

# ART & DESIGN/FOUNDATIONS (ARFD)

## ARFD 100 Perceptual Drawing (3 credits)

With an emphasis on observational drawing, various materials, methods and subjects will be explored as a means of cultivating visual acuity. The course will touch on drawing exercises that support all visual art and design disciplines. Skills and exercises include: perspective, figuration, still life and landscape. Historical and contemporary examples will be included in discussions of drawing as cultural expression. In some cases, figure drawing exercises will include the opportunity for students to draw from nude models (of varied gender expressions) in a studio setting. Satisfies Fine and Performing Arts GenEd requirement; satisfies SEEDS Creative Expression student learning outcome in alignment with Diversity and Intercultural Competency value.

## ARFD 101 Surface (3 credits)

Restriction(s): Department of Art and Design Majors and Minors only. This studio course introduces creative processes in design and artistic production in two dimensional form. Lectures, readings, and exercises will expose students to methods of inquiry vital to the formation of ideas and formal strategies. Assignments provide the means to explore techniques and media to solve an array of visual problems including visual hierarchy, pattern making, compositional strategy and other fundamental aspects of two-dimensional form. Collaborative learning is utilized as an important tool within the artist's and designer's process. Students will work in a cross-disciplinary manner further integrating drawing as an ideation tool. Students will work on creative 2D work in both traditional and digital media.

## ARFD 102 Drawing as Research (3 credits)

Restriction(s): Department of Art and Design Majors and Minors only. Students will develop descriptive graphic skills and ideation processes in analog and digital formats in new areas of research that can express future concepts in a creative way. They will be introduced to a variety of sketching methods that include mapping techniques, systems drawing, perspective and iterative development of visual concepts. Subjects explored range from symbols and logos to visual organizational systems.

## ARFD 103 Color and Light (3 credits)

Restriction(s): Department of Art and Design Majors and Minors only. This studio course is a comprehensive introduction to color theories, practices, and vocabulary, providing a knowledge base and a variety of experiences in color mixing applicable to design, art and fashion. Content includes study of the methodologies of prominent color theorists, and the components of color in 2-dimensional and three-dimensional exercises in digital and material media. Students will apply and understand color harmony and disharmony systems, apply contemporary color specification systems, and comprehend color chemistry and the psychology of impact of color.

## ARFD 104 Space (3 credits)

Restriction(s): Department of Art and Design Majors and Minors only. Using basic sculptural processes, this studio course develops the student's understanding of form and space. Exploration in three-dimensions includes proportion, scale, form, materiality, surface, volume and relationship. Collaborative and individual projects will relate to the human form, functional objects and the environment with emphasis on communication, sustainability, and cultural context. Projects include research, mapping, planning, design, building and presentation as integral components.

## ARFD 106 Digital Literacy (3 credits)

Restriction(s): Department of Art and Design Majors and Minors only. A studio class designed to evaluate a broad range of technologies. Through a series of projects, students will develop an analytical frame of mind while learning current digital tools and methods. This course instills technological versatility, which will enable students to produce thought-provoking visual communication particularly emphasizing digital sketching.

## ARFD 124 Figure Drawing (3 credits)

Restriction(s): Restricted to students enrolled in the following programs: BFA Animation and Illustration; BA Fashion Design and Merchandising; BA Fashion Studies; BFA Illustration; BFA Product Design; BA Visual Arts; BFA Visual Communication Design; Fashion Design minor; Fashion Merchandising minor; Visual Arts minor. An introduction to drawing the human figure. Students in this course will spend the majority of their time drawing from nude models (of varied gender expressions) in a studio setting. Most classes will follow the traditional figure drawing format of beginning with quick gesture drawings, with poses gradually increasing in length of time, and ending with a single sustained pose of an hour or more. The students will be introduced to a wide range of ideas, concepts, stratagems, and materials related to the drawing of the human figure. Ideas and drawing approaches will be illustrated by looking at the visual examples of artworks by both past and present figurative artists. A brief historical overview of various visions of the human image will be presented, as will an introduction of human anatomy for artists. Concurrent with ideas about proportion, foreshortening, scale, and anatomical construct, ideas about line quality, chiaroscuro, and the figure in differing spatial constructs will be explored. Although weekly thematic ideas will be presented, most classes will include an interweaving and repetition of a wide range of concepts.

## ARFD 200 Time (3 credits)

Prerequisite(s): VIST102, ARFD 103, or ARFD106. Restriction(s): Department of Art and Design Majors and Minors only. Students learn and apply digital and aesthetic skills to create works with time as an essential element. The course investigates concepts of change, sequencing, transformation, duration and narrative. Study of audio, video, animation and performance art provide a contemporary context for analysis of the various ways that time-based media communicate. Projects may include applications to installation/performance art, motion graphics, stop motion animation and digital media, such as video, social and presentation. At the end of the course the students will partake in a portfolio review of the work created through the foundation courses. Successful completion of the portfolio review will enable students to move into the studio sequence of their major.