

STUDIO & DIGITAL ART (ARTS)

ARTS 105 Art Appreciation 3 Credit Hour(s)

The development of a satisfying discourse between the student and the work of art, employing a selective survey of major achievements and movements in the visual art of western civilization.

Offered: Resident and Online

ARTS 113 Introduction to 2D Design 3 Credit Hour(s)

An introduction to visual thinking as well as the elements and principles of design. Concentration of the elements of design through production of artwork using a variety of materials and methods. Emphasis placed on understanding the elements and principles of design and how they integrate to form fully realized works of art. Students will explore composition and selection of subject matter.

Offered: Resident and Online

ARTS 114 Introduction to 3D Design 3 Credit Hour(s)

A fundamental course with an emphasis on means of construction, analysis of materials and structural examinations that support conceptual development of 3 dimensional art. Emphasis placed on characterizing the elements and principles of design and how they each integrate to form fully realized works of 3D art. Students will develop projects using a variety of materials and methods.

Offered: Resident and Online

ARTS 201 History of Art I 3 Credit Hour(s)

This course is a chronological survey of Western art and architecture from Prehistoric times to the 15th century, with the goal of analyzing works of art from a Christian worldview. Emphasis is placed on vocabulary development with special emphasis on methods of critical analysis of works of art. Students are responsible for maintenance of portfolio assignments. This portfolio will be used for class discussion periodically and turned in at the end of the semester.

Offered: Resident and Online

ARTS 202 History of Art II 3 Credit Hour(s)

This course presents a chronological survey of Western art and architecture from the 15th century to the Post Modern Era, with the goal of analyzing works of art from a Christian worldview. Emphasis is placed on vocabulary development with special emphasis on methods of critical analysis of works of art. Students are responsible for maintenance of portfolio assignments. This portfolio will be used for class discussion periodically and turned in at the end of the semester.

Offered: Resident and Online

ARTS 203 Baroque Art 3 Credit Hour(s)

This course presents a general survey of the Baroque period (c. 1600-1750), which was characterized by political and religious upheavals as well as by aesthetic innovations. 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: Resident and Online

ARTS 204 Medieval Art 3 Credit Hour(s)

This course will survey the range 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 205 20th-21st Century Art 3 Credit Hour(s)

This course presents a comprehensive study of the varied art forms from the beginning of the 20th century to the present, focusing upon the major artists and art movements, including Fauvism, Cubism, Futurism, Dada, Surrealism, Abstract Expressionism, Pop Art, and Postmodernism. The course will entail an examination of how art is disseminated, understood, and at times, misunderstood. Students will read, write about, and discuss essays, criticism, and interviews covering a wide range of media, and visit artists' studios and exhibition venues. Two analytical papers based upon studies of the visual images focusing on the agency of the image, the social practices and effects of its viewing and the specificity of views taken by various audiences are required.

Offered: Online

ARTS 206 Arts of East Asia 3 Credit Hour(s)

This course is an introduction to the arts of China, Japan, Korea and the Pacific rim, focusing on the religious and political influences, as well as the evolution of landscape and figure painting traditions. This course considers objects in their context (from the archaeological sites from which they were unearthed to the material culture that surrounded them) to reconstruct the functions and the meanings of objects, and to better understand cultures through the objects they produced.

Offered: Resident and Online

ARTS 207 The Arts of Latin America 3 Credit Hour(s)

This introductory course provides a critical survey of Latin America art from Spanish military conquest of the New World to the development of conceptual art (1521 to ca. 1980). We will learn to 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. By taking into account their constant dialogue with European ideas and models, we will analyze how colonial encounters, national formations, and cultural exchange took place in the region, and how identity, ethnicity, politics, and the sacred have been depicted in different historical moments.

Offered: Resident and Online

ARTS 208 Italian and Northern Renaissance 3 Credit Hour(s)

This 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.

