This course presents an overview of the visual arts and culture of East Asia, with a focus on the art of China and Japan. The course examines works from various traditions, with particular attention to formal styles, mutual developmental influences, and aesthetic principles. Contextualization of visual culture remains a primary methodological component of art history. Accordingly, we shall examine the political, social, and religious backgrounds that gave rise to the arts of East Asia.
ARTS 521 Graduate Painting Topics 3 Credit Hours

An advanced approach to direct painting; the use of paint with an emphasis of the representation of the artistic image through form and color. This hands-on, graduate studio course promotes creativity and technical excellence. Individual direction is emphasized as the graduate student is expected to produce artwork at a higher aesthetic level than undergraduates. Meetings will be scheduled with the professor each week to report on progress of personal projects and research. Graduate students may work in any medium(s) preferred as they work toward a proposed body of work.

ARTS 524 Advanced Typography 3 Credit Hours

This course is an advanced study of typography. Students are expected to develop an original body of work reflecting their personal artistic interests in graphic design. Graduate level students are expected to approach their work conceptually while demonstrating aesthetic excellence. May be taken twice.

ARTS 531 Advanced Sculpture Topics 3 Credit Hours

The purpose of this course is to explain and demonstrate traditional and contemporary sculptural practices in a studio environment. This graduate course stresses individual direction, achievement, and creativity in sculpture. The first week of class the student will propose the work he plans to make during the semester. The work may be in any medium preferred by the student. It may be conceptual or object making but a graduate student is expected to produce at a higher aesthetic level than undergraduates. Students are required to make weekly appointments to meet with their professors regarding the direction of their work.

ARTS 532 Vector Illustration 3 Credit Hours

This graduate course stresses individual direction and achievement in vector illustration. The student will propose the work he/she plans to create during the semester and will develop a schedule for completion with the professor. Design projects may be conceptual, decorative, collaborative, or experimental but the finished product, both in production and presentation, must be more aesthetically sophisticated than undergraduate work. May be taken twice.

ARTS 533 Graduate Metal Sculpture 3 Credit Hours

Introduction to current and emerging metal art technologies and processes as a medium in functional, skill-based and conceptual 3D artwork. This hands-on, graduate studio course promotes technical excellence applied to processional endeavors. May be taken twice.

ARTS 534 Graduate Jewelry I 3 Credit Hours

This graduate course investigates advanced materials, processes, and styles relating to the creative production of jewelry forms. May be taken twice.

ARTS 535 Graduate Wood Sculpture 3 Credit Hours

The graduate course further explores woodworking techniques and profession working methods. This graduate course addresses processes of subtractive and additive methods of wood sculpture coupled with the individual direction taken by the graduate student.

ARTS 540 Publication Design 3 Credit Hours

This course stresses individual direction and achievement in publication design. Students will research the vital role of visual communication and will examine the processes involved in creating and coordinating images and typography through both verbal and visual content across multiple and emerging media. Through readings, research, and assignments, students will explore the role of the designer in visual storytelling and will develop a body of work that attempts to influence and shape culture. May be taken twice.

Offered: Resident and Online

ARTS 542 Digital Imaging 3 Credit Hours

This is a directed study of the creation of images utilizing digital and other tools for the purpose creating digital images. Students will choose one of five areas of concentration within the course: digital painting for fine art, digital illustration for commercial design, interactive media prototype development, digital photographic processes, imaging and compositing, special topics suggested by the student. This study will comprise of a series of four (4) special project modules that are related in a thematic or serial manner. There will be a written research module to investigate thoroughly the concentrated area. The projects will culminate in a formal presentation at the end of the semester with work properly presented accompanied by a verbal presentation. May be taken twice.

ARTS 544 Graduate Jewelry II: Design and Fabrication 3 Credit Hours

This graduate course further investigates materials, processes, and styles relating to the creative production of the jewelry forms. May be taken twice.

ARTS 555 Graduate Advanced Jewelry 3 Credit Hours

The course investigates advanced materials, processes, and styles relating to the creative production of jewelry forms. This hands-on, graduate studio course promotes creative and professional excellence. Graduate students may work with any jewelry methods preferred as they work toward a proposed body of work.

