

# ART & DESIGN/ART STUDIO (ARST)

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## ARST 201 Objects in Clay (3 credits)

Prerequisite(s): WRIT 105 or HONP 100 may be taken as prerequisite or corequisite. Students will learn the basics of ceramics techniques and become familiar with various methods of production. The evolution of clay materials and its uses will be explored. The assignments will cover basics clay construction of utilitarian objects as well as ceramic as sculptural objects. Meets Gen Ed - Fine and Performing Arts.

## ARST 202 3D and Extended Media (3 credits)

Prerequisite(s): WRIT 105 or HONP 100. An introduction to three-dimensional form, this course offers the basic skills, visual vocabulary and the material knowledge used in the development of an emerging sculptural practice. The emphasis of this course is developing a cognizant relationship of objects in space. Meets Gen Ed - Fine and Performing Arts.

## ARST 203 Accessory Design (3 credits)

Prerequisite(s): WRIT 105 or HONP 100. This introductory course teaches students the technical, making, and design skills necessary to create jewelry and 3D accessory products. Students will conceptualize, sketch their designs and create intricate patterns in a range of materials. Through various project-based assignments, students will gain the necessary skills for creating accessories. Assignments will encompass utilitarian and non-utilitarian objects.

## ARST 204 Painting (3 credits)

Prerequisite(s): WRIT 105 or HONP 100 may be taken as prerequisite or corequisite. This course is an introduction to painting. The main purpose of the course's content is skill building. Subject matter of still life, the figure, abstraction and representation will be taught through various projects. Color, materials, concept and design elements will be explored. The course will focus on one specific concept and develop and iterate through that various painted representations. Assignments incorporate modes and elements of digital media. Reading, gallery and museum visits. Meets Gen Ed - Fine and Performing Arts.

## ARST 205 Photography (3 credits)

Prerequisite(s): WRIT 105 or HONP 100 may be taken as prerequisite or corequisite. This course focuses on photography as an art form and introduces students to both analog and digital photographic processes. The history of photography will be covered to provide context of medium's evolution within the world of art and design. Assignments explore the camera as a means for visual expression that not only frames but translates three-dimensional space into a two-dimensional images. Through a series of projects based on personal investigations, students will obtain a deeper knowledge of visual perception and photography as means for personal expression. Students will be able to build their skills and recognize the range of output possibilities. Reading, gallery and museum visits. Meets Gen Ed - Fine and Performing Arts.

## ARST 206 Printmaking (3 credits)

Prerequisite(s): WRIT 105 or HONP 100 may be taken as prerequisite or corequisite. This course introduces traditional printmaking techniques through projects. The course explores a number of topics, issues and processes of printmaking as a unique, one of a kind technique to the number of replicative iterations used in the various print disciplines. The process will be used as a bridge medium to explore topical issues relating to the multiple interdisciplinary ways in which this vehicle for artistic expression connects to other disciplines. Reading, gallery and museum visits. Meets Gen Ed # Fine and Performing Arts.

## ARST 207 Sculpture (3 credits)

Prerequisite(s): WRIT 105 or HONP 100. The course will focus on the figure (working from life) with auxiliary experiences in mold#making and casting. The materials will be clay (plasticine), plaster and armatures. Meets Gen Ed # Fine and Performing Arts.

## ARST 301 Integrative Studio I (3 credits)

Prerequisite(s): ARFD 200 may be taken as prerequisite or corequisite. In this course students will develop nontraditional modes of working and cross-disciplinary media as possibilities for the contemporary artist. It introduces students to the basics of visual, conceptual and theoretical language as they relate to multiple types of contemporary studio practice. Concepts and ideas are examined through diverse approaches. Works that engage with time, sound, interaction, collaboration, performance, or combinations of all of the above, will be explored. Students will be asked to respond to the material presented in class and draw from their own observations. Students will create substantial projects exploring the relation of current cultural trends and how these can be translated and subverted in their practice and will develop a vocabulary for subjects beyond visual art, with applications of critical thinking and making across disciplines.

