

ARTS (ARTS)

ARTS 500 Aesthetics and Technology 3 Credit Hour(s)

This course will introduce aesthetic principles and design software for the purpose of visualizing data, processes, prototypes, hierarchies, and frameworks.

Offered: Online

ARTS 501 Character Design 3 Credit Hour(s)

This graduate course stresses individual direction and achievement in illustration/character design. At this advanced level the student is expected to be self-motivated in the pursuit of illustration/character design 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.

Offered: Resident and Online

ARTS 502 Sequential Art 3 Credit Hour(s)

This course covers the development and fundamentals of sequential art in its many forms: comics, comic books, and introduces the graphic novel design. The work may be in any style and genre preferred by the student, 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 sequential art and working toward that end. Graduate students enrolled in the class will schedule meetings every two weeks 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 who work in a similar manner. May be taken twice.

Offered: Resident and Online

ARTS 503 Advanced Studies in Baroque Art 3 Credit Hour(s)

We shall examine the development of art and architecture in Italy, Spain, France, and the Lowlands, centering upon the works of seminal artists including Caravaggio, Bernini, Borromini, Velazquez, Poussin, Rembrandt, Rubens, and Van Dyck. Accordingly, we shall investigate how the art of the period reflects the Christian worldview as it took shape in the wake of the Reformation and Counter Reformation.

Offered: Online

ARTS 504 Advanced Studies in Medieval Art 3 Credit Hour(s)

This course will present an intensive study of Medieval Art and Architecture from the fall of Rome to the 15th century in the west, placing an emphasis on the development of painting, mosaic, and manuscript illumination, as well as upon the development of the Romanesque and Gothic architectural styles. The arts of this vast period will be analyzed from within the Christian worldview with particular attention to Christian iconography.

Offered: Resident and Online

ARTS 506 Advanced Studies in Arts of East Asia 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 507 Advanced Studies in Arts in Latin America 3 Credit Hour(s)

This graduate course provides a critical study of Latin America art from Spanish military conquest of the New World to the development of conceptual art (1521 to ca. 1980). We will observe and describe different kinds of artifacts, made in a broad array of media (painting, sculpture, urban form, photography, engraving, and drawing, among others) to explicate the social context in which they were produced and circulated. The student will research collectively and individually aspects of each and present.

Offered: Resident and Online

ARTS 508 Advanced Studies in Italian and Northern Renaissance Art 3 Credit Hour(s)

This graduate course concentrates on the origins of the Renaissance in both Italy and in the North as seen in the painting and sculpture of the early fifteenth century as to style and religious expression, examined in the context of philosophical influences, civic humanism, and contemporary politics. Attention will be given to the changing social status of the artist as manifested both in the theoretical writings and artists' working methods. The student will research collectively and individually aspects of each and present.

Offered: Resident and Online

ARTS 510 Design Theories 3 Credit Hour(s)

The study and application of design theories that influence, entice, motivate, excite, and communicate with audiences.

Offered: Online

ARTS 511 Graduate Drawing Topics 3 Credit Hour(s)

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.

Offered: Resident

ARTS 512 Graduate Life Drawing 3 Credit Hour(s)

A concentration on the methods and techniques used when drawing from life. This course further explores the benefits of working from life. Moreover, this graduate course demonstrates the value of the sketch as opposed to the time intensive efforts of studio work. It is understood that the 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 technically sound artistic work. The work may be in any medium preferred by the student. 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 who work in a similar manner. May be taken twice.

Offered: Resident

ARTS 515 Issues in Contemporary Art 3 Credit Hour(s)

This course presents an opportunity to conduct an in-depth graduate level study of issues in contemporary art as it relates to the Christian artist's perspective. The precise subject matter and parameters of this course will be supplied as appropriate by the professor.

Offered: Resident and Online

ARTS 521 Graduate Painting Topics 3 Credit Hour(s)

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.

Offered: Resident

ARTS 524 Advanced Typography 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 525 Ideation for Innovation 3 Credit Hour(s)

Online Prerequisite: ARTS 500 and DSGN 500 and DSGN 501

An introduction to and application of ideation techniques used to generate iterative and innovative design solutions.

Offered: Online

ARTS 531 Advanced Sculpture Topics 3 Credit Hour(s)

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.

