

**Department of Art**  
**College of Arts and Sciences**

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**Faculty**  
**Michael Mallard**

3. CSC 115, 321, 360, 365
4. Digital Media Studies Seminar 490
- 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) and Computer Science Emphasis (24 hours). See respective department for details.

### III. Teacher Licensure for Visual Arts (Grades K-12)

- 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. Professional Education: ART 325; EDU 150, 250, 326, 417, 435; PSY 213, 318; SE 225.
- C. Applicable portions of the Praxis II.
- D. For additional information, see the Director of Teacher Education.

### IV. Minor in Art—24 hours

- 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 ART 198 for assessment of work in the major after completion of 12 hours.
2. Students are required to present a graduating exhibition of their work, ART 499, during the semester of graduation. The assessment of the major is based on the exhibition, an oral review, and an artist's statement.
3. Each major is required to submit a portfolio containing slides or original work in the chosen area of concentration. Portfolios will be retained in the department.

### Student Organization

The **Art Union** is open to students interested in the visual arts. Its purpose is to encourage student involvement in and awareness of the visual arts. Students involved in the Art Union further develop knowledge and appreciation of the visual arts.

### Student Awards

The **Academic Excellence Medal** is awarded to the graduating senior with the highest average in the major provided the average is not less than 3.5. Before Awards Day, the student must have completed at least 15 credit hours in the major at Union University, exclusive of pass/fail courses. If no major is eligible, the medal will be given to the minor meeting the minimum requirements.

The **3-D Award** is presented to the winner of the best three-dimensional work in the Annual Student Art Exhibit.

The **Graves Gold Leaf Cup** is presented to the winner of the best two-dimensional work in the Annual Student Art Exhibit.

The **Golden Circle Graphics Design Award** is presented to the winner of the best design work in the Annual Student Art Exhibit.

## Course Offerings in Art (ART)

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

### Art History

#### 210. The Arts in Western Civilization (3) F, W, S, Su

Prerequisite/Corequisite: HIS 101.

An introduction to the principal styles of fine art from 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. Attendance at specified cultural events.

#### 313. Art History I (3) F

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.

#### 314. Art History II (3) S

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.

#### 315. Art History III (3) F

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.

#### 318. Contemporary Issues in Art (3) S

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.

#### 319. Design History (3) F or S

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

#### 113. Two-Dimensional Design (3) F

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

#### 114. Three-Dimensional Design (3) S

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

#### 116. Drawing I (3) F, S

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/week.

**117. Drawing II (3) S**

Prerequisite: ART 116.

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

**120. Introduction to Digital Imaging (3) F, S**

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/week.

**198. Freshman Seminar (1) F or S**

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

**216-7. Ceramics — I, II (3) F, S**

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

**218. Drawing III (3) F or S**

Prerequisite: ART 117.

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

**220. Stained Glass (3) W**

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.

**54 221. Graphic Design I (3) F**

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.

**231. Photography I (3) F, S**

Prerequisite: Camera with manually adjustable aperture and shutter speed.

Introduction to processes and esthetical values of black and white photography, including basic camera and darkroom techniques, content and composition, and an introduction to expressive and documentary works applicable to art and journalism.



**424. Sculpture IV (3) F**

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.

**428. Film as Visual Art (3)**

An examination of the visual aspects of filmmaking with emphasis on film as an art medium. In comparing film to other new media genre, students will analyze a variety of film works.

**445. Graphic Design IV (3) S**

Prerequisite: ART 346. Six studio hours per week.

An introduction to illustration and consideration of image as communication. Empha-

ART

**180-280-380-480. Study Abroad Programs (1-4) As Needed**

All courses and their application must be defined and approved prior to travel.

**195-6-7. Special Studies (1-4) On Demand**

Lower-level group studies which do not appear in the regular department offerings.

**395-6-7. Special Studies (1-4) On Demand**

Upper-level group studies which do not appear in the regular department offerings.

**495-6-7. Independent Study (1-4) On Demand**

Individual research under the guidance of a faculty member(s).