ART & DESIGN/FOUNDATIONS
(ARFD)

ARFD 121 # - Foundations I: Concept, Process and Application  3 Credits
Special fee. Students will be challenged and guided in the development of their critical and conceptualizing skills as they apply to art and design processes. Foundations I is a problem-solving course in which the student investigates the dynamic visual forces involved in composing in a variety of media. Students explore the interrelationships of composition, process, perception, and intent. Through the understanding of concepts, processes, and visual language, students broaden their skills in idea development, research strategies, and technical application. This course advocates and utilizes the model of a learning community to effectively introduce students to ideas, issues, and practices in contemporary art and design. Foundations I further connects creative research and practice to socio-political and cultural ideology, allowing students opportunities for integration of ideas outside the disciplines of art. This will be accomplished through lectures, exercises, student team assignments, discussion, and exploration in and outside of the classroom. This course is required during the first semester for all freshman and undergraduate transfer students majoring in BA Studio and BFA Studio. 2 hours lecture, 4 hours studio.

ARFD 122 # - Foundations II: 2D Design  3 Credits
Special fee. Foundations II introduces students to the principles of 2-dimensional design in a variety of media. Major principles covered include composition, line, shape, volume, movement, value, rhythm, repetition, variation, scale, size, perspective, proportion, texture, balance, unity, harmony, and contrast. The course content consists of a variety of projects focusing on critical, theory-based problem solving, together with lectures and demonstrations. 2 hours lecture, 4 hours studio.

ARFD 123 # - Foundations III: Visual Organization - 3D Design  3 Credits
Prerequisite(s): Special fee. An introduction to the 3rd dimension of the world that we inhabit ("made" things, natural forms, and the occupation of space). Three-dimensional sensibility is progressively developed when basic components are manipulated by the effective use of direction, balance, axis, orientation, and relationship; in other words, organization (composition). Assignments in light, shape, shadow, depth, form, and movement are examined in a natural progression from 2D knowledge to 3D. Activities include lectures, conceptualization, observation, creation, discussion, and critical analysis for each project. The aesthetic consideration of materials and tools in this context add to the expressive output of three-dimensional study. The process may begin with concept, material or observation; it continues by way of lecture, demonstration, critical analysis and class discussion until each project is crafted to completion. 2 hours lecture, 4 hours studio.

ARFD 124 # - Foundations IV: Figure Drawing  3 Credits
Special fee. An introduction to drawing the human figure. Students in this course will spend the majority of their time drawing from live models 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, strategems, 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. 2 hours lecture, 4 hours studio.

ARFD 125 # - Foundations V: Color, Light and Time  3 Credits
Special fee. Color functions in many ways - as a visual phenomenon of light, as a perceptual occurrence, as a pigment with specific mixing properties, and as an element with powerful expressive and symbolic potential. It is important that artists and designers understand the principles and properties of color for use in their work in any medium. This course introduces students to the history, theory, and interdisciplinary use of color and color systems via lectures, demonstrations, and exercises. 2 hours lecture, 4 hours studio.

ARFD 261 # - Sources: Exploration of the Creative Process  3 Credits
The fundamental awareness which underlies all artistic endeavors (art, music, drama, poetry literature). Releasing the creative blocks and inhibitions through exercises and assignments to stimulate the imagination and awaken the core creative self. 4 hours studio. 2 hours lecture, 4 hours studio.

ARFD 262 # - Technique: Increased Perception  3 Credits
Exercises designed to increase perception through intense observation, the resulting insights developed into being a personal form of self expression. Emphasis on the process of art rather than the product. 4 hours studio. 2 hours lecture, 4 hours studio.

ARFD 360 # - Color Studies II  3 Credits
Prerequisite(s): ARFD 260. Special fee. Continuation of ARFD 260. 1 hour lecture, 3 hours studio.