

# DEPARTMENT OF ART

## COLLEGE OF ARTS AND SCIENCES

### Faculty

Aaron Lee Benson(1996). Professor of Art and Department Chair. B.F.A., B.S., and M.F.A., University of Tennessee at Knoxville.

Haelim Allen (2010). Assistant Professor of Art. B.A., University of Maryland; M.R.E., Trinity Evangelical Divinity School; M.F.A., University of Maryland.

Steve Halla(2009). Assistant Professor of Art. B.A., Moody Bible Institute; Th.M., Dallas Theological Seminary; Ph.D., University of Texas.

Christopher M. Nadaskay(1993). University Professor of Art. B.A., Southern Arkansas University; M.F.A., Texas A&M, Commerce.

Melinda Eckley Posey(2009). Assistant Professor of Art. B.A., Union University; M.F.A., Memphis College of Art.

### Curriculum

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 complete a four-course art history sequence and pursue visual studies in one of several areas of concentration. 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 related service projects, 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 and graduating senior exhibits.

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.

#### I. Major in Art—49 hours

- A. Core for all Art majors—31 hours
  1. ART 113, 114, 116, 117, 120, 198
  2. ART 313, 314, 315, 318; Graphic Design Emphasis may substitute ART 319 for 318.
  3. ART 398, 499

- B. Choose a subset of the 3 concentrations: Drawing/Painting; Ceramics/Sculpture; Graphic Design/Photography; Visual Aesthetics—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.

#### II. Digital Media Studies Major

- A. Core requirements for all emphases—39 hours
  1. ART 120, 221, 345, 348; DMS 190
  2. COM 220, 320, 327, 365
  3. CSC 115 (or 105 & 106), 200, 360, 351
  4. DMS 490

#### B. Art Emphasis requirements—32 hours

1. ART 113, 114, 116, 198, 231
2. ART 346, 398, 445
3. Art History 313, 314, 315, 319—12 hours

#### C. Communication Arts Emphasis (25 hours) and Computer Science Emphasis (25 hours). See respective departments for details.

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

- A. Major in art as shown above. Must include: ART 216,311, 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 Assistant Dean for Teacher Education and Accreditation.

#### IV. Minor in Art—24 hours

- A. Core for all art minors—15 hours
  1. ART 113, 114, 116, 117
  2. ART 313, 314, 315, or 318

#### B. Art Electives—9 hours

#### V. Minor in Visual Aesthetics—18 hours

- A. ART 237 and 230—6 hours
- B. ART 327 and 330—6 hours
- C. ART 427 and 430—6 hours

#### D. Minor cannot be earned with a major of the Art Department.

#### Major in Art with Discipline-Specific Honors

#### Application Timeline/Process

Students may apply at the end of the sophomore year.

#### Admission Requirements

Students must complete at least 18 hours of University or in transfer coursework in all coursework in the major.

## Progression

In addition to the 31-hour Art core and the 12-hour art concentration required of all majors, a student in discipline-specific honors must complete

1. 12 hours of Art Aesthetics courses
2. Art 413-414 (3 hours fall, 3 hours spring of the senior year)
3. Art 495-6-7 (6 hours in any combination)
4. Art 499 (2 hours, counted toward the Art core; must be taken in spring of senior year)
5. A weekly meeting with each instructor

Students are also required to attend presentations of Art Honors projects/theses.

If specific guidelines and markers for completing assigned experiences are not met by the student, the instructor will report to the Art faculty for its recommendation of either probation or dismissal of the

student from the Honors program. The Honors Director will be notified of any student on probation and will be included in the process involved for a dismissal.

## Assessment of Majors

Students with a major in the Department are required to take ART 398 for assessment of work in the major after completion of 12 hours as required to submit a portfolio containing slides or original work in the chosen area of concentration. Portfolios will be retained in the department. Art majors are required to present an 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. DMS/ Art majors are required to make a formal presentation of research, ART 490, during the semester of graduation.