Offered: Resident and Online

ARTS 209 Art as Communication 3 Credit Hour(s)

This course serves to cultivate an understanding of the language, aesthetics and cultural impacts of visual communication. The focus is on discourse that fosters the development of ideational, analytical and rhetorical writing skills necessary for demonstrating critical thinking in the analysis and critique process concerning visual images. Two analytical papers based upon studies of the visual images focusing on the agency of the image, the social practices and effects of its viewing and the specificity of views taken by various audiences and a literary research paper, sequentially developed, are required. (Formerly ARTS 300)

Offered: Resident and Online

ARTS 211 Drawing I 3 Credit Hour(s)

An introduction to basic drawing fundamentals including gesture line, contour line, positive and negative space, linear perspective, sight measurement techniques, modeling perspective, and composition. (Formerly ARTS 110)

Offered: Resident and Online

ARTS 213 American Art and Architecture 3 Credit Hour(s)

Focusing on painting and sculpture in the United States, this course offers a survey of American art from the colonial settlements to the early 20th century. The unique social, political and intellectual contexts of American art provide the basis for understanding the history and art of our own culture.

Offered: Online

ARTS 214 Art, Culture, and Technology 3 Credit Hour(s)

This course traces the development of technology starting with genius inventors such as Leonardo da Vinci up to the present, and shows how technology has changed cultures and the art that they produce. The student will learn to raise vital questions on how technology has influenced culture and come to well-reasoned conclusions as to why culture has changed as a result. Through Group Projects the student will learn to work effectively with others in unraveling the complex influences of particular technological advances on culture.

Offered: Resident and Online

ARTS 215 Special Topics in Art History 3 Credit Hour(s)

This course presents an opportunity to conduct an in-depth study of a selected topic in art history not included in the curriculum. The precise subject matter and parameters of this course will be supplied as appropriate by the professor.

Offered: Resident and Online

ARTS 220 Painting I 3 Credit Hour(s)

Introduction of acrylic painting. Classwork includes panel and canvas preparation, exercises exploring color properties, modeling of tone and illumination. Supplies will be purchased by the student.

ARTS 222 Introduction to Graphic Design 3 Credit Hour(s)

An introduction to graphic design as a tool for visual communication. Graphic design skills and topics including a brief history of typography and printing; page layout design principles, the design process, page layout and image manipulation software, visual hierarchy, and critique will be explored in this course. Students will use the acquired skills to create basic graphic design materials for a variety of uses. (Formerly Desktop Publishing)

Offered: Resident and Online

ARTS 223 Introduction to Typography 3 Credit Hour(s)

Prerequisite: ARTS 222

The course includes the study of type as a tool and a design element. Topics for discussion and exploration will include type identification, text and display usage, and actual letterform design. (Formerly Typography)

Offered: Resident and Online

ARTS 224 Media Design 3 Credit Hour(s)

Prerequisite: ARTS 222

In the Media Design Course, students examine new and traditional forms of media communications, design principles, concepts, and applications that will strengthen communication efforts with graphic design and advertising projects. Through lectures, readings, case studies, and hands-on assignments, students are introduced to the media campaign process, and the impact of new media technologies. Students will learn how to make sense of the dynamic field of media communications through a critical analysis of real-world campaigns serving as a foundation to build their own strategies.

Offered: Resident and Online

ARTS 234 Jewelry I: Introduction to Jewelry Making 3 Credit Hour(s)

This course is an introduction to basic equipment, tools, and techniques used in the fabrication of jewelry as an art form. Students will learn basic jewelry techniques including, but not limited to, cutting, piercing, soldering, engraving, and stone setting.

Offered: Resident

ARTS 299 Internship 0 Credit Hour(s)

Registration Restrictions: Sophomore status, 2.00 GPA, two courses in major, declared major, not more than one CSER behind

Note: Application procedures processed through the Career Center. Must apply semester prior to internship.

Offered: Resident

ARTS 301 Introduction to Film Photography 3 Credit Hour(s)

The purpose of this course is to provide the student with a basic knowledge of film photography. The student will learn how to operate a basic 35mm film camera, develop black and white film and print black and white photographs. Additionally, the student will learn about the basic properties of light, exposure, composition, depth of field and perspective. While learning the basics in B&W, most principles can later be applied to color and digital technologies.

Note: May be taken twice for credit. (Formerly COMS 301)

Offered: Resident and Online

ARTS 303 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. Course lectures and presentations will be supplemented by/with textbook readings. Students will be required to do topic related projects that will demonstrate their understanding of the subject matter.

