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

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

Steve Halla (2009). Associate 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). Associate Professor of Art. B.A., Union University; M.F.A., Memphis College of Art.

Candace Gooch Ward(2014). Academic Secretary–Art. B.F.A., Union University.

Paige Ward (2019). 3D Shop Technician, Instructional Staff. B.A., Union University; M.F.A., University of Florida

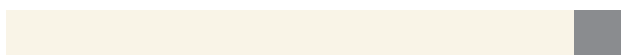
The Department of Art provides an environment and curriculum devoted to developing skills, stimulating critical thinking, and expressing creativity within the framework of a

of the concentration is allowed with departmental approval.

- C. Choose a secondary studio subset from B–6 hours.
(Visual Aesthetics may be used for secondary subset.)

**III. Bachelor of Art in Pre-Professional Art Therapy –73 hours
(no minor required)**

- A. Art Requirements–49 hours
 - 1. Major in BA in Art as shown–31 hours
 - 2. Primary Emphasis Course: ART 216, 231, 311, 323–12 hours
 - 3. Choose a Secondary Emphasis from the studio subset of BA–6 hours
- B.



218. Drawing 03: Intermediate Methods and Practices (3) F

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. Graphic Design 01: Introduction to Graphic Design (3) F

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 01: Introduction to Photography (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. Student furnishes film and darkroom supplies for projects. Six studio hours per week.

232. Photography 02: Intermediate Photography (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

Prerequisite: ART 116 or 117.

An introduction to printing in the processes of intaglio, relief, and planographic. Six studio hours per week.

311. Painting 01: Introductory Methods and Practices (3) F

Practices and approaches to studio oil/acrylic painting. Emphasis will be placed on visual development and the use of color. Non-majors are welcome. Six studio hours per week.

312. P(ainting)36.8 (f)-1 (pho)11.7 (t)6.1 (ogr)-2 (aph)29.2 y2(ermediat)3.6 (.r (actices)35 (079.7 (30 F)TJEew)15.6 (eek)T/TT1 1 Tf0.022 Tc 10 0

345. Graphic Design 02: Identity Systems (3) S

Prerequisite: ART 221.

A continuation of 221 with emphasis on corporate media structures, branding techniques and strategies. Attention will be given to artwork preparation, presentation for client, package design, commercial reproduction and printing techniques. Six studio hours per week.

346. Graphic Design 03: Typography (3) F

Prerequisite: ART 221.

A comprehensive study of type, its history, standard usage and creative trends. Students will learn measuring systems, grid composition, and the influence of the computer as a type design tool. Six studio hours per week.

347. Graphic Design 04: Digital Design for the Screen (3)S

Prerequisites: ART 221; CSC 360 is recommended.

A study of the role of the graphic designer with regard to visual communication in relation to the screen. This course will concentrate on graphic design theory, page design, and presentation for the web. Six studio hours per week.

348. Graphic Design 05: Motion Graphics (3) F

Prerequisites: ART 221; 346 is recommended.

Introduction to motion graphics, with emphasis placed on animation of typography, motion transitions and animation software. Six studio hours per week.

398. Visual Arts Seminar 02: Mid-Program Review (2) F

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 career paths, internship options, and resume building.

411. Painting 03: Expression, Experimentation and Critical Analysis (3) F

Prerequisite: ART 312.

Development of painting as a vehicle for expression of personal vision, experimentation, and development of a body of work which indicates a direction of artistic pursuit. Six studio hours per week.

412. Painting 04: Advanced Expression, Experimentation and Critical Analysis (3) S

Prerequisite: ART 411.

Significant investigation of individual content toward the development of a mature body of work with additional emphasis on critical analysis and historical context. Six studio hours per week.

413-4. Advanced Art Studio (3) F, W, S, Su

Prerequisite: Consent of the Instructor.

Advanced studio course for professional development in any of the major areas of the department; meets at the same time the parallel studio is scheduled.

424. Sculpture 04: Advance Sculpture Methods (3) S

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. Six studio hours per week.

445. Graphic Design 06: Design Studio Practicum (3) S

Prerequisite: ART 221, 345, 346.

Advanced study in graphic design techniques and fieldwork. Students will develop an in depth portfolio of work that will emphasize experimental techniques, creative use of imagery and material, as well as strategies for freelance and creative development. Six studio hours per week.

460. Studio Practice 5 (3) F

Prerequisites: BFA core; All four lower level Primary Emphasis Courses; Senior Standing.

A course designed to encourage dialogue on selected topics in contemporary art through readings, discussion, and critique. Topics covered will be used to investigate the conceptual, experimental and production issues, and challenges facing each individual student in their respective emphasis toward the objective of becoming practicing professional artists.

465. Studio Practice 6 (3) S

Prerequisites: BFA core; All four lower level Primary Emphasis Courses; Senior Standing.

Continuation of ART 460. Portfolio section, compilation and documentation of student's work in chosen area of concentration. Students must present an exhibition of their body of work in a gallery setting. Work exhibited may represent both primary and secondary concentrations.

485. Internship/Apprenticeship (2-4) As Needed

Prerequisite: Permission of Chair.

Students are assigned supervised practical work or studio experience in their chosen concentration in art. May be taken for a maximum of 9 credit hours. Pass/Fail.

499. Visual Arts Seminar 03: Capstone/Research (2) F, S

Prerequisite: Consent of the Department; ART 198, 398.

Research selection, compilation, and documentation of student's project in chosen area of concentration. Students must present their work in symposium setting. Research may represent both primary and secondary concentrations.

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

A course designed for the elementary teacher developing art skills drawn from study units in art appreciation. No credit toward a major in art.

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.

