

# Department of Art

---

## College of Arts and Sciences

### Faculty

(1991). Professor of Art and Department Chair. B.F.A., University of Georgia; M.F.A., University of Illinois.

(1996). Associate Professor of Art. B.F.A., B.S., and M.F.A., University of Tennessee at Knoxville.

(1997). Assistant Professor of Art. B.A., Boston University; M.A.R., Yale University, University of Virginia Ph.D. program (on educational leave through 2004).

(1993). Professor of Art. B.A., Southern Arkansas University; M.F.A., East Texas State University.

The Department of Art provides an environment and curriculum devoted to developing skills, stimulating critical thinking and expressing creativity within the framework of a Christian liberal arts program. In the freshman year art students begin a four-course visual foundations sequence in drawing and design. Students continue to complete a four-course Art History sequence and pursue visual studies in one of several areas of concentration: Drawing/Painting; Ceramics/Sculpture; and Graphic Design/Photography. Students may also choose to major in Digital Media Studies. An art major who wishes to teach art grades K-12 may receive licensure. See Teacher Licensure III.

Through department activities students may participate in a variety of art related service projects, field trips, and social events. The University Art Gallery presents ongoing series of art exhibits highlighting a wide variety of professional artists' work. In addition, the gallery presents an annual exhibit of student work. Graduating senior exhibitions are also held in the gallery.

Graduates of the department may continue studies at the graduate level or pursue work in a variety of areas such as digital imaging, graphics, illustration, independent studio art, museum gallery sales, photography, teaching, or web page design.

Students desiring consideration for transfer studio credit, advanced placement, department scholarships, and workshops must submit a portfolio for review by the art faculty. Awards are based on this review and outstanding performance in art coursework.

### The Art Major and Minor

- A. Core for all Art majors—31 hours
    1. ART 113, 114, 116, 117, 120, 198
    2. ART 313, 314, 315, 318
    3. ART 398, 499
  - B. Choose one subset of the 3 studio concentrations: Drawing/Painting; Ceramics/Sculpture; and Graphic Design/Photography—12 hours. Application of a course in the other subset of the concentration is allowed with departmental approval.
  - C. Choose a secondary studio subset from B—6 hours.
- 
- A. Core requirements for all emphases—39 hours

- B. Art Emphasis requirements—28 hours
  - 1. ART 113, 116, 198, 232
  - 2. ART 346, 398, 445, 499
  - 3. Art History 319 and 2 of 313, 314, 315—9 hours
- C. Communication Arts Emphasis—24 hours  
See Communication Arts Department for complete details.
- D. Computer Science Emphasis—23 hours  
See Computer Science Department for complete details.
  
- A. Major requirements as shown above. Must include: ART 216, 242, 311, 323; 2 areas in the secondary concentration may be used to facilitate this requirement.
- B. Completion of Professional Education: ART 325; EDU 150, 250, 326, 417, & 435; PSY 213, 318; SE 225.
- C. Completion of applicable portions of the Praxis II.
- D. For additional information, see the Director of Teacher Education.
  
- A. Core for all art minors—15 hours
  - 1. ART 113, 114, 116, 117
  - 2. ART 313 or 314
- B. Art Electives—9 hours

### Assessment of Majors

1. Students with a major in the Department of Art are required to take Mid Program Review with the art faculty to include assessment of work done in the major after completion of 12 hours. See ART 198.
2. Students are required to present a graduating exhibition of their work. The assessment of the major at this point is based on the exhibition, an oral review, and an artist's statement. The assessment will be conducted during the semester of graduation. See ART 499.

## Course Offerings in Art (ART)

( ) Hours Credit; F-Fall; W-Winter; S-Spring; Su-Summer

### Art History

Prerequisite/Corequisite: HIS 101.

An introduction to the principal styles of fine art from typical masterpieces of architecture, music, painting, sculpture, literature, and theatre, giving economic, religious, social, and political reasons for this development, as well as insight through formal analysis of how these forms are constructed. The course will stress appreciation of the fine arts as evidence of the spirit and values of specific times. Three lecture hours per week and attendance at specified cultural events.

ART

Prerequisite: ART 210.

A survey of painting, sculpture, architecture, and the minor arts as represented by significant examples of art from prehistoric times to the Medieval Period.

Prerequisite: ART 210.

A survey of painting, sculpture, architecture, and the minor arts as represented by significant examples of art from the Renaissance to Romanticism.

Prerequisite: ART 210.

A survey of painting, sculpture, architecture, and the minor arts as represented by significant examples of art from Realism to the present.

62

Prerequisite: ART 315.

Seminar to expand the critical approach adding the Christian contribution to contemporary art as well as insights from practicing artists. Includes team survey projects and research assignments and film review.

