

Art

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In support of the overall University mission, the art department exists to cultivate and develop its students both artistically and spiritually, equipping them to be transformative agents in a contemporary culture significantly shaped by the arts. The department aspires to:

1. Develop professional practicing artists who demonstrate exemplary competence in their discipline.
2. Provide students with a comprehensive body of artistic knowledge and skills as they relate to their biblical worldview.
3. Continually engage the global community through culturally relevant artistic production and social dialog.

The art department offers a BA in art with the following concentrations: two-dimensional studio, three-dimensional studio, graphic design, and photography. The department also offers BS degrees in art education and art/systems as well as a studio art minor.

Many professional career paths are available to graduates from the department including: art education, graphic design, web design, photography, fine art production, and arts administration.

A senior exhibit is required for all art and art education majors, as fulfillment of the senior comprehensive examination requirement.

The department provides professional development opportunities by hosting trips to major art centers such as Chicago and New York. Furthermore, the department encourages participation in study abroad art programs in Orvieto, Italy and Australia. Optimal times for students to engage in off-campus study programs are spring of the sophomore year or fall of the junior year.

Art (BA)

The bachelor of arts degree with a major in art with a concentration in two-dimensional studio (58 hours), three-dimensional studio (58 hours), graphic design (57-58 hours), or photography (48-49 hours) requires two years of one foreign language and 48-58 hours in the major. Students may not double major with the media communication or computer science–new media majors. *No more than 50% of completed requirements may overlap with another major, minor, or concentration.*

Art Core Requirements

ART 101	3	Drawing I	ART 311	3	Western Art History I
ART 151	3	Two-Dimensional Design	ART 313	3	Western Art History II
ART 156	1	Digital Tools: Adobe Photoshop	ART 382	1	The Christian and the Arts
ART 271	3	Three-Dimensional Design	ART 485	3	Senior Exhibition

Select one of the following concentrations:

Two-Dimensional Studio

ART 201	3	Figure Drawing
ART 221	3	Painting: Oil
ART 241	3	Printmaking: Relief and Intaglio
ART 261	3	Photography I
ART 272	3	Sculpture I
ART 301	3	Advanced Drawing
ART 322	3	Painting: Watercolor
ART 324	3	Intermediate Painting
ART 342	3	Printmaking: Lithography and Serigraphy
ART 413	3	Contemporary Art
ART 416	3	Advanced Studio
ART 441	3	Advanced Printmaking
ART 482	2	Professional Development in Studio Arts

Three-Dimensional Studio

ART 201	3	Figure Drawing
ART 221	3	Painting: Oil
ART 261	3	Photography I
ART 272	3	Sculpture I
ART 275	3	Metals I
ART 281	3	Ceramics: Handbuilt Forms
ART 372	3	Sculpture II
ART 375	3	Metals II
ART 380	3	Ceramics: Wheelthrowing
ART 413	3	Contemporary Art
ART 416	3	Advanced Studio
ART 471	3	Sculpture III
ART 482	2	Professional Development in Studio Arts

Graphic Design

ART 152	3	Visual Communications
ART 154	1	Digital Tools: Illustrator
ART 157	1	Digital Tools: InDesign
ART 158	1	Digital Tools: Dreamweaver
ART 159	1	Digital Tools: Flash
ART 251	3	Typography
ART 253	3	Digital Photography I
ART 254	3	Illustration I
ART 257	3	Layout and Prepress
ART 351	3	Product ID
ART 356	3	Web Design
ART 357	3	Design History
ART 393	3-4	Practicum
ART 456	3	Web Animation
ART 457	3	Portfolio I

Photography

ART 154	1	Digital Tools: Illustrator
ART 158	1	Digital Tools: Dreamweaver
ART 253	3	Digital Photography I
ART 261	3	Photography I
ART 353	3	Digital Photography II
ART 356	3	Web Design
ART 361	3	Photography II
ART 393	3-4	Practicum
ART 451	3	Video Art
ART 461	3	Topics in Photography
ART 482	2	Professional Development in Studio Arts

Art/Systems (BS)

The bachelor of science degree with a major in art/systems consists of the art major requirements, concentration requirements, and curriculum requirements in systems analysis. *All systems curriculum courses must be completed with a grade of C- or better. No more than 50% of completed requirements may overlap with another major, minor, or concentration.*

Systems Requirements

COS 120	4	Introduction to Computer Science I
IAS 330	3	Human Relations in Organizations
MAT 151	4	Calculus I
MAT 382	3	Advanced Statistical Methods
SYS 101	3	Introduction to Systems
SYS 390	3	Information Systems Analysis
SYS 392	1	Systems Seminar
SYS 394	3	Information Systems Design
ART 393	3-4	Practicum

Select one of the following:

*SYS 401	4	Operations Research
*SYS 402	4	Modeling and Simulation

Select one of the following:

MAT 210	4	Introductory Statistics
MAT 352	4	Mathematical Statistics

Select one of the following:

COS 121	4	Introduction to Computer Science II
COS 240	3	Business Application Programming

Systems Electives

Select at least three hours of electives in addition to those required in the major or systems.