## ARST 305 Commercial Photography (3 credits)

Prerequisite(s): ARPH 201 or ARST 205. Workshop-based course in problem-solving for a variety of commercial photography applications. Fashion, product, art reproduction, and in-situ applications will form the principal subjects of the class. Continuous, found, mixed and strobe lighting techniques will be explored alongside the diffuse-reflective model of light. Visual and technical fidelity through the photographic workflow will be explored, as well as the role of expressive image making and creativity in a client-based context. Workshop-style sessions on the crafting of commercial set ups will provide practical techniques in handling light, and other photographic issues as well as finessing the subject. A module on contracts will provide understanding of commercial work's legal issues. The class will be supported with field trips to commercial studios and visits from photography professionals. Students will create a portfolio of commercial work. Equivalent course ARPH 463 effective through Winter 2022.

## ARST 308 Aural Electronics (3 credits)

Prerequisite(s): ARFD 200. Blending electronics, sound, and sculpture, this class focuses on the creation of simple analogue audio circuits. Starting from the most basic concepts, an investigation into the creation and modulation of audio is undertaken with the practical approach of the artist. Emphasis will be on the craft of making, a spirit of investigation, and the creative cannibalizing of salvaged electronic devices.

## ARST 309 Art and Games (3 credits)

Prerequisite(s): ARFD 200. From the surrealist 'exquisite corpse,' through fluxus' many playful interactive art games, to Cory Arcangel's 2002 'Super Mario Clouds', and Cao Fei's 'RMB City (created in the early immersive platform Second Life), games form a consistent thread as an art-making practice. This studio class will begin with 'table top' models and explore mechanics and the aesthetics of games-as-games, and games-as-art and move into modding and video game creation. Students will work collaboratively in small groups to create analog and video games in an art-making context.

**ARST 312 Art Forum (3 credits)**

Prerequisite(s): ARFD 200. This course examines contemporary issues in art and design within local, regional, and global contexts. The course principally consists of lectures from artists and designers, alumni, and academics. Thematically grouped lectures provide students with a cross section of contemporary practice, criticism, and theory in art and design fields. Extending their existing knowledge from previous art and design history courses, students will utilize their research skills in formal papers and presentations (visual and oral) to expand upon and contextualize the theme of the course's lecture series. Equivalent course ARST 412 effective through Winter 2022.

**ARST 321 Ceramics and Digital Prototyping (3 credits)**

Prerequisite(s): ARFD 200, ARST 201, ARST 202, ENTR 201 or ENTR 260. This class will explore the design and creation of objects in both the digital and physical environment. Using prototyping, 3D modeling, 3D printing and CNC, mold making, and slip casting ceramics students will bridge the gap between the digital and physical. Students will work with 3D modeling software to create unique designs. They will learn about modeling and optimizing models for 3D printed output for ceramic objects. The class will move onto parametric and generative design techniques for creating ranges of designs. These designs will be used to create physical objects with the use of various sorts of 3D printers. The class will explore various ceramics techniques and making processes that can best exploit 3D printing qualities such as plaster molds, slip cast ceramics, surface treatments such as decals and luster firings.

**ARST 322 Visual Programming (3 credits)**

Prerequisite(s): ARFD 106 and ARFD 200. The class explores key practices in interactive media: installations and performance, and data sonification and visualization. The fundamental concepts of digital interactive software are explored and used to develop an understanding of, and skills in, visual programming concepts. Projects will explore audio synthesis, generative modeling and animation, virtual physics simulation, and the exploration of data resources. The class will culminate in creating interactive art installations and performance projects.

**ARST 402 Integrative Studio II (3 credits)**

Prerequisite(s): ARST 301. This project-based course develops the creative processes associated with artistic production, with emphasis on research, design and presentation. Four projects over the semester are crafted to introduce practical and theoretical systems from which each student builds a strong foundational methodology for an advanced creative art and design practice. Each successive project enables the development of practical and theoretical skills, which include resourcing and interpreting information, creative problem solving, application and execution of a work and finally a critical presentation. The assignments focus on the formation of ideas and formal strategies of two-dimensional and three-dimensional form through techniques and media. Supplemental lectures, readings, and exercises expose students to various methods of inquiry that explore visual hierarchy, compositional strategy and other fundamental aspects of two-dimensional form. Equivalent course ARST 311 effective through Summer 2022.

**ARST 403 Integrative Studio III (3 credits)**

Prerequisite(s): ARST 402. This course completes the integrative studio sequence and the transition from assignment-based projects to a self-directed, research-based approach to art making. Students will develop cross-disciplinary practices within the context of contemporary art discourses, and culturally significant events and objects. A visual thesis will be developed and two or more long term projects created, which will culminate in the exhibition and defense of a coherent body of work. Equivalent course ARST 401 effective through Summer 2022.