Offered: Resident and Online

ARTS 311 Drawing II 3 Credit Hour(s)

Resident Prerequisite: ARTS 211 and (RSCH 201 or Inquiry Research with a score of 80 or Research with a score of 80 or Research (prior to 2017-2018) with a score of 80)

Online Prerequisite: ARTS 211

Intermediate level study of drawing, including compound subjects primarily in pencil, but also potentially in other media as well. This course expresses technical aspects of drawing through developed descriptive imagery.

Note: May be taken twice for credit. (Formerly ARTS 310)

Offered: Resident and Online

ARTS 312 Life Drawing 3 Credit Hour(s)**Prerequisite:** ARTS 113 and ARTS 211 and ARTS 311

An introduction to the methods and techniques used when drawing from life. This course explores the benefits of working from life. Moreover, this course demonstrates the value of the sketch as opposed to the time intensive efforts of studio work. May be taken twice for credit.

Offered: Resident**ARTS 319 Mobile & Interactive Technology Applications 3 Credit Hour(s)****Prerequisite:** ARTS 222

Introduction to the tools used to create mobile and desktop web messages/content in the industry. Students will learn app and web development and create professional-level projects.

Offered: Resident and Online**ARTS 321 Painting I 3 Credit Hour(s)****Prerequisite:** ARTS 211

This course is an introduction to direct painting. The use of paint is emphasized with an emphasis on the representation of the artistic image through form and color.

Note: May be taken twice for credit. (Formerly ARTS 320)**Offered:** Resident**ARTS 330 Sculpture I 3 Credit Hour(s)**

Design and creation of three-dimensional sculptural objects in creative ways to solve specific assigned artistic and sculptural problems.

Introduction to materials and tools used to create sculpture. Instruction will be given in design concepts, terminology, sculpture history, processes and techniques.

Offered: Resident**ARTS 332 Vector Illustration 3 Credit Hour(s)**

This course will provide an overview of vector illustration software and illustration creation. Students will use the design process, the fundamentals of visual design, and technical expertise to create vector images for a variety of media. Conceptual thinking and visual problem solving will be encouraged through a series of exercises and projects designed to enhance software mastery and concept development. Course projects are designed for inclusion in the final portfolio. May be taken twice for credit. (Formerly Digital Illustration)

Offered: Resident and Online**ARTS 334 Jewelry II: Design and Fabrication 3 Credit Hour(s)****Prerequisite:** ARTS 113 and ARTS 211 and ARTS 234 and ARTS 330

In this course the student will continue to study the applications of jewelry making techniques including, but not limited to, enameling, raising, forging and small metal casting as vehicles for self-expression. May be taken twice for credit.

Offered: Resident**ARTS 340 Publication Design 3 Credit Hour(s)****Prerequisite:** (ARTS 222 or VCAR 222) and ARTS 223

This course examines the design and structuring of information for print publications. Students will combine their knowledge of typography and image creation with the principles and elements of page design to produce several portfolio-building systems. Lectures and studio work cover historical as well as current practices used in the production of multi-page documents. May be taken twice for credit. May be taken twice for credit.

Offered: Resident and Online**ARTS 342 Digital Imaging 3 Credit Hour(s)**

Creating multiple digital images through a varied methodology.

Preparing digitized art for electronic media and the printed page through electronic pre-press techniques. Training in a professional image-editing application. May be taken twice for credit. (Formerly ARTS 351)

Offered: Resident and Online**ARTS 352 Graphic Design I 3 Credit Hour(s)****Resident Prerequisite:** (ARTS 222 or VCAR 222) and ARTS 223 and ARTS 332**Online Prerequisite:** ARTS 113 and ARTS 222 and ARTS 223 and ARTS 332

While introducing theory, practice, and technology, course assignments will develop an understanding and put into context the principles of visual communication. This course will develop strong formal and technical skills, as well as introduce production technology. This course focuses on conceptual thinking and problem solving in relation to design development. Students will create identity systems for a specified company or organization. Students explore the difference between branding different types of corporate entities and will produce work geared toward inclusion in the final portfolio. May be taken twice for credit. (Formerly Digital Imaging)

Offered: Resident and Online**ARTS 357 Digital Application for 3D Arts 3 Credit Hour(s)****Prerequisite:** ARTS 113 and ARTS 211 and ARTS 330

Students explore applications of digital technology through 3D scanning with 3D artwork. May be taken twice for credit.