COS 310	1	Current Literature Survey
COS 320	3	Algorithm Design
COS 382	3	Language Structures
MAT 230	4	Calculus II
MAT 240	4	Calculus III
MAT 245	4	Linear Algebra
MAT 251	4	Differential Equations
MAT 392	1	Mathematics Seminar
SYS 214	3	Principles of Human Computer Interaction
SYS 310	3	E-Commerce
*SYS 401	4	Operations Research
*SYS 402	4	Modeling and Simulation
SYS 403	3	Operations Management

*Courses in both areas may count only once.

Art Education (BS)

The bachelor of science degree in art education requires at least 75-76 hours of professional education and art courses. Majors must take CAS 110 to meet their general education speaking requirement. This major is for students who desire licensure in art for all grades (K-12). *No more than 50% of completed requirements may overlap with another major, minor or concentration.*

Professional Education

ART 210	3	Introduction to Art Education
ART 309	2	Secondary Art Methods
ART 310	3	Elementary Art Education
EDU 150	3	Education in America
EDU 210	3	Writing for Teachers
EDU 260	3	Educational Psychology
EDU 309	1	Teaching in Secondary, Junior High/Middle Schools – Special Methods
EDU 310	2	Discipline and Classroom Management
EDU 415	1	Student Teaching Seminar
EDU 431	15	Supervised Internship in Secondary Schools
PSY 350	3	Child and Adolescent Psychology
SED 320	3	Exceptional Children

Art Courses

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 156	1	Digital Tools: Photoshop
ART 201	3	Figure Drawing
ART 281	3	Ceramics: Handbuilt Forms
ART 380	3	Ceramics: Wheel Throwing
ART 221	3	Painting: Oil
ART 322	3	Painting: Watercolor

Select one course from the following:

ART 253	3	Digital Photography I
ART 261	3	Photography I

Select one course from the following:

ART 271	3	Three-Dimensional Design
ART 272	3	Sculpture I

Select one course from the following:

ART 241	3	Printmaking: Relief and Intaglio
ART 342	3	Printmaking: Lithography and Serigraphy

Select one course from the following:

ART 382	1	The Christian and the Arts
ART 482	2	Professional Development in Studio Arts

Select two art history courses from:

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 316	3	Asian Art History
ART 413	3	Contemporary Art

Studio Art Minor

The studio art minor requires 21 hours. *No more than 50% of completed requirements may overlap with another major, minor or concentration. Not open to art majors.*

Minor Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design

Select one course from the following:

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 316	3	Asian Art History
ART 413	3	Contemporary Art

Select one course from the following:

ART 261	3	Photography I
ART 221	3	Painting: Oil
ART 322	3	Painting: Watercolor
ART 241	3	Printmaking: Relief and Intaglio
ART 342	3	Printmaking: Lithography and Serigraphy

Select one course from the following:

ART 271	3	Three-Dimensional Design
ART 275	3	Metals I
ART 281	3	Ceramics: Handbuilt Forms
ART 380	3	Ceramics: Wheel Throwing

Select at least two additional 3-hour courses in a single area from drawing, painting, photography, ceramics, printmaking, sculpture, or metals and elective hours to complete the 21-hour minor requirement.

Art Courses

ART 101 3 hours Drawing I

Introduction to the fundamentals of observation and rendering, perspective and composition, using a variety of drawing mediums. *Meets general education participation in the arts requirement.*

ART 151 3 hours Two-Dimensional Design

A foundational course in understanding the elements and principles of two-dimensional design composition and color theory, as well as methods for creative problem solving. A studio-skills class utilizing a variety of mediums in a related series of projects. *Meets general education participation in the arts requirement.*

ART 152 3 hours Visual Communications

An introduction to the graphic design industry, with emphasis in visual problem solving, a basic understanding of typography, color and composition as well as the implementation of the various additional elements of design.

ART 154 1 hour Digital Tools: Illustrator

This course focuses on the development of drawing and design skills using Adobe Illustrator, the industry standard software for vector image and logo generation.