ARTS 557 Graduate Digital Application for 3D Arts 3 Credit Hours

This graduate course stresses individual direction in 3D Arts and 3D scanning. The work may be in any digital medium preferred by the student. It may be conceptual or skill based but a graduate student is expected to produce at a higher aesthetic level than undergraduates. At this advanced level the student is expected to be self-motivated in the pursuit of 3D Arts directed artwork. Graduate students enrolled in the class will schedule meetings weekly with the professor to report on their progress and get any necessary assistance. Graduate students are also expected to research the work of other artists they are interested in studying. May be taken twice.

Offered: Resident and Online
ARTS 561 Digital Photography  
This course will provide the graduate student with a basic knowledge of digital photography and to operate a digital single-lens reflex camera with proficiency. The correction and digital manipulation of images using current industry-standard software will be taught. Students will learn to communicate with their photography by posting their images to the Internet, printing their images using current inkjet technologies, and producing slideshows of their images for group consumption. Students are required to have their own digital single-lens reflex cameras. May be taken twice.

ARTS 566 Mixed Media  
A graduate level studio course that involves advanced exploration, application, and synthesis of conventional and unconventional art materials as valid media for the creation of expressive content in the visual arts. May be taken twice.

Offered: Resident and Online

ARTS 570 Graduate Printmaking  
This course aims to further expose the graduate student to printmaking in creating traditional artwork in a context of their choosing. This hands-on approach to printmaking promotes creativity and professional excellence. Graduate students may work in any medium(s) preferred as they work toward a proposed body of work.

ARTS 571 Advanced Graphic Design  
Advanced Graphic Design integrates design principles and software, typography, digital illustration, digital imaging, page layout, and prepress techniques with emphasis on design process from visualization to production. Students will be responsible for the design and production of a fully integrated campaign consisting of major projects including several components across multiple media forms. Individual and collaborative work is expected including branding and packaging as well as prototyping for interactive media. Each student is responsible for production of design products, critiquing of designs, portfolio preparation and presentation. May be taken twice.

ARTS 573 3D Graphics  
This graduate course stresses individual direction and achievement in 3D graphics. The first week of class the student will propose the work he/she plans to make during the semester. At this advanced level the student is expected to be self-motivated in the pursuit of 3D graphics and working toward that end. Graduate students are also expected to research the work of other artists who work in a similar manner. May be taken twice.

ARTS 574 Interactive Game Design  
Students will explore and pursue areas of interest through research related to interactive game development in regards to theoretical framework, building aesthetics, environments, and game engines with implementation of process and execution of interactive games in an appropriate platform. May be taken twice.

Offered: Resident and Online

ARTS 575 Graduate Ceramics  
Advanced studies and experiences in hand-building processes and wheel throwing techniques, including experimentation with glazes and surface decoration on creative ceramic works. This level of study is expected to be more self-directed, as graduate students develop a proposed body of work that reflects experimentation and advanced craftsmanship under the supervision of the major professor.

ARTS 578 Interactive Design  
Students will pursue areas of interest through research related to interactive design and apply advanced visual theories to construct design systems in an interactive user centered environment. Advanced understanding and theory of interactive technology and application in contextual frameworks in relation to the user are explored and developed. May be taken twice.

ARTS 580 Interactive Publication  
This graduate course stresses individual direction and achievement in interactive and digital publication design. Students will research the vital role of visual communication and will examine the processes involved in creating and coordinating images and typography through both verbal and visual content across multiple and emerging media. Through readings, research, and assignments, students will explore the role of the designer in visual storytelling and will develop a body of work that attempts to influence and shape culture. At this advanced level the student is expected to be self-motivated and produce work that is deeper conceptually and is at a much higher aesthetic level than undergraduates. May be taken twice.

Offered: Resident and Online

ARTS 582 Graduate Gallery/Museum Fundamentals  
This graduate course continues to explore the professional activities, which occur in galleries and museums. This hands-on, graduate studio course requires students to utilize professional gallery/museum standards in various contexts. Graduate students are required to produce at least one original work of art in the medium of their choice as they build their graduate portfolio.

ARTS 594 Graduate Arts and Crafts  
Advanced studies and application of several universal craft disciplines for utilitarian and expressive purposes. This level of study is expected to be more self-directed, as graduate students develop a proposed body of work that reflects experimentation and advanced craftsmanship under the supervision of the major professor.

