered by the courses otherwise listed. May be repeated for up to 6 hours of degree credit.

ARTS 498V. Senior Thesis (Sp, Su, Fa). 1-6 Hour.

ARTS 5013. Graduate Drawing (Fa). 3 Hours. Graduate level study of drawing materials and techniques. Prerequisite: Graduate standing.

ARTS 5913. Graduate Seminar in Studio Art (Fa). 3 Hours. Examination and analysis of current issues and professional practices in contemporary visual art. The relationship of current theoretical literature to studio practice will be explored through writings, presentations and discussions of graduate student research. Prerequisite: Admission to MFA program. May be repeated for up to 6 hours of degree credit.

ARTS 601V. Master of Fine Arts Exhibition (Sp, Su, Fa). 1-6 Hour. Production and presentation of a one person exhibition of art work. The M.F.A. candidate will be responsible for making three acceptable slide sets of the exhibition and exhibition statements. Prerequisite: M.F.A. candidacy.

ARTS 602V. Graduate Drawing (Sp, Fa). 1-6 Hour. Individual problems in drawing techniques. Prerequisite: Graduate standing. May be repeated for degree credit.

ARTS 6033. Graduate Drawing Studio (Sp, Fa). 3 Hours. Intensive studio practice in drawing combined with reading, writing, and discussion of relevant contemporary issues in the fields of painting and drawing. Includes regular critiques, both with the group and in individual consultations with the instructor. Prerequisite: Admission to MFA program in Studio Art. May be repeated for up to 18 hours of degree credit.

ARTS 612V. Graduate Photography (Sp, Su, Fa). 1-6 Hour. Individual problems in photography. Prerequisite: Graduate standing. May be repeated for degree credit.

ARTS 6133. Graduate Photography Studio (Sp, Fa). 3 Hours. Intensive studio practice with reading and discussion of relevant contemporary issues in the fields of photography. Includes regular critiques, both with the group and in individual consultations with the instructor. Prerequisite: Admission to MFA program in Studio Art. May be repeated for up to 18 hours of degree credit.

ARTS 622V. Graduate Sculpture (Sp, Fa). 1-6 Hour. Individual problems in sculpture techniques. Prerequisite: Graduate standing. May be repeated for degree credit.

ARTS 6233. Graduate Sculpture Studio (Sp, Fa). 3 Hours. Intensive studio practice in sculpture combined with reading, writing, and discussion of relevant contemporary issues in the field of sculpture and new media. Includes regular critiques, both with the group and in individual consultations with the instructor. Prerequisite: Admission to MFA program in Studio Art. May be repeated for up to 18 hours of degree credit.

ARTS 632V. Graduate Design (Sp, Fa). 1-6 Hour. Individual problems in two and three dimensional design. Prerequisite: Graduate standing. May be repeated for degree credit.

ARTS 6333. Graduate Graphic Design Studio (Irregular). 3 Hours. Research-based studio which introduces students to design methods, focusing on an audience-centric process. This exploratory study will provide both artists and designers a broader perspective into creating work that strongly resonates with audiences. Through reading, writing, discussion, critique, and research, students will examine and question contemporary discourse. May be repeated for up to 18 hours of degree credit.

ARTS 642V. Graduate Printmaking (Sp, Su, Fa). 1-6 Hour. Individual problems in printmaking techniques. Prerequisite: Graduate standing. May be repeated for degree credit.

ARTS 6433. Graduate Printmaking Studio (Sp, Su, Fa). 3 Hours. Intensive studio practice in printmaking combined with reading, writing, and discussion of relevant contemporary issues in the fields of printmaking. Includes regular critiques, both with the group and in individual consultations with the instructor. Prerequisite: Admission to MFA program in Studio Art. May be repeated for up to 18 hours of degree credit.

ARTS 652V. Graduate Ceramics (Sp, Su, Fa). 1-6 Hour. Individual problems in ceramic techniques. Prerequisite: Graduate standing. May be repeated for degree credit.

ARTS 6633. Graduate Ceramics Studio (Sp, Fa). 3 Hours. Discussion of contemporary ceramics issues in tandem with the development of a cohesive body of work. Students lead their own explorations, technically and conceptually, while working toward a professional standard of output. Includes regular critiques, with the class and individually with the instructor. Any ceramic processes may be used. Prerequisite: MFA Studio Art Graduate Standing. May be repeated for up to 18 hours of degree credit.

ARTS 666V. Special Topics (Irregular). 1-6 Hour. Subject matter not covered in other courses. Prerequisite: Graduate standing. May be repeated for up to 12 hours of degree credit.