Offered: Resident**ARTS 361 Digital Photography 3 Credit Hour(s)**

The purpose of this course is to provide the student with a basic knowledge of digital photography. Students will learn 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 for credit.

Offered: Resident and Online**ARTS 365 Documentary Photography/Photojournalism 3 Credit Hour(s)**

This course is all about telling compelling stories through the use of still images. This is not just another photography course, though it will use still photography as the main tool of communication. Students will aspire to create images that are consistent in both content and quality with those used in both the online and print media. The course will include coverage of the historical, ethical, legal and artistic issues associated with professional photojournalism. Course participants will gain valuable, real-world type experience into what it's like working in the modern, digital media environment. May be taken twice for credit.

Offered: Resident and Online

ARTS 371 Graphic Design II 3 Credit Hour(s)

Resident Prerequisite: (ARTS 222 or VCAR 222) and (ARTS 332 or VCAR 332) and (ARTS 342 or ARTS 352) and (RSCH 201 or Inquiry Research with a score of 80 or Research with a score of 80 or Research (prior to 2017-2018) with a score of 80)

Online Prerequisite: (ARTS 113 or VCAR 113) and (ARTS 222 or VCAR 222) and (ARTS 332 or VCAR 332) and (ARTS 342 or ARTS 352)
Graphic Design II 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. (Formerly Advanced Graphics)

Offered: Resident and Online

ARTS 375 Special Topics 2D 3 Credit Hour(s)

Prerequisite: ARTS 113 and ARTS 211 and ARTS 321

This hands-on studio course promotes creativity and technical excellence. In addition, it is intended to expose the student to principles and concepts relating to a variety of water media such as watercolor, acrylic and gouache paints.

Offered: Resident

ARTS 376 Mixed Media 3 Credit Hour(s)

Prerequisite: ARTS 113 and ARTS 211

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 for credit.

Offered: Resident

ARTS 380 Interactive Publication 3 Credit Hour(s)

Resident Prerequisite: ARTS 222 and ARTS 223 and ARTS 332 and ARTS 340 and ARTS 352

Online Prerequisite: ARTS 113 and ARTS 222 and ARTS 223 and ARTS 332 and ARTS 340 and ARTS 352

This advanced publication design class builds upon layout design, typography, and visual communication concepts learned in previous classes and explores current technologies used in the creation of digital and interactive publications. Lecture and studio work will cover the software and tools necessary for the creation and publishing of an interactive publication across a variety of devices. Students will conceptualize and produce their own publication that invites reader participation. May be taken twice for credit.

Offered: Resident and Online

ARTS 382 Gallery/Museum Fundamentals 3 Credit Hour(s)

An introduction to the professional activities that occur in galleries and museums.

Offered: Resident

ARTS 398 Studio and Digital Arts Practicum 1-3 Credit Hour(s)

This course is set up as a working art and graphic design studio experience that will provide students with the vital experience, hands on working experience from conceptualization through production.

Offered: Resident and Online

ARTS 400 Travel Study 3 Credit Hour(s)

Prerequisite: VCAR 201 or ARTS 201 or ARTS 202

Travel to various destinations for study of art, architecture and culture.

Offered: Resident

ARTS 401 Character Design 3 Credit Hour(s)

Resident Prerequisite: ARTS 113

Online Prerequisite: ARTS 113 and ARTS 114 and ARTS 211 and ARTS 311

This course explores a full range of current illustration/character design methods and techniques utilizing natural and digital media. May be taken twice for credit. (Formerly Illustration/Cartooning)

Offered: Resident and Online

ARTS 402 Sequential Art 3 Credit Hour(s)

Resident Prerequisite: ARTS 211 and ARTS 113 and ARTS 311

Online Prerequisite: ARTS 113 and ARTS 211 and ARTS 311

This course covers the development and fundamentals of sequential art in its many forms: comics, comic books, and introduces the graphic novel design. May be taken twice for credit.

