The Art program is housed principally within the Fine Arts Building. Founded in 1877, the Art faculty consists of 18 full-time faculty, 4 adjunct instructors, and 21 graduate teaching assistants. Our faculty members, many of whom are nationally and internationally renowned, are well-established professional artists and designers with numerous exhibitions, commissions, and awards to their credit.

Our studio/laboratory spaces for each media area have impressive features that include a fully-equipped printmaking studio, photography labs for digital and traditional processes, a papermaking/fiber facility, an anagama kiln, a bronze casting facility, and three state-of-the-art digital labs housing over 65 up-to-date Macintosh computers with large 27-inch monitors, three 44” large-format Epson printers, and a variety of video equipment. The Art program also operates the George Caleb Bingham Gallery (https://art.missouri.edu/gallery/bingham) in the Fine Arts Building, which showcases art exhibitions from students, faculty, and visiting artists year-round. A Visiting Artists Lecture Series is presented during the Fall and Spring semesters and is open to the public. A popular summer experience sponsored by the program in partnership with the International Center is the Summer Study Abroad Program (http://art.missouri.edu/undergraduate/study-abroad.html) that takes place in summers in Italy on odd-numbered years and in the Netherlands and Belgium in even-numbered years. In both countries, students will have the opportunity to study firsthand many of the most important masterpieces in Western art history.

Faculty and students have access to many other resources on the University campus, including the Museum of Art and Archaeology (http://mua.missouri.edu), the State Historical Society of Missouri (http://shs.umsystem.edu), extensive collections of Ellis Library (http://library.missouri.edu/libraries), and the image database on ArtStor (http://www.artstor.org).

You can find the works of MU art faculty and alumni in major museums, galleries, exhibitions, and collections around the world, from New York to Barcelona, and from Africa to China. The work of our faculty and alumni exemplifies the caliber of teaching and creativity that students experience in the MU Art Department. We are dedicated to providing our students with the best quality education possible and helping them to develop and nurture their artistic pursuits.

Faculty

Professor J. M. Brueggenjohann*, R. B. Clarke*, L. Leong*, J. Stealey*
Curators Teaching Professor D. L. Huelsbergen*
Assistant Professor C.P. Mannella*, F. Martinez*, J. Thornton*
Associate Teaching Professor M. Ballou*
Visiting Assistant Teaching Professor A. Wehrwein,
Assistant Teaching Professor M. G. Langeneckert, T. Shaffer* 
Professor Emeritus B. B. Cameron*, W. H. Hawk, L. Kantner, L. Rugolo, O. A. Schuchard, F. H. Stack

Graduate Faculty Member - membership is required to teach graduate-level courses, chair master's thesis committees, and serve on doctoral examination and dissertation committees.

Doctoral Faculty Member - membership is required to chair doctoral examination or dissertation committees. Graduate faculty membership is a prerequisite for Doctoral faculty membership.

Undergraduate

BA in Art (http://catalog.missouri.edu/undergraduategraduate/collegeofartsandscience/art/ba-art)
BFA in Art (http://catalog.missouri.edu/undergraduategraduate/collegeofartsandscience/art/bfa-art)
Minor in Art (http://catalog.missouri.edu/undergraduategraduate/collegeofartsandscience/art/minor-art)

Director of Undergraduate Studies: Matt Ballou

The School of Visual Studies Art program in the College of Arts & Science offers a BA and a BFA. A minor in Art is also available. Students have the option to take studio courses in drawing, painting, printmaking, ceramics, sculpture, fibers, photography, digital/experimental media, and graphic design.

The BA degree is intended for the student desiring a liberal education with a concentration in art, while the BFA provides more professional training in the studio area. The BFA is the required undergraduate degree for admission to most Master of Fine Arts programs.

Starting Fall 2015, all students wishing to pursue a BA or BFA degree in art will need to pass the Art Department BA/BFA Portfolio Review. A student will need to have completed six (6) courses in art before submitting a portfolio (although they can be enrolled in the last classes the semester they submit a portfolio) for either the BA or BFA. Those courses are ART_GNRL 1030, ART_GNRL 1040, ART_DRAW 1050; then three studio art courses at the 2000 level. For more detailed information on the portfolio, please refer to the SVS website.