Prerequisite: ART 113, 198.

Survey of methods and technology broadening the fundamentals of design while reinforcing design essentials and examining critical theory and the impact of cyber-technology upon design precepts that previously dominated design history.

### Studio Courses

Study of the elements and principles of two-dimensional design with and emphasis on color theory. Six studio hours per week.

Introduction to the organization of the basic visual elements, principles, and processes in space. Six studio hours per week.

6

Introduction to the materials and processes of drawing. Emphasis is placed on strengthening visual awareness through observation, spatial organization, and development of imagery. Six studio hours per week.

Prerequisite: ART 116.

Objective and subjective representation of the human figure through various traditional and nontraditional drawing media. Six studio hours per week.

Prerequisites: ART 113, 114, 116.

An introduction to the creative potential and application of computer-generated art. Applied instruction combined with theoretical considerations guide students to a basic understanding of the computer as a creative medium. Six studio hours per week.

Introduction to Art major emphases, program and department expectations, international study opportunities, and work presentation/craftsmanship.

6

Creative expression in the ceramic arts and the development of form in the plastic medium of clay. Six studio hours per week.

Prerequisite: ART 117.

Advanced study of drawing emphasizing the development of personal expression and critical analysis. Six studio hours per week.

A basic introduction to the copper foil method of stained glass. The cutting, grozing, grinding, fitting, foiling, and soldering of stained glass will be explored.

Prerequisite: ART 113 or consent of the instructor. Six studio hours per week.

A study of the techniques, practices, and the history of the Graphic Design field. Attention will be given to basic concepts and techniques involved in the preparation of art for commercial reproduction and the use of the computer as a design tool.

Introduction to expressive and documentary photography. Emphasis on darkroom techniques. Each student will need a light meter and an adjustable camera (i.e. with controls for focus, shutter speed, and aperture). Six studio hours per week.

Prerequisite: ART 231.

A continuing exploration of photography with emphasis on creative expression and visual experimentation. Six studio hours per week.

Prerequisite: ART 116 or 117. Six studio hours per week.

An introduction to printing in the processes of Intaglio, Relief, and Planographic.

Prerequisite: ART 116.

Traditional practices and approaches to studio oil/acrylic painting. Emphasis on continued visual development and the use of color. Six studio hours per week.

6

Prerequisite: ART 217.

Continued work in ceramics, stressing both construction techniques and design principles. A study of glazing and firing techniques. Six studio hours per week.

Prerequisite: ART 116.

An introductory course to the various processes, tools, and techniques that are used in creating 3-dimensional sculpture. Six studio hours per week.

Prerequisite: ART 116.

Modeling and casting in various materials. Six studio hours per week.

Prerequisite: Art 324.

Individual development of sculpture areas with specific concentration on concept, composition, and content. Research oriented through slides, books, and actual works. Individual responsibility for subject matter encouraged.

ART

Prerequisite: ART 242.

Continuing study of printmaking processes and techniques. Emphasis on developing visual expression and concept through the printmaking mediums. Six studio hours per week.

Prerequisite ART 221. Six studio hours per week.

A continuation of Graphic Design I with emphasis on advanced design techniques, studio practices, artwork presentation, publication design, pre-press methods, color separation, and scanning.

6

64 Prerequisite ART 222. Six studio hours per week.

A comprehensive study of Type, its history, standard and creative usage, and trends. Attention will be placed upon measuring systems, composition, and the influence of the computer as a type design tool.

Prerequisite: ART 198.

Review of student work with Art faculty for direction and clarification of the successful completion of the major. Topics include making slides of work, motivational gifts assessment, exploration of cechn type desig.7(Mir wII (3)lopa 9on of cechn type desig.7(Mir 0 -1.2 ma 398. Pra an5positl giftsd04 rtm IndiTfts, artworkre III meeII 3cs inarentirentj/Farallelkre III)lopa 9

Prerequisites: Art 333.

Individual development of sculpture problems and techniques. Students are responsible for developing a thematic investigation of a specific concept using appropriate methods, materials and techniques.

Prerequisite: ART 346. Six studio hours per week.

An introduction to illustration and consideration of image as communication. Emphasis will be placed on experimental techniques, methods, and the creative use of imagery, materials, and the computer for production purposes.

Students are assigned supervised practical work or studio experience in their chosen area of concentration in art. Does not satisfy art major or minor requirements. May be taken for a maximum of nine credit hours. Pass/Fail. Permission of department required.

ART

Capstone course for DMS majors to bring the emphases together for exposure to the variety of fields of digital media and associated workplace cultures. Includes case studies, guest speakers, field trips and an interdisciplinary group project culminating in the