Offered: Resident and Online

ARTS 411 Advanced Drawing 3 Credit Hour(s)

Prerequisite: ARTS 113 and ARTS 211 and ARTS 311

A studio for drawing with an emphasis on human anatomy, advanced drawing techniques, and observation. May be taken twice for credit.

Offered: Resident

ARTS 420 Painting II 3 Credit Hour(s)

Prerequisite: ARTS 321

An introduction to painting systems, the use of oils in the modeling of tone and illumination and the use of acrylics in chromatic studies with the development of a personal individual creative style on the part of the student. May be taken twice for credit.

Offered: Resident

ARTS 422 Advanced Painting Topics 3 Credit Hour(s)

Prerequisite: ARTS 113 and ARTS 211 and ARTS 311 and ARTS 321 and ARTS 421

This course serves to facilitate advanced painting topics with the intention of developing in the student a highly professional approach and achievement in his or her art. Lab fee. May be taken twice for credit.

Offered: Resident

ARTS 424 Advanced Typography 3 Credit Hour(s)

Resident Prerequisite: ARTS 223 and ARTS 332

Online Prerequisite: ARTS 223 and ARTS 332 and ARTS 342

This is an advanced study of typography as a tool and a design element. This course will be comprised of special projects, which will build upon and expand the knowledge the student has acquired in previous classes. The emphasis of the course will be upon layout design as it applies to print and electronic media. In addition, the student will create a fully developed original typeface as a final project. May be taken twice for credit.

Offered: Resident and Online

ARTS 430 Sculpture II 3 Credit Hour(s)

Prerequisite: ARTS 330 and ARTS 114

The creation of sculpture in a variety of media on a larger, more ambitious scale than Sculpture 1 and the exploration of more sophisticated sculptural techniques and processes. May be taken twice for credit.

Offered: Resident

ARTS 431 Advanced Sculpture Topics 3 Credit Hour(s)

Prerequisite: ARTS 114 and ARTS 330 and ARTS 430

The purpose of this course is to explain and demonstrate traditional and contemporary sculptural practices in a studio environment.

Offered: Resident

ARTS 432 Wood Sculpture 3 Credit Hour(s)**Prerequisite:** ARTS 114 and ARTS 330

An introduction to woodworking techniques. This course addresses processes of subtractive and additive methods of wood sculpture. May be taken twice for credit.

Offered: Resident**ARTS 433 Metal Sculpture 3 Credit Hour(s)****Prerequisite:** ARTS 114 and ARTS 330

Introduction to current and emerging metal art technologies and processes as a medium in functional, skill-based 3D artwork. May be taken twice for credit.

Offered: Resident**ARTS 434 Advanced Jewelry 3 Credit Hour(s)****Prerequisite:** ARTS 114 and ARTS 234 and ARTS 334

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

Offered: Resident**ARTS 461 Advanced Digital Photography 3 Credit Hour(s)****Prerequisite:** ARTS 361 or VCAR 361

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 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 for credit.

Offered: Resident and Online**ARTS 469 Conceptual/Fine Art Photography and Portfolio 3 Credit Hour(s)****Prerequisite:** ARTS 113 and ARTS 301 and ARTS 361 and ARTS 461

This is the final and capstone photography course offered in photography. This course will assist the student in discovering and developing their own personal photographic style from within a historical context of fine art photography. Various assignments will be given to aid the student in the self-discovery of their own photographic strengths and weaknesses. Extensive critiques by both peers and instructor will shape the student's photographic vision. The student will develop an extensive and cohesive body of personal work that will be available for public display upon course completion. This course will directly prepare the student for using photography within any chosen career path. May be taken twice for credit.

Offered: Resident and Online**ARTS 470 Printmaking 3 Credit Hour(s)****Prerequisite:** ARTS 113 and ARTS 211

This course exposes the student to printmaking to create traditional artwork in a fine art context. Students are introduced to a variety of print media and methods, such as screenprinting, letterpress, monotype, relief, intaglio, lithography, etching, dry point, and various approaches to making and printing plates in each medium. Students are challenged and expected to develop an understanding of the medium and learn how to use and operate equipment in order to produce a printed image.