ARTS 596 Teaching Art in Higher Education  
This course introduces graduate MFA students to the teaching of art at the post-secondary level. May be taken twice.
ARTS 597 Special Topics 3 Credit Hours

This course stresses individual direction and achievement in the medium that the student is concentrating on for their program. At this advanced level the student is expected to be self-motivated in the pursuit of a direction and working toward that end. Graduate students are also expected to research the work of other artists who work in a similar manner.

ARTS 598 Practicum 3 Credit Hours

An opportunity for students to pursue additional learning outcomes beyond studio courses, this course will further develop understanding of the principles of visual arts (e.g. form and content) through hands-on projects as approved by instructor of record.

Registration Restrictions: Minimum of 15 hours of Master of Fine Arts core successfully completed.

ARTS 599 Internship 3-6 Credit Hours

Practical application of knowledge under the supervision of a practicing artist or related professional approved by the internship coordinator for SADA. Application procedures processed through the Career Center. Must apply semester prior to internship.

Registration Restrictions: 40% of major course work successfully completed.

ARTS 600 Web and New Media 3 Credit Hours

Through research and independent work, the student will explore areas of web and new media in relation to human centered/human driven design and development. The Student will propose a topic to research and create an execution based on research findings. May be taken twice.

ARTS 603 History of Graphic Design 3 Credit Hours

A study of graphic communication from cave walls to the printed page to online digital communication. Students will consider how the advent of new technologies changed the graphic form of our communication. Students will be required to do topic related projects that will demonstrate their understanding. The final presentation will demonstrate the integration of historical styles with present design trends.

ARTS 604 Visualization Illustration 3 Credit Hours

This graduate course stresses individual direction, exploration, and achievement in visualization/illustration. The student will propose the work he/she plans to create during the semester and will develop a schedule for completion with the professor. Design projects may specialize in 2D 3D Product, architectural, environmental, data, or experimental visualization/illustration. May be taken twice.

Offered: Resident and Online

ARTS 611 Graduate Drawing Topics 3 Credit Hours

A studio for drawing with an emphasis on human anatomy, advanced drawing techniques, and observation. At the graduate level students are expected to be self-motivated in the pursuit of their personal artistic interests. Meetings will be scheduled with the professor each week to report on progress of personal projects and research.
ARTS 676 Graduate Ceramics 3 Credit Hours

Advanced studies and experiences in hand-building processes and wheel throwing techniques, including experimentation with glazes and surface decoration on creative ceramic works. This level of study is expected to be more self-directed, as graduate students develop a proposed body of work that reflects experimentation and advanced craftsmanship under the supervision of the major professor.

ARTS 694 Graduate Arts and Crafts 3 Credit Hours

Advanced studies and application of several universal craft disciplines for utilitarian and expressive purposes. This level of study is expected to be more self-directed, as graduate students develop a proposed body of work that reflects experimentation and advanced craftsmanship under the supervision of the major professor.

ARTS 695 Directed Research 3 Credit Hours

Directed research to create a body of work with substantial independence under the direction of the instructor. The body of work can be theoretical or practical and formal. The work may be created in a variety of media. Instructor will guide the student when an appropriate area of study is chosen. There will be a written research component with the course. May be taken twice.

ARTS 697 Special Topics 3 Credit Hours

This course stresses individual direction and achievement in the medium that the student is concentrating on for their program. At this advanced level the student is expected to be self-motivated in the pursuit of a direction and working toward that end. Graduate students are also expected to research the work of other artists who work in a similar manner.

ARTS 698 Practicum 3 Credit Hours

An opportunity for students to pursue additional learning outcomes beyond studio courses, this course will further develop understanding of the principles of visual arts (e.g. form and content) through hands-on projects as approved by instructor of record.

Registration Restrictions: Minimum of 15 hours of Master of Fine Arts core successfully completed.

ARTS 699 Internship 3 Credit Hours

Practical application of knowledge under the supervision of a practicing artist or related professional approved by the internship coordinator for SADA. Application procedures processed through the Career Center. Must apply semester prior to internship.

Registration Restrictions: 40% of major course work successfully completed.