**ARST 404 Integrative Studio II (3 credits)**

Prerequisite(s): ARST 301. This project-based course develops the creative processes associated with artistic production, with emphasis on research, design and presentation. Four projects over the semester are crafted to introduce practical and theoretical systems from which each student builds a strong foundational methodology for an advanced creative art and design practice. Each successive project enables the development of practical and theoretical skills, which include resourcing and interpreting information, creative problem solving, application and execution of a work and finally a critical presentation. The assignments focus on the formation of ideas and formal strategies of two-dimensional and three-dimensional form through techniques and media. Supplemental lectures, readings, and exercises expose students to various methods of inquiry that explore visual hierarchy, compositional strategy and other fundamental aspects of two-dimensional form.

**ARST 406 Integrative Studio III (3 credits)**

Prerequisite(s): ARST 401 or ARST 404. This course completes the integrative studio sequence and the transition from assignment-based projects to a self-directed, research-based approach to art making. Students will develop cross-disciplinary practices within the context of contemporary art discourses, and culturally significant events and objects. A visual thesis will be developed and two or more long term projects created, which will culminate in the exhibition and defense of a coherent body of work.

**ARST 410 Major Studio Project II (7 credits)**

Prerequisite(s): ARFD 100, ARFD 101, ARFD 103, ARFD 104, ARFD 124, ARFD 400, VIST 105, VIST 106, ARHT 470 and ARHT 332. This course is a 7-credit course designed to help BFA in Studio students create, refine and bring to completion a body of work for their BFA in Studio Thesis Exhibition.

**ARST 411 Integrative Studio IV (3 credits)**

Prerequisite(s): ARST 401. This course culminates the sequence of courses that explore contemporary artistic practice. The Integrative Studio courses are modeled on studio experimentation, material and process experiments, artistic research, and daily studio practice. IS IV asks each student to create a body of work, in any medium(s), that uses studio research and explores a coherent and developed set of ideas. The student will develop their ideas and works through iterative making and in conversation with faculty, class peers and visitors. The work will be documented and promoted and exhibited at the end of the semester. At the end of the semester, each student will be able to contextualize their body of work. The contexts could include relevant contemporary influences, artistic predecessors, aesthetic, historical, intellectual research, or other types of context. As part of the process of developing an understanding of contemporary practices there will be frequent critiques, and artist lectures, museum and gallery visits.

**ARST 450 Professional Practices in the Visual Arts (3 credits)**

Prerequisite(s): ARST 402. This course focuses on transitioning from academic life into professional practice as a working artist. During the class you will create/refine your portfolio & website; develop strategies for understanding and building networks; and apply to artist opportunities (grants, exhibitions, residencies, etc). Individual strategies will be explored as they relate to each student's nascent practice. Through writing assignments, you will develop your artist statement and learn appropriate language and ideas for various types of applications. Invited artists will offer their own methods and process and describe how those fit into their professional artistic life. You will research other artists' careers and abstract them as models for potential routes into your artworld.

**ARST 501 MFA Seminar in Studio Art I (3 credits)**

Prerequisite(s): 15 semester hours in MFA Degree program; departmental approval. Restriction(s): MFA majors only. Weekly seminars given by visiting artists, fine arts faculty and the visiting critic. Discussions on major issues in contemporary art and critiques of the students' ongoing projects. MFA seminars are coordinated by the visiting critic and the MFA Director.

**ARST 502 Independent Study: Independent Studio Work I (3 credits)**

Prerequisite(s): Departmental approval. Restriction(s): MFA majors only. Taken in the first year of the program, the student works independently under the guidance of a visiting or full-time faculty member selected by the student (different from the faculty member engaged in the MFA Research Project). The faculty member should be selected based on his/her particular interest in the student's Research Project. May be repeated three times for a maximum of 12 credits.

**ARST 503 Independent Study: Independent Studio Work II (3 credits)**

Prerequisite(s): ARST 502; departmental approval. Restriction(s): MFA majors only. Continuation of ARST 502. Taken serially. May be repeated three times for a maximum of 12 credits.

**ARST 506 Special Topics in Studio Art I (3 credits)**

Prerequisite(s): Departmental approval. Restriction(s): MFA Studio majors and International Studio Artists Diploma Certificate Program only. Each course is a seminar/workshop experience which addresses a specific topic in the visual arts. Topics may be interdisciplinary in nature or speak to a particular studio discipline and may include an investigation of new media and processes. The topic for each course will be announced at registration time. The course may be repeated three times for a maximum of 12 credits as long as the topic is different.