Offered: Resident**ARTS 471 Interactive Design I 3 Credit Hour(s)****Prerequisite:** ARTS 222 and ARTS 341**Offered:** Resident**ARTS 473 Introduction to 3D Graphics 3 Credit Hour(s)****Prerequisite:** ARTS 342 or ARTS 351

An introduction to 2D and 3D design concepts and terminology. Practical experience in the design and evaluation of 2D/3D still and motion graphics. Students gain practical experience by storyboarding, designing, animating, and rendering 2D/3D graphic objects, and Animations. Training in industry standard 3D graphics programs guided by principles of design. May be taken twice for credit. (Formerly "2D/3D Graphics and Animation")

Offered: Resident and Online**ARTS 474 Interactive Game Development 3 Credit Hour(s)****Resident Prerequisite:** ARTS 473**Online Prerequisite:** ARTS 473 or VCAR 473

The development of arcade, scrollers and strategy games. Familiarity with several typical game development tools that do not require programming and issues such as player controls, sounds, music, and basic animations will be covered.

Offered: Resident and Online**ARTS 475 Ceramics I 3 Credit Hour(s)**

An introduction to basic ceramic construction techniques including slab, coil, and wheel throwing methods. Includes a study of glazing and firing techniques. May be taken twice for credit.

Offered: Resident**ARTS 476 Ceramics II 3 Credit Hour(s)****Prerequisite:** ARTS 475

Continued exploration of hand-building processes and wheel throwing techniques, as well as experimentation with glazes and surface decoration on creative ceramic works. May be taken twice for credit.

Offered: Resident**ARTS 477 Interactive Design I 3 Credit Hour(s)****Prerequisite:** ARTS 222 and ARTS 342

Study of both visual media design concepts and site management for web development. Developing web applications in HTML and CSS to build websites for multiple platforms with emphasis on accessibility for all users. Practical experience in authoring web technology while developing standards to evaluate the presentation of information with these tools. Creating and developing for the web through the principles of graphic design, user experience, and user interface design. May be taken twice for credit. (Formerly ARTS 472)

Offered: Resident and Online**ARTS 478 Interactive Design II 3 Credit Hour(s)****Prerequisite:** ARTS 477

Advanced theory and application of interactive design development technologies with focus on understanding emergent, and relevant web media. Creating interactive executions of varying degrees across different platforms. Understanding and developing campaigns built upon interactive principles of user experience and user interface. May be taken twice for credit.

Offered: Resident and Online**ARTS 490 Arts and Crafts 3 Credit Hour(s)****Prerequisite:** ARTS 475

An introduction to a wide range of materials, techniques, and methods associated with arts and crafts (such as: ceramics, printmaking, papermaking, drawing, painting, sculpture, jewelry-making, and weaving), in preparation for teaching art to elementary, middle school, and high school students. May be taken twice for credit. (Formerly offered in ARTS 497)

Offered: Resident

ARTS 492 Professional Practices 3 Credit Hour(s)

Prerequisite: (ARTS 222 and ARTS 223 and ARTS 352 and ARTS 342 and ARTS 371) or (ARTS 311 and ARTS 321 and ARTS 330 and ARTS 361 and ARTS 420 and ARTS 430)

Professional Practices is a senior-level course to aid the student in their upcoming transfers from classroom to the professional world.

Topics and issues related to professional practices for professional artist and designers are covered in this course. There is a strong focus on the production of a professional presentation of the student's creative work for purpose of employment and business opportunities. (Formerly COMS 492)

Offered: Resident and Online

ARTS 495 Directed Research 1-3 Credit Hour(s)

As determined by instructor.

Offered: Resident

ARTS 496 Workshop in Studio and Digital Arts 1-3 Credit Hour(s)

As determined by instructor.

ARTS 497 Special Topics in Studio and Digital Arts 3 Credit Hour(s)

Topics of special interest not included in the regular department offerings. May be taken more than once, but no topic can be repeated.

Offered: Resident

ARTS 499 Undergraduate Internship 1-6 Credit Hour(s)

An internship is designed to allow upper level students to experience the professional world while they are still involved in their academic training. This provides them with both an understanding of the relationship of their academic preparation to their career aspirations and the demands that will be placed upon them in the professional world. (Formerly "Internship")

Offered: Resident and Online