Undergraduate students enrolled in a BA Bachelor of Arts in Fine Arts or BFA Bachelor of Fine Arts degree program who wish to earn a masters with certification to teach K-12 Art can complete Professional Education Certification courses in the College of Education along with three Art Education Professional Education course requirements at the graduate level beginning the summer before senior year in your BA/BFA degree program.

Graduate

MFA in Art (http://catalog.missouri.edu/undergraduategraduate/collegeofartsandscience/art/mfa-art)

School of Visual Studies Art program
A126 Fine Arts Building
Columbia, MO 65211-6090
(573) 882-4037
https://visualstudies.missouri.edu

Director of Graduate Studies: Chris Daniggelis

Admission Contact:
Jennifer Bennett, Graduate Student Coordinator
b (warrenb@missouri.edu) ennettjen@missouri.edu

The School of Visual Studies Art program offers a Master of Fine Arts (MFA) program that focuses on the creative goals of the individual. Our aim is to guide each student to finding and developing a particular
direction and language as demonstrated by a coherent and conceptually unified body of artwork. Through an intense studio-based practice, our graduates develop into professional artists and college level educators who will successfully contribute to the culture on a local, national and global scale through different fields in the visual arts.

The University of Missouri has been a leader in the visual arts since 1877 when the renowned painter George Caleb Bingham began teaching the first studio courses in the newly formed School of Art. Current faculty members follow in that tradition through their creative work that is nationally and internationally recognized. Their artwork encompasses: abstract and figurative painting and drawing, ceramics, sculpture, ceramics sculpture, as well as bronze cast sculpture, traditional and digital photography, all media of printmaking, surface design, illustration, papermaking and book arts, mixed-media, video, installation and performance art plus intermedia and intradmedia approaches. They are all eager to mentor young artists who share the passion for creativity, critical thinking and the arts.

Laboratory facilities are available in all media areas that are continually updated to coincide with technological advancements. The Art program is home to the George Caleb Bingham Gallery with monthly exhibitions highlight artwork by students, local, regional and national artists. Our yearly Florence Summer Study Abroad Program places students in Italy where students have a month to study firsthand many of the most important masterpieces in Western art history. More about the MFA program. (http://art.missouri.edu/mfa-program.html)

Study Areas
Applicants typically study within a particular art medium. Applicants declare a media emphasis of their choice at the time of application to the program. Media areas for selection include ceramics, drawing, fibers, graphic design, painting, photography, printmaking, and sculpture. Aspects of new media (2D and 3D computer imaging and animation, video production, web publishing and other digital media) are also integrated into the curriculum of many of the listed traditional media.

Financial Aid
Fellowships, scholarships, and tuition waivers, along with graduate teaching assistantships and graduate research assistantships with stipends are available to qualified graduate students. Assistantships include stipends. Some aid is awarded upon acceptance into the program, while others may be awarded later as the student develops within the program. Applications for graduate teaching assistantships should be submitted along with the application portfolio to the director of graduate studies. Application instructions follow later in this document. For a list of scholarships within the Department of Art, please visit the departmental website at: http://art.missouri.edu/mfa-program/scholarships.html

Some campus-wide opportunities are available, too. Most prominent would be the Mizzou Graduate Fellowship that is available for applicants for the fall semester (submitting deadline on January 1st each year) only.

Advising
Upon admission to the program, a candidate is assigned a graduate thesis committee chair/major advisor. This person will mentor the student throughout the student’s tenure and help the student to establish the three-member graduate thesis committee. By the second semester the student will select another committee member from the Graduate Faculty to serve as the student’s second advisor. The chair/major advisor will also help the graduate student to select an outside member who is from the graduate faculty of another department. In addition, students have access to all the art department faculty members for consultation throughout the duration of their studies.

ART_CERM 2100: Beginning Ceramics
Exploration of ceramic art as an expressive, communicative medium. Study of ceramic design, technique and historic and contemporary models within the context of the creative process. Group critiques, slides, demonstrations. Expendable materials fee.