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## 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

Prerequisite/Corequisite: HIS 101, Attendance at specified cultural events.

Introduction to the principal styles of fine art from architecture, music, painting, sculpture, literature, and theatre, giving economic, religious, social, and political reasons for development, as well as insight through formal analysis of how these forms are constructed. Appreciation of the fine arts as evidence of the spirit and values of specific times.

227. Visual Aesthetics: The Western Tradition, Classical Greece to the Renaissance (3) F

A study of visual aesthetics in the Western tradition from Classical Greece to the Renaissance with a specific focus on the visual arts.

230. Visual Aesthetics: The Western Tradition, The Renaissance to the 19th Century (3) S

A study of visual aesthetics in the Western tradition from the Renaissance to the 19th Century with a specific focus

## Studio Courses

### 113. 2D Foundations: Design (3) F

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

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

A skill-based course where students learn aesthetic problem-solving skills as they relate with areas of three dimensionality; ie, texture, form and space. Students will develop a vocabulary that will enable them to articulate visual arts ideas, concepts and criticisms. Six studio hours per week.

### 116. 2D Foundations: Basic Drawing (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 per week.

### 117. 2D Foundations: Drawing the Figure (3) S

Prerequisite: ART 116.

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

### 120. Introduction to Digital Media (3) F, S

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.

### 198. Visual Arts Seminar I: Introduction (0) F

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

### 216. Ceramics Hand Building (3) F

The introductory studio class with focus on skills of building, decorating and firing clay. The student will learn to hand build using pinch, coil, hard, and soft slab methods. Six studio hours per week.

### 217. Ceramics Wheel Throwing I (3) S

Prerequisite: ART 216.

Focus on the skill of throwing on the wheel, decorating and firing class. Students will produce a variety of forms including cups, bowls, plates, platters, pitchers and teapots. The student will fire and glaze 10 works in each form assigned while learning how to fire high fire gas kilns and begin the process of glaze calculation. Six studio hours per week.

### 218. Drawing: Advanced Methods and Practices (3) F or S

Prerequisite: ART 117.

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

### 220. Stained Glass (3) As Needed

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.

### 221. Introduction to Graphic Design and Visual Language (3) F

Prerequisite: ART 113 or consent of the instructor.

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

### 231. Photography I (3) F

Prerequisite: Camera with manually adjustable aperture and shutter speed.

Introduction to processes and aesthetical 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. Student furnishes film and darkroom supplies for projects. Six studio hours per week.

### 232. Photography II (3) S

Prerequisite: ART 231.

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

### 242. Printmaking I: Basic Planographic Processes (3)

As Needed

324. Sculpture II (3) S

Prerequisite: ART 116.

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

331. Photography III (3) F

Prerequisite: ART 135

A continuation of building technical and studio skills acquired in I and II and also to begin the introductions to digital work. To include basic digital techniques as well as computer related instruction including photo editing software and photo-related hardware.

332. Photography IV (3) S

Prerequisite: ART 232

Portfolio development as it pertains to digital and black and white, wet photography, photo history, and current photo trends. Students will develop aesthetic skills, exploration of photo expression and creativity.

333. Sculpture III Life Modeling (3) F

Prerequisite: Art 324.

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

Teacher Licensure

325. Art in the Elementary Schools (3) F, S

A course designed for the elementary teacher developing

357. Instructional Design VII: Integrating Art into Classroom Instruction (2) As Needed

Design and implementation of instruction with attention to current issues, problems, and practices in the field, including integration of art in classroom instruction, national standards, integration of technology, diversity, inclusion, and faith and ethics.

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## Course Offerings in Digital Media Studies ( DMS)

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

190. Digital Media Studies Freshman Seminar (0) F or S

An introduction to the Digital Media Studies major and to the field of digital media, with emphasis on program expectations. Graded Pass/Fail.

490. Digital Media Studies Senior Seminar (3) F, S  
Reciprocal with CSC and COM.

Capstone course for DMS major 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 production of a computer-based portfolio for job search.