Art-Drawing (ART_DRAW)

ART_DRAW 1050: Drawing: Materials and Methods
This course focuses on the fundamentals of visual hierarchy, composition, and pictorial space in drawing. Emphasis on linear perspective and the language of light and shadow using black and white media (graphite, charcoal and/or conte crayon). Development of skills and concepts in drawing based on historical models, lectures, demonstrations and critiques. Expendable materials fee required.
Credit Hours: 3
Prerequisites: ART_DRAW 1050 and ART_DRAW 2100

ART_DRAW 2210: Beginning Color Drawing
Theory and practice in the use of colored pencil, as well as oil and chalk pastel, working from still life, landscape, and portrait. This class is the second class in the drawing sequence. Expendable materials fee required.
Credit Hours: 3
Prerequisites: ART_DRAW 1050

ART_DRAW 3200: Portrait Drawing
Development of drawing techniques with an emphasis on the portrait. May be repeated to 15 hours maximum. Expendable materials fee required.
Credit Hours: 3
Prerequisites: ART_DRAW 1050 and ART_DRAW 2210

ART_DRAW 3210: Intermediate Color Drawing
Continuation of ART_DRAW 2210 with emphasis on design and organization. May be repeated to 9 hours maximum. Expendable materials fee required.
Credit Hours: 3
Prerequisites: ART_DRAW 1050 and ART_DRAW 2210

ART_DRAW 3220: Anatomical Drawing
Anatomical structure of human figure as it relates to art. Drawing from live model; emphasis on gross anatomy as defined by skeletal and muscular structure. Expendable materials fee required.
Credit Hours: 3
Prerequisites: ART_DRAW 1050 and ART_DRAW 2210

ART_DRAW 3230: Beginning Illustration
An introduction to visual problem solving from initial concept through final execution. Emphasis in drawing and painting skills and exploration of mixed media techniques including drawing from the model. Graded on A-F basis only. Expendable materials fee.
Credit Hours: 3
Prerequisites: ART_DRAW 1050 and ART_DRAW 2210

ART_DRAW 3240: The Graphic Novel
This drawing course focuses on sequential narrative art and its relationship to the graphic novel. The term, “graphic novel” represents a broad range of styles, formats and genres from simple comics to highly rendered illustrations. Lectures provide an introduction to some of the most highly respected works from the early twentieth century onward. Expendable materials fee required. Graded on A-F basis only.
Credit Hours: 3
Prerequisites: ART_DRAW 1050 and ART_DRAW 2100

ART_DRAW 4200: Drawing IV
This course will provide an intensive experience in the development of a portfolio of artwork. Students will explore the connections between their work and contemporary art. May be repeated 3 times. Expendable Materials Fee Required.
Credit Hours: 3
Prerequisites: ART_DRAW 1050, ART_DRAW 2200 and ART_DRAW 3200

ART_DRAW 4210: Advanced Color Drawing
Continuation of ART_DRAW 3210 with emphasis on the expressive properties of color in figural compositions. Repeatable to 15 hours. Expendable materials fee required.
Credit Hours: 3
Prerequisites: ART_DRAW 1050, ART_DRAW 2210 and ART_DRAW 3210

ART_DRAW 4220: Advanced Anatomical Drawing
Continuation of ART_DRAW 3220 with emphasis on formal analysis of the figure in drawing based on superficial and deep anatomical structure. May be repeated to 15 hour maximum. Expendable materials fee required.
Credit Hours: 3
Recommended: ART_DRAW 2210 and ART_DRAW 3200 before taking this class

ART_DRAW 4230: Advanced Illustration
Further development of conceptual problem solving skills and technical proficiency through self generated assignments. Emphasis is placed on portfolio development by exploring sequential and narrative themes. Topics include contract, copyrights, and the art of freelancing. Students are advised to take the course a minimum of two times. May be repeated to 15 hours maximum. Expendable materials fee required.
Credit Hours: 3
Prerequisites: ART_DRAW 1050 and ART_DRAW 2200
Recommended: ART_DRAW 3230

ART_DRAW 4285: Problems in Drawing
Credit Hour: 1-3
Prerequisites: departmental consent

ART_DRAW 7200: Graduate Drawing
Drawing with emphasis on individual creative expression. May repeat to 18 hours maximum. Expendable materials fee required.
Credit Hours: 3
Prerequisites: graduate Art major

ART_DRAW 7285: Problems in Drawing
Credit Hour: 1-3  
**Prerequisites**: ART_DRAW 7200 and departmental consent

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**ART_DRAW 8200: Advanced Graduate Drawing**  
Continuation of ART_DRAW 7200. Repeatable to 15 hours.  
**Credit Hours**: 3  
**Prerequisites**: ART_DRAW 7200 or equivalent

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**ART_DRAW 8270: Graduate Drawing - Theory and Context**  
Contextualizing artwork in culture, history, and theory. May be repeated to 18 hours for credit. Graded on A-F basis only.  
**Credit Hours**: 3  
**Prerequisites**: Graduate Art Majors