Credit Hours: 3

Prerequisites: instructor's consent

ART_CERM 3100: Intermediate Ceramics
Continuation of ART_CERM 2100 with emphasis on wheel throwing and the vessel format. Further exploration of glazing and firing techniques. Group and individual critiques, demonstrations, slide lectures and visiting artists. Expendable materials fee.

Credit Hours: 3

Prerequisites: instructor's consent

ART_CERM 4100: Advanced Ceramics
Continuation of ART_CERM 3100. Includes advanced problems in firing, clay and glaze technology, forming and ornamentation. Payment of expendable materials fee required. May be repeated to 15 hours maximum.

Credit Hours: 3

Prerequisites: instructor's consent

ART_CERM 4110: Ceramics Sculpture
Sculptural forms constructed of slabs, coils and wheel thrown elements. Payment of expendable materials fee required. May be repeated to 15 hours maximum.

Credit Hours: 3

Prerequisites: instructor's consent required

ART_CERM 4185: Problems in Ceramics
Problems in Ceramics.

Credit Hour: 1-3

Prerequisites: departmental consent

ART_CERM 7100: Graduate Ceramics
Advanced study of ceramic technology and design concepts with emphasis on directed development of individual work. Payment of expendable materials expense is required. May be repeated to 18 hours maximum.

Credit Hours: 3

Prerequisites: ART_CERM 4100

ART_CERM 7110: Graduate Ceramic Sculpture
Directed development of individual work. Payment of expendable materials expense is required. May be repeated to 18 hours maximum.

Credit Hours: 3

Prerequisites: ART_CERM 4100
ART_CERM 7185: Problems in Ceramics
Graduate level work in ceramics.
Credit Hours: 1-3
Prerequisites: ART_CERM 7100 and ART_CERM 7110 and departmental consent

ART_CERM 8100: Graduate Ceramics II
Continuation of ART_CERM 7100. Repeatable to 15 hours.
Credit Hours: 3
Prerequisites: ART_CERM 7100 or equivalent

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
ART_DRAW 1050 - MOTR PERF 105D: Studio Art-Drawing

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 3210: 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 and 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 2210
Recommended: ART_DRAW 2210

ART_DRAW 4285: Problems in Drawing
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

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

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

ART_FIBR 2300: Beginning Fibers  
Exploration of various fiber and media including papermaking, weaving, surface design and sculptural techniques. Expendable materials fee required.  
Credit Hours: 3

ART_FIBR 3300: Intermediate Fibers  
Continuation of ART_FIBR 2300 with emphasis on utilizing acquired technical processes in loom and off weaving, paper making and surface design and a means of developing visual statements. Expendable materials fee required.  
Credit Hours: 3  
Prerequisites: ART_FIBR 2300

ART_FIBR 4300: Advanced Fibers  
Exploration of aesthetic concepts, development of personal style and instruction in advanced fiber techniques within medium selected by student. Expendable materials fee required. May repeat to 15 hours maximum.  
Credit Hours: 3  
Prerequisites: ART_FIBR 3300 or approved equivalents

ART_FIBR 4385: Problems in Fibers  
Problems in Fibers.  
Credit Hour: 1-3  
Prerequisites: departmental consent

ART_FIBR 7300: Graduate Fibers  
Advanced technical and aesthetic study in medium of choice with emphasis on development of the individual student’s ideas and goals. Expendable materials fee required. May repeat to 15 hours maximum.  
Credit Hours: 3  
Prerequisites: ART_FIBR 4300

ART_FIBR 7385: Problems in Fibers  
Graduate level work in fibers.  
Credit Hour: 1-3  
Prerequisites: ART_FIBR 7300 and departmental consent

ART_FIBR 8300: Graduate Fibers II  
Continuation of ART_FIBR 7300. Repeatable to 15 hours.  
Credit Hours: 3  
Prerequisites: ART_FIBR 7300 or equivalent

ART_GNRL 1010: Introduction to Art  
Basic practice in drawing, painting, design. Exploratory course for beginners.  
Credit Hours: 3  
Prerequisites: Restricted to Non-majors only