ART 156 1 hour Digital Tools: Photoshop

This course focuses on the development of painting and image editing skills using Adobe Photoshop, the industry standard software for bitmap image generation and digital photo manipulation.

ART 157 1 hour Digital Tools: InDesign

This course focuses on the development of print layout and compositing skills, manipulating type and images, using Adobe InDesign, the industry leading software for page layout construction and desktop publishing.

ART 158 1 hour Digital Tools: Dreamweaver

This course focuses on the development of layout and compositing skills for the web using Adobe Dreamweaver, the industry standard software for web page design and construction.

ART 159 1 hour Digital Tools: Flash

This course focuses on the development of drawing, animation, and interactive design skills using Adobe Flash, the industry standard software for interactive vector image animation.

ART 170 1-4 hours Selected Topics

A course offered on a subject of interest but not listed as a regular course offering. *May count toward the departmental major and general education requirements.*

ART 201 3 hours Figure Drawing

Intermediate level drawing course with emphasis in rendering the human figure. *Prerequisite: ART 101 and 151.*

ART 210 3 hours Introduction to Art Education

A survey of the history and philosophy of art education. The course utilizes the disciplines of art criticism, history, aesthetics, and production to acquire information, develop resources, and create a variety of learning experiences for students of various developmental levels. *Prerequisites: EDU 150 and sophomore status.*

ART 221 3 hours Painting: Oil

Beginning experiences in the materials, theory, techniques and composition used in historical and contemporary styles of oil painting. Consideration of the work of individual painters introduces various conceptual approaches to painting. *Prerequisites: ART 101 and 151.*

ART 241 3 hours Printmaking: Relief and Intaglio

Handprinting as an expressive medium is investigated through relief (e.g., woodcut) and intaglio (e.g., etching, engraving) processes including instruction in the use of essential tools and materials, techniques, and approaches to image-making introducing contemporary and historical examples. *Prerequisites: ART 101 and 151.*

ART 251 3 hours Typography

An introduction to the essential principles of typography; the design and expressive capacities of letter forms are explored through historical study, typesetting assignments, discussions, and studio projects. *Prerequisite: ART 101, 151, 152, and 154.*

ART 253 3 hours Digital Photography I

This course will focus on digital photography and basic digital printmaking processes. Projects will emphasize creative use of composition, design, and expression within digital photography. Students will gain an understanding of photo editing software as a tool for editing, correcting and creating digital images. *Students must provide their own digital cameras.*

ART 254 3 hours
Illustration I
An introductory course to the art and business illustration with an emphasis in developing conceptual skills, a personal visual voice and unique stylistic approach. Coursework will include the production of editorial, promotional and personal illustrations. *Prerequisites: ART 101, ART 151.*

ART 257 3 hours
Layout and Prepress
An editorial design course, with a focus on page layout construction, digital pre-press and tabloid design. Students will learn terms and skills necessary for a career in the editorial design industry. Projects may include book covers, brochures, magazines and newspaper layouts. *Prerequisites: ART 101, 151, 154, 156, 157, and 251.*

ART 261 3 hours
Photography I
Introduction to the fundamentals of black and white photography. History, composition, darkroom processes, and artistic techniques are presented with an emphasis on individual explorations of the medium. Each student must provide a 35mm camera with adjustable shutter and aperture diaphragm to enroll. *Meets general education participation in the arts requirement.*

ART 270 1-4 hours
Selected Topics
A course offered on a subject of interest but not listed as a regular course offering. *May count toward the departmental major and general education requirements.*

ART 271 3 hours
Three-Dimensional Design
A foundational course in understanding the elements and principles of three-dimensional design composition, as well as creative problem solving. A studio skills class utilizing a variety of mediums in a related series of projects. *Meets general education participation in the arts requirement.*

ART 272 3 hours
Sculpture I
Three-dimensional studies on form as practiced through art history, classical to abstract representations of the human form and architectural sculptural methods (welding and additive methods). Materials for this course cover clay, stone and metal. *Prerequisite: ART 271*

ART 275 3 hours
Metals I
Beginning metalworking projects use various techniques, with precious and non-precious metals. Soldering, enameling, metal casting and stone setting are covered. *Meets general education participation in the arts requirement.*

ART 281 3 hours
Ceramics: Handbuilt Forms
An introduction to basic clay formation techniques with an emphasis on the sculptural and asymmetrical potentials of hand constructed clay forms. Covers essentials of the ceramic process: forming, glazing, and transformation through firing. *Meets general education participation in the arts requirement.*

ART 300 3 hours
Art For Teachers
Opportunities for the development of skills and learning experiences for use in the elementary classroom. Introduction to the components of Discipline-Based Art Education through lecture, studio projects and out of class assignments.