Offered: Resident

ARTS 532 Vector Illustration 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 533 Graduate Metal Sculpture 3 Credit Hour(s)

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 professional endeavors. May be taken twice.

Offered: Resident and Online

ARTS 534 Graduate Jewelry I 3 Credit Hour(s)

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

Offered: Resident and Online

ARTS 535 Graduate Wood Sculpture 3 Credit Hour(s)

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.

Offered: Resident

ARTS 540 Publication Design 3 Credit Hour(s)

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 Hour(s)

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.

Offered: Resident and Online

ARTS 544 Graduate Jewelry II: Design and Fabrication 3 Credit Hour(s)

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

Offered: Resident and Online

ARTS 555 Graduate Advanced Jewelry 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 557 Graduate Digital Application for 3D Arts 3 Credit Hour(s)

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 3 Credit Hour(s)

This course will provide the graduate student with a basic knowledge of digital photograph 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.

Offered: Resident and Online

ARTS 566 Mixed Media 3 Credit Hour(s)

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 3 Credit Hour(s)

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.

Offered: Resident

ARTS 571 Advanced Graphic Design 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 573 3D Graphics 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 574 Interactive Game Design 3 Credit Hour(s)

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 576 Graduate Ceramics 3 Credit Hour(s)

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.

Offered: Resident

ARTS 578 Interactive Design 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 580 Interactive Publication 3 Credit Hour(s)

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 3 Credit Hour(s)

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.

Offered: Resident

ARTS 594 Graduate Arts and Crafts 3 Credit Hour(s)

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.

Offered: Resident

ARTS 596 Teaching Art in Higher Education 3 Credit Hour(s)

This course introduces graduate MFA students to the teaching of art at the post-secondary level. May be taken twice.

Offered: Resident

ARTS 597 Special Topics 3 Credit Hour(s)

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.

Offered: Resident

ARTS 598 Practicum 3 Credit Hour(s)

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

Offered: Resident and Online

ARTS 599 Internship 3-6 Credit Hour(s)

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

Offered: Resident and Online

ARTS 600 Web and New Media 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 601 Prototyping: Ideas to Action 3 Credit Hour(s)

Online Prerequisite: ARTS 500 and DSGN 500 and DSGN 501

An introduction to a variety of digital and physical prototyping methods. Ideas will be made tangible through the process of research, testing, and application.

Offered: Online

ARTS 603 History of Graphic Design 3 Credit Hour(s)

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.

Offered: Online

ARTS 604 Visualization Illustration 3 Credit Hour(s)

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 Hour(s)

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.

Offered: Resident and Online

ARTS 621 Graduate Painting Topics 3 Credit Hour(s)

This course presents the maturing artist the opportunity to hone and perfect the technical and conceptual aspects of a personal creative direction in the field of painting, with the express purposes will be refinement and development, culminating in work of exhibition quality. Further, a verbal and critical elaboration of the artist's intent will be required in the form of a formal artist's statement.

Offered: Resident

ARTS 631 Advanced Sculpture Topics 3 Credit Hour(s)

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.

Offered: Resident

ARTS 635 Graduate Wood Sculpture 3 Credit Hour(s)

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.

Offered: Resident

ARTS 655 Graduate Advanced Jewelry 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 661 Advanced Digital Photography 3 Credit Hour(s)

The purpose of this course is to assist those serious about photography in building a comprehensive body of digital work. This course will provide the graduate student with the knowledge and skills necessary to compete in the ever-changing field of digital visual communications. Professional trade secrets, shooting tips and lighting techniques will be discussed and the student will be able to integrate them into the making of their own photographs. May be taken twice.

Offered: Resident and Online

ARTS 670 Graduate Printmaking 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 676 Graduate Ceramics 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 694 Graduate Arts and Crafts 3 Credit Hour(s)

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.

Offered: Resident and Online

ARTS 695 Directed Research 3 Credit Hour(s)

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.

Offered: Resident

ARTS 697 Special Topics 3 Credit Hour(s)

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.

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Offered: Resident and Online

ARTS 699 Internship 3 Credit Hour(s)

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Registration Restrictions: 40% of major course work successfully completed

Offered: Resident and Online