ART_GNRL 1020: Appreciation of Art  
Illustrated discussion with examples from varied historic and contemporary art fields on nature of art, functions, methods of creative expression. One section is writing intensive each semester and the other is NON writing intensive each semester.  
Credit Hours: 3  
Prerequisites: ENGLSH 1000 may be required on some sections
ART_GNRL 1020 - MOTR ARTS 100: Art Appreciation

ART_GNRL 1020W: Appreciation of Art - Writing Intensive  
Illustrated discussion with examples from varied historic and contemporary art fields on nature of art, functions, methods of creative expression. One section is writing intensive each semester and the other is NON writing intensive each semester.  
Credit Hours: 3  
Prerequisites: ENGLSH 1000

ART_GNRL 1030: Basic 2-D Design  
(Art Foundations) Study of the basic principles and elements of two-dimensional composition in art. These principles of organization are the bases for expression and critical analysis of the visual arts. Students will create several studio projects exploring design variables, while employing a range of tools and materials from drawing to digital methods.  
Credit Hours: 3

ART_GNRL 1040: Basic 3-D Design  
A foundational course designed to familiarize students with the elements and principles of three-dimensional design as well as some of the materials, tools, processes and techniques used in the creation of sculptural art. Study and development of formal aesthetic ideas, conceptual vocabulary and technical skills is emphasized. Expendable materials fee required.  
Credit Hours: 3

ART_GNRL 1060: Introduction to Art History  
Basic practice in drawing, painting, design. Exploratory course for beginners.  
Credit Hours: 3

ART_GNRL 2020: Introduction to Art History  
Illustrated discussion with examples from varied historic and contemporary art fields on nature of art, functions, methods of creative expression. One section is writing intensive each semester and the other is NON writing intensive each semester.  
Credit Hours: 3  
Prerequisites: ENGLSH 1000 may be required on some sections
ART_GNRL 2020 - MOTR ARTS 150: Art Appreciation

ART_GNRL 2020W: Introduction to Art History - Writing Intensive  
Illustrated discussion with examples from varied historic and contemporary art fields on nature of art, functions, methods of creative expression. One section is writing intensive each semester and the other is NON writing intensive each semester.  
Credit Hours: 3  
Prerequisites: ENGLSH 1000
ART_GNRL 1920: Introduction to Digital Media Production
(same as ENGLISH 1880, FILM_S 1880, DST 1880). Introduction to concepts and skills for Digital Storytelling, including media literacy and forms of narrative manifested historically and currently across a range of media. This course focuses on theories and concepts that support the critical analysis and creation of contemporary narrative in digital form with particular attention to audio, visual and written communication. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: BA/BFA art majors only through early registration

ART_GNRL 2000: Color Theory
An investigation of various color systems and their application to art.

Credit Hours: 3
Prerequisites: ART_GNRL 1030

ART_GNRL 2001: Topics in Art
Special studies in studio art; covers subjects not included in regularly offered courses. Topics course are repeatable for up to 6 credits per individual topic.

Credit Hour: 1-3
Prerequisites: instructor's consent

ART_GNRL 2005H: Topics in Art - Humanities - Honors
Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic. Enrollment limited to students with Honors Eligibility.

Credit Hour: 1-3
Prerequisites: instructor's consent

ART_GNRL 2020: International Summer Study Abroad
A four-week study abroad in studio art with required participation in scheduled excursions to art-related sites. Students create original art for review at schedule critiques in 1) Florence, Italy and surrounding cities, or 2) The Netherlands and Belgium. May be repeated once for credit.

Credit Hours: 4

ART_GNRL 2030: Context and Culture
The purpose of this course is to give journalism students a framework for engaging with the visual arts, with a focus on the 20th century and today. Our goal is to conduct a foundation for thinking, talking and writing about the visual arts, especially works and movements that might be challenging for the novice to understand.

Credit Hours: 3

ART_GNRL 2030H: Context and Culture - Honors
The purpose of this course is to give journalism students a framework for engaging with the visual arts, with a focus on the 20th century and today. Our goal is to conduct a foundation for thinking, talking and writing about the visual arts, especially works and movements that might be challenging for the novice to understand.

Credit Hours: 3
Prerequisites: Honors eligibility required

ART_GNRL 2040: Sophomore Seminar
This course is a bridge between contemporary art practices and developing a strong independent studio practice. Students develop a foundational sense of being a visual artist from the perspective of studio practice, professional application and creating an artistic identity through contemporary theory and short critical writings. Students will learn how to document and create a digital platform for their work, as well as search for internships, residencies and other professional arts opportunities. Through lectures, demonstrations, student collaborations, and visits with the local arts community, students will create a sphere of professional influences. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: ART_GNRL 1030, ART_GNRL 1040 and ART_DRAW 1050

ART_GNRL 3001: Topics in Art
Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topic. Enrollment limited to students with junior standing.

Credit Hour: 1-3
Prerequisites: instructor’s consent

ART_GNRL 3005: Topics in Art - Humanities
Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic.

Credit Hour: 1-3
Prerequisites: Instructor’s consent

ART_GNRL 3005H: Topics in Art - Humanities Honors
Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic. Enrollment limited to students with Honors Eligibility.

Credit Hour: 1-3
Prerequisites: instructor’s consent

ART_GNRL 3020: International Summer Study Abroad
A four-week study abroad in studio art with required participation in scheduled excursions to art-related sites. Students create original art for review at schedule critiques in 1) Florence, Italy and surrounding cities, or 2) The Netherlands and Belgium. May be repeated once for credit.

Credit Hours: 4
Prerequisites: instructor’s consent

ART_GNRL 3030: Undergraduate Internship in Art
Special learning situations not covered by coursework. Credit standards pre-arranged with dept. Limit on total hours of problems courses applies. Enrollment limited to Art and Art Education majors with Junior Standing.

Credit Hour: 1-3
Prerequisites: departmental consent

ART_GNRL 4001: Topics in Art
Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topic.
Credit Hour: 1-3
Prerequisites: instructor's consent

**ART_GNRL 4001H: Topics in Art - Honors**
Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topic. Enrollment limited to students with Honors Eligibility.

Credit Hour: 1-3
Prerequisites: instructor's consent

**ART_GNRL 4005H: Topics in Art - Humanities Honors**
Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic. Enrollment limited to students with Honors Eligibility.

Credit Hour: 1-3
Prerequisites: instructor's consent

**ART_GNRL 4030: Video Art and the Moving Image**
(same as FILM_S 4030; cross-leveled with ART_GNRL 7030). Video as a fine art form intersecting with sculpture, experimental filmmaking, DIY and Internet culture. Theoretical and historical knowledge is integrated with studio practice. Students create video works in Adobe Premiere Pro, demonstrating technical ability and aesthetic vision. May be repeated up to 9 hours maximum.

Credit Hours: 3

**ART_GNRL 4040: 2-D Portfolio Development**
This course will provide an intensive experience in the development of a portfolio of personal work outside the traditional media boundaries. Students will explore media relevant to their particular needs and begin to explore the connections between their work and contemporary art and culture through readings, discussions and critiques. Expendable Materials Fee Required. May be repeated up to 6 credits. Enrollment limited to students with Junior Standing. Recommended: 3000-level or above course in one of the following media areas: Drawing, Painting or Printmaking.

Credit Hours: 3
Prerequisites: instructor's consent required

**ART_GNRL 4050: Performance Art**
(cross-leveled with ART_GNRL 7050). This studio art course will survey the practices in Performance Art and its intersections with visual and media-based art, experimental theater, music and dance. Modules will include performance and: the object, culture, the mediated body and alternative spaces. Graded on A-F basis only. May be repeated up to 9 hours maximum.

Credit Hours: 3

**ART_GNRL 4975: Senior Seminar in Art**
A capstone course for the undergraduate art degree with emphasis on the production of a written statement relating to the students' visual research.

Credit Hours: 3
Prerequisites: senior standing and ENGLSH 1000

**ART_GNRL 4975W: Senior Seminar in Art - Writing Intensive**
A capstone course for the undergraduate art degree with emphasis on the production of a written statement relating to the students' visual research.

Credit Hours: 3
Prerequisites: senior standing and ENGLSH 1000

**ART_GNRL 4976: Design - Senior Seminar**
Capstone for undergraduate art students who are interested in graphic design. Emphasis placed on research and writing about the theory and practice of design. Students connect with Graphic Design Alumni who are working in the field of design. All students will participate in a final, formal portfolio review.