ART 301 3 hours
Advanced Drawing
Advanced conceptual approaches as they relate to drawing as an artistic end. *Prerequisites: ART 201.*

ART 309 2 hours
Secondary Art Methods
Examine methodology and teaching practices in art, organizing and writing the art curriculum, classroom management, assessment of student progress, and general strategies and methods for conducting an art program for the middle and high school level students. In addition, studio work will be utilized to create a portfolio of art projects suitable for middle and high school students. Written assignments for the course will be added to the professional portfolio. *Prerequisites: EDU 150, 260 and approval into the Teacher Education Program. Corequisite: EDU 309.*

ART 310 3 hours
Elementary Art Education
Theory and foundations for the development of skills and learning experiences for use in the elementary art classroom. The Discipline-Based Art Education model will be utilized in preparing lesson plans, studio projects and practical application content.

ART 311 3 hours
Western Art History I
A survey of architecture, sculpture, and painting from prehistory to the Late Gothic in Europe and the Near East.

ART 313 3 hours
Western Art History II
A survey of architecture, sculpture and painting from the Proto-Renaissance to the Modern era in Western Europe and the United States. *Prerequisite: ART 311.*

ART 316 3 hours
Asian Art History
A survey of the arts of India, China and Japan with an emphasis on understanding works within their cultural contexts.

ART 322 3 hours
Painting: Watercolor
Instruction in the essential materials, tools, techniques, and processes for painting in the watercolor medium. *Prerequisites: ART 101 and 151.*

ART 324 3 hours
Intermediate Painting
Intermediate level work refining technical skills, creative expression, and development of style in a variety of painterly media. *Prerequisites: ART 201 and 221.*

ART 342 3 hours
Printmaking: Lithography and Serigraphy
Handprinting as an expressive medium is investigated through the resist and stenciling processes of lithography and serigraphy (silkscreen), including instruction in the use of essential tools and materials, techniques, and approaches to image-making, introducing contemporary and historical examples. *Prerequisites: ART 101 and 151.*

ART 351 3 hours
Product ID
A design course with emphasis in creating a product identity from concept to completion. This course will discuss but not be limited to, conceptual design, logo/logotype development, packaging design, advertising design and the development of promotional materials. Professional presentation and client skills will also be discussed. *Prerequisites: ART 251 and 257.*

ART 353 3 hours
Digital Photography II
This course provides advanced study in digital photography to develop expertise in the use of photo editing software, scanners and professional digital cameras. Students will explore a range of photographic topics that will prepare them to critique and create digital images with conceptual depth and will learn the means and methods of digital printmaking. Students must provide their own digital cameras. *Prerequisite: ART 253.*

ART 356 3 hours
Web Design
This course will teach students design fundamentals for interactive media with a focus on designing user interfaces for the internet. Students will be introduced to the vocabulary, foundational technology, design elements, and techniques for creating interactive media. Projects will cover a range of topics that will introduce students to the many uses for interactive design, identifying, and designing for different target audiences, and the basics of how to deliver the finished product to those audiences. Additionally, through the projects and class exercises, students will be introduced to and gain a better understanding of industry standard tools. *Prerequisites: ART 156 and 158.*