**ARST 507 Special Topics in Studio Art II (3 credits)**

Prerequisite(s): ARST 506 and departmental approval. Restriction(s): MFA Studio majors and International Studio Artists Diploma Certificate Program only. Taken serially. Each course addresses a new topic in the visual arts. The topics should not be repeated. With different topics, the course may be repeated three times for a maximum of 12 credits.

**ARST 532 Independent Study: MFA Research Project I: Multi-Media (3-6 credits)**

Prerequisite(s): Departmental approval. Restriction(s): MFA Studio majors and International Studio Artists Diploma Certificate Program only. The student begins to research and develop a multi-media creative project under the guidance of a faculty mentor selected by the student. The project may include the investigation of a combination of traditional visual arts media, interdisciplinary media or new media.

**ARST 533 Independent Study: MFA Research Project II: Multi-Media (3 credits)**

Prerequisite(s): ARST 532 and departmental approval. Restriction(s): MFA Studio majors and International Studio Artists Diploma Certificate Program only. Continuation of ARST 532. Taken serially.

**ARST 600 Seminar in Art I: Contemporary Art and Aesthetics (3 credits)**

Restriction(s): MA majors only. This course involves the graduate student in a consideration of major issues in contemporary art and aesthetics.

**ARST 601 MFA Seminar in Studio Art II (3 credits)**

Prerequisite(s): ARST 501; 45 SH in MFA Degree program; departmental approval. Restriction(s): MFA majors only. Continuation of ARST 501. Taken serially.

**ARST 604 Independent Study: Project Criticism I (3 credits)**

Prerequisite(s): 30 SH in MFA Degree program (ARCR, ARST, ARHS: 500 level); taken with MFA Final Project I or II; departmental approval. Restriction(s): MFA majors only. Individualized guidance and critique of the student's Final Project by a second full-time faculty member on the student's Project Committee (not to be taken with the student's Project Advisor).

**ARST 605 Independent Study: Project Criticism II (3 credits)**

Prerequisite(s): ARST 604 and departmental approval. Restriction(s): MFA majors only. Continuation of ARST 604. Taken serially.

**ARST 606 Special Topics in Studio Art III (3 credits)**

Prerequisite(s): ARST 507 and departmental approval. Restriction(s): MFA majors only. Taken serially. Each course addresses a new topic in the visual arts. The topics should not be repeated. With different topics, the course may be repeated twice for a maximum of 9 credits.

**ARST 607 Special Topics in Studio Art IV (3 credits)**

Prerequisite(s): ARST 606 and departmental approval. Restriction(s): MFA majors only. Taken serially. Each course addresses a new topic in the visual arts. The topics should not be repeated. With different topics, the course may be repeated twice for a maximum of 9 credits.

**ARST 610 Seminar in Art II: Graduate Project (3 credits)**

Prerequisite(s): ARST 600. Restriction(s): MA majors only. A continuation of ARST 600. Should be taken in the student's last semester along with the completion of the Graduate Project.

**ARST 632 Independent Study: Final Project I: Multi-Media (3 credits)**

Prerequisite(s): 30 semester hours in MFA Degree program and departmental approval. Restriction(s): MFA majors only. The student develops a multi-media creative project under the guidance of a Project Advisor selected by the student. The project may include the investigation of the combination of traditional visual media, interdisciplinary media or new media. Must be taken as a two semester sequence with ARST 633.

**ARST 633 Independent Study: MFA Final Project II: Multi-Media (3-6 credits)**

Prerequisite(s): ARST 632 and departmental approval. Corequisite(s): ARST 604 or ARST 605, ARST 650. Restriction(s): MFA majors only. The student continues to develop a creative project under the guidance of his/her Project Advisor, culminating in a Thesis Exhibition.

**ARST 650 Independent Study: MFA Exhibition, Paper and Final Review (3 credits)**

Prerequisite(s): 45 semester hours in MFA Degree program and departmental approval. Corequisite(s): MFA Final Project II. Restriction(s): MFA majors only. Independent Study with the Project Advisor. In the final semester of the program the student is required to exhibit his/her Final Project and present a paper which describes his/her aesthetic position. The exhibition and paper will be reviewed by the student's Project Committee.