Credit Hours: 3
Prerequisites: senior standing and ENGLSH 1000

**ART_GNRL 4976W: Design - Senior Seminar - Writing Intensive**
Capstone for undergraduate art students who are interested in graphic design. Emphasis placed on research and writing about the theory and practice of design. Students connect with Graphic Design Alumni who are working in the field of design. All students will participate in a final, formal portfolio review.

Credit Hours: 3
Prerequisites: senior standing and ENGLSH 1000

**ART_GNRL 7000: Graduate Art - Studio Practice and Critique**
Art studio practice emphasis on individual creative expression. Course may be repeated for up to 15 credit hours. Expendable materials fee required. Graded on A-F basis only. Prerequisites: Graduate Art Major

Credit Hours: 3

**ART_GNRL 7001: Topics in Art**
Special studies in studio art at the graduate level; covers subjects not included in regularly offered courses. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: instructor's consent

**ART_GNRL 7005: Topics in Art - Humanities**
Special studies in graduate level studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topics.

Credit Hour: 1-3
Prerequisites: instructor's consent

**ART_GNRL 7020: International Summer Study Abroad**
A four-week study abroad in studio art with required participation in scheduled excursions to art-related sites. Students create original art for review at scheduled critiques in 1) Florence, Italy and surrounding cities, or 2) The Netherlands and Belgium. May be repeated for credit.

Credit Hours: 4

**ART_GNRL 7030: Video Art and the Moving Image**
(cross-leveled with ART_GNRL 4030). Video as a fine art form intersecting with sculpture, experimental filmmaking, DIY and Internet culture.
Culture. Theoretical and historical knowledge is integrated with studio practice. Students create video works in Adobe Premiere Pro, demonstrating technical ability and aesthetic vision. May be repeated up to 9 hours maximum.

Credit Hours: 3

**ART_GNRL 7050: Performance Art**
(cross-leveled with ART_GNRL 4050) This studio art course will survey the practices in Performance Art and its intersections with visual and media-based art, experimental theater, music and dance. Modules will include performance and: the object, culture, the mediatized body body, culture and alternative spaces. Graded on A-F basis only.

Credit Hours: 3

**ART_GNRL 7085: Problems in Art**
Individual study in a subject area to be proposed by the student and approved by the instructor. The student will meet periodically on a regular basis with the instructor to review progress on the work assigned. May be repeated for credit. Graded on A-F basis only.

Credit Hours: 1-3

Prerequisites: for students with strong preparation in Art; departmental consent

**ART_GNRL 8000: Graduate Art - Advanced Studio Practice and Critique**
Continuation of ART_GNRL 7000. Art studio practice with emphasis on individual creative expression. Course may be repeated for up to 15 credit hours. Expendable materials fee required. Graded on A-F basis only. Prerequisites: Graduate Art Major

Credit Hours: 3

**ART_GNRL 8001: Topics in Art**
Special studies in graduate level studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topic.

Credit Hours: 1-3

Prerequisites: instructor's consent

**ART_GNRL 8070: Graduate Art - Theory and Context**
Contextualizing artwork in culture, history, and theory. May be repeated up to 18 hours for credit. Graded on A-F basis only

Credit Hours: 3

Prerequisites: Graduate Art standing

**ART_GNRL 8090: MFA Thesis Exhibition Documentation**
Preparation of materials deemed necessary to document in a permanent form the thesis exhibition. Credit will be granted upon the satisfactory completion of the document, which will be retained by the Department of Art. Required of all MFA candidates. Graded on S/U basis only.

Credit Hours: 1

**ART_GNRL 9010: Graduate Studio Seminar**
Practical and philosophical concerns of the visual artist. Mandated for all MFA candidates.

Credit Hours: 1-2

**ART_GNRL 1400: Beginning Digital Imaging**
Class will cover the basic tools used in digital imaging software. A variety of different software may be offered. Course may be repeated for up to 3 hours with the consent of instructor. Graded on S/U basis only.