- ART 357** 3 hours
Design History
 A design course focusing in depth on the stylistic history of graphic design, from Gutenberg to the present. Weekly studio assignments will be given with specific historical and stylistic goals. The purpose of this course is to create a strong awareness of historical styles and to develop artwork applicable to a working portfolio. *Prerequisites: ART 251 and 257.*
- ART 360** 1-4 hours
Independent Study
 An individualized, directed study involving a specified topic.
- ART 361** 3 hours
Photography II
 The advanced techniques of studio lighting, filtration, electronic flash, larger camera formats, and metering are covered, as well as their applications to portrait, product and macro photography. Color photographic processes and professional presentation methods are discussed. Each student must provide a single-lens reflex camera with adjustable shutter and aperture diaphragm to enroll. *Prerequisite: ART 261.*
- ART 370** 1-4 hours
Selected Topics
 A course offered on a subject of interest but not listed as a regular course offering. *May count toward the departmental major and general education requirements.*
- ART 372** 3 hours
Sculpture II
 Intermediate use of technical skills and conceptual issues of creating sculpture with form and space. *Prerequisites: ART 271 and 272 or permission of the instructor.*
- ART 375** 3 hours
Metals II
 Intermediate metalworking projects use various techniques, with precious and non-precious metals. Soldering, enameling, metal casting and stone setting are covered. *Prerequisite: ART 275 or permission of the instructor.*
- ART 380** 3 hours
Ceramics: Wheelthrowing
 The use of the potter's wheel for throwing vessel and sculptural forms. Form and surface design are considered, as well as various firing techniques. *Meets the general education participation in the arts requirement.*
- ART 382** 3 hours
The Christian and the Arts
 Seminar that deals with topics related to the Christian and the Arts emphasizing the development of critical abilities via the discussion of readings, student presentations, and writing assignments. A trip to a major arts center is planned in conjunction with the seminar (*trip fee assessed*). *Prerequisite: Junior status.*
- ART 393** 1-4 hours
Practicum
 Supervised learning involving a first-hand field experience or a project. Generally, one hour of credit is awarded for a minimum of 40 hours of practicum experience. *Offered primarily during summer.*
- ART 413** 3 hours
Contemporary Art
 Introduces the student to a wide range of contemporary art, emphasizing the development of analytical and critical skills. *Prerequisite: Junior status.*
- ART 416** 3 hours
Advanced Studio
 Course for the advanced studio art major providing in-depth training and study on developing a professional, intentional, and cohesive body of work. This course is not media specific but challenges the student to assess an interdisciplinary method to their art making process in a class setting with other advanced studio art majors of different concentrations. *Prerequisite: one of the following: ART 301, 372, 375, 324, 441.*
- ART 441** 3 hours
Advanced Printmaking
 Advanced studies in printmaking, addressing the refining of skills, and the individual exploration of one or two printmaking processes. *Prerequisites: ART 241 and 342 or permission of the instructor.*
- ART 450** 1-4 hours
Directed Research
 Investigative learning involving closely directed research and the use of such facilities as the library or laboratory.
- ART 451** 3 hours
Video Art
 This course is an exploration of the aesthetic, conceptual, and technical aspects of the motion image. Students will learn non-linear digital video editing and video production techniques through individual projects, class discussion and critiques. Relevant historical and theoretical issues are addressed through readings, lectures, and video screenings. *Prerequisite: ART 253 or 353.*
- ART 456** 3 hours
Web Animation
 Students will build on the skills learned in ART 159 & ART 356, by focusing on industry standard animation and interactive software for the world wide web. This course will further develop each student's conceptual, interactive page layout, and web programming skill sets. Emphasis will be placed on fully utilizing Flash's unique animation, interactivity and scripting controls, to create a self promotional website useful in the pursuit of a future design career. *Prerequisite: ART 152, 154, 156, 158, and 159.*
- ART 457** 3 hours
Portfolio I
 Advanced design course emphasizing development of a working portfolio. Projects may include book covers, advertisements, brochures, posters, editorial design, logotypes, and corporate identity campaigns. *Prerequisite: ART 351 and 357.*
- ART 461** 3 hours
Topics in Photography
 This course will cover specific photographic issues not included in ART 261, 361, 253, and 353. Areas of study may include unique analog and digital processes, medium and wide format camera usage, and studio photography. Students will utilize the visual and technical skills mastered in previous courses to explore today's contemporary trends of photographic expression through selective topics to be announced upon class offering. *Students must provide their own cameras. Prerequisites: ART 261 and 361; or ART 253 and permission of the instructor.*
- ART 471** 3 hours
Sculpture III
 Advanced use of technical skills and conceptual issues of creating sculpture with form and space. Studio projects employ additive, subtractive and casting methods utilizing such materials as clay, plaster, wood, plastics and metals. *Prerequisite: ART 372 or permission of the instructor.*
- ART 480** 1-4 hours
Seminar
 A limited-enrollment course designed especially for upper-class majors with emphasis on directed reading and discussions
- ART 482** 2 hours
Professional Development in Studio Arts
 Seminar devoted to early stages of conceptualization for student's careers as working artists upon graduation or for pursuing higher levels of education at the graduate levels. Exposing students to both of the infrastructures of an art business as well as to graduate school via field trips to major cities and corporations.
- ART 485** 3 hours
Senior Exhibition
 Creation of a body of work for the student's senior exhibition with thematic and aesthetic cohesiveness. Students should plan for the costs associated with the exhibition. *Prerequisite: Senior status.*
- ART 490** 1-2 hours
Honors
 Individualized study or research of an advanced topic within a student's major. *Open to students with at least a 3.00 GPA in the major field.*