Credit Hours: 1

**ART_GNRL 2400: Advanced Digital Imaging**
Class will cover the basic tools used in digital imaging software. A variety of different software may be offered. Course may be repeated for up to 3 hours with the consent of instructor. Graded on S/U basis only.

Credit Hours: 1

Prerequisites: ART_GNRL 1400

**ART_GNRL 2410: Graphic Design I**
Emphasis on developing a design language and vocabulary. Projects explore visual images in two-dimensional space, each one focusing on a specific set of relationships. Introduction to methodological and research practices for designers. Course concludes with portfolio review for admission to ART_GNRL 2420 and further Graphic Design Courses. Payment of expendable materials fee is required.

Credit Hours: 3

Prerequisites: ART_GNRL 1030, ART_DRAW 1050; restricted to BA/BFA art majors

Recommended: ART_GNRL 1040

**ART_GNRL 2420: Graphic Design II**
Introduction to the discipline, function and tradition of typography. Topics include communication, text intensive documents, legibility/readability, movement, language sequence and information hierarchy. Payment of expendable materials fee is required. Enrollment is limited to students who have completed ART_GNRL 2410 and successful completion of the graphic design portfolio review.

Credit Hours: 3

Prerequisites: consent of instructor

**ART_GNRL 2430: Calligraphy and Hand Lettering**
Technical and historical instruction on several calligraphic alphabets. Application of hand lettering to both two and three-dimensional design projects. Emphasis placed on both technical mastery of letters, development of personal style and creative expression in projects.

Credit Hours: 3

Prerequisites: ART_GNRL 1030, ART_DRAW 1050 or instructor's consent

**ART_GNRL 2430: Calligraphy and Hand Lettering**
Technical and historical instruction on several calligraphic alphabets. Application of hand lettering to both two and three-dimensional design projects. Emphasis placed on both technical mastery of letters, development of personal style and creative expression in projects.

Credit Hours: 3

Prerequisites: ART_GNRL 1030, ART_DRAW 1050 or instructor's consent

**ART_GNRL 2440: Graphic Design III**
Digital media and motion graphics are explored through the development of interactive presentations and web site design. Students experiment with the computer as a medium for delivery of communication. New, practical and conceptual skills will be discussed in order to develop meaningful, interactive user experiences. Payment of expendable materials fees is required.

Credit Hours: 3

Prerequisites: ART_GNRL 2420
ART_GRDN 3420: Graphic Design IV
Goal directed graphic design problem solving stressing the integration of theory and practical applications while sharpening conceptual, computer, and research skills. Topics include current design theory, advanced typographic study, production methods and design/client interaction. Payment of expendable materials fee is required.
Credit Hours: 3
Prerequisites: ART_GRDN 3410

ART_GRDN 3430: Advanced Calligraphy and Hand Lettering
Continuation of ART_GRDN 2430. Students will expand their skills including study of more complex alphabets and further their personal style. Emphasis placed on both mastery of letters and creative exploration in projects. Repeatable to 6 credits.
Credit Hours: 3
Prerequisites: ART_GRDN 2430

ART_GRDN 3440: Packaging Design
This course will look at the discipline of packaging design from a three-dimensional perspective. By gaining an understanding of the materials and processes that relate to packaging, students will develop a selection of packaging solutions for a variety of different clients. Payment of expendable material fee is required. Repeatable to 6 credits.
Credit Hours: 3
Prerequisites: ART_GRDN 3410

ART_GRDN 3441: The History of Graphic Design
Broad overview of the history of graphic design. Topics will range from the history of printing, the beginnings of the profession, major movements and developments to the practice of design. Also looks at how the history of design and printing apply to today's visual communication.
Credit Hours: 3
Prerequisites: instructor's consent

ART_GRDN 3442: Design for Corporate Identity and Branding
Planning, strategy, and design of the visual components necessary to create a corporate identity. Course will focus on how cohesive design programs function across various mediums and engage specific audiences. Payment of expendable materials fees is required. Repeatable to 6 credits.
Credit Hours: 3
Prerequisites: ART_GRDN 3410

ART_GRDN 3443: Letterpress
This course is about creating conceptual design solutions using the letterpress printing process. Projects are very broad, conceptual and highly individual with the opportunity to explore letterpress printing processes using several different presses and printing techniques. Each project will require a limited edition print run. Repeatable to 9 hours.
Credit Hours: 3
Prerequisites: Instructor's consent

ART_GRDN 4410: Graphic Design V
Directed research, study and critical analysis in graphic design. Emphasis placed on research, writing, problem solving, aesthetic perception, conceptual thinking skills and technical proficiency. Students will focus on portfolio preparation and are advised to take the course a minimum of two times. May be repeated to 15 hours maximum. Payment of expendable materials fee is required.
Credit Hours: 3
Prerequisites: ART_GRDN 3420

ART_GRDN 4485: Problems in Graphic Design
Problems in Graphic Design.
Credit Hour: 1-3
Prerequisites: departmental consent

ART_GRDN 7400: Graduate Graphic Design
Graduate level work in graphic design. Emphasis on self-directed research and critical analysis. Students are encouraged to focus on conceptual development of their design work. Instruction is tailored to the student's individual investigations. Repeatable to 15 hours maximum.
Credit Hours: 3
Prerequisites: instructor's consent

ART_GRDN 7485: Problems in Graphic Design
Graduate level work in graphic design.
Credit Hour: 1-3
Prerequisites: ART_GRDN 4410 and departmental consent

ART_GRDN 8400: Graduate Graphic Design II
Continuation of ART_GRDN 7400. Repeatable to 15 hours.
Credit Hours: 3
Prerequisites: ART_GRDN 7400 or equivalent

ART_PHOT 2600: Beginning Photography
Introduction to photography within an art context; digital workflow including use of camera, software, and digital output methods; and a survey of both contemporary and historical topics related to visual and conceptual concerns. Digital camera with RAW capability and manual aperture + shutter controls required. DSLR recommended. Payment of expendable materials fee required.
Credit Hours: 3
Prerequisites: BA/BFA art majors only through early registration
Recommended: ART_GNRL 1030, ART_GNRL 1040, ART_DRAW 1050

ART_PHOT 3600: Intermediate Photography
Continuation of ART_PHOT 2600 with emphasis utilizing acquired technical process to facilitate use of the camera as a means of developing awareness of immediate environment and the capabilities of Photography as a communicative, documentary, and expressive medium. Payment of expendable material fee is required.
Credit Hours: 3
Prerequisites: ART_PHOT 2600
ART_PHOT 4600: Advanced Photography
Exploration of aesthetic concepts, development of personal vision, and instruction in advanced technical process including fine B&W printing, negative and positive color, large format, zone system, and portfolios and book design to facilitate critical observation and personal expression through the medium of Photography. Payment of expendable materials fee is required. May repeat to 15 hours maximum.

Credit Hours: 3
Prerequisites: ART_PHOT 2600 and ART_PHOT 3600

ART_PHOT 4685: Problems in Photography
Supervised research in creative photography.

Credit Hour: 1-3
Prerequisites: departmental consent

ART_PHOT 7600: Graduate Photography
Advanced technical study with emphasis on development of the individual student's creative ideas. Payment of expendable materials expense is required. May repeat to 15 hours maximum.

Credit Hours: 3
Prerequisites: ART_PHOT 3600 and consent required

ART_PHOT 7685: Problems in Photography
Supervised research in creative photography.

Credit Hour: 1-3
Prerequisites: ART_PHOT 4410

ART_PNT 2500: Beginning Painting
Introduces primary techniques of painting. Emphasis on conceptualization of visual perception (understanding how we see) and the creative processes (understanding how we create). Sections either in oil or acrylic; contact instructor. Expendable material fee required.

Credit Hours: 3

ART_PNT 2510: Beginning Watercolor Painting
Theory, practice of painting in water color from still life, landscape, figure. Expendable materials fee required.

Credit Hours: 3

ART_PNT 3500: Intermediate Painting
This course provides a bridge between beginning and advanced painting. Student work will build on the structured assignments in the beginning course (ART_PNT 2500) to the more self-directed work expected in advanced art courses. Students will develop skills and critical thinking around how to make paintings that are visually dynamic yet also conceptually interesting and innovative. This course begins the process of creating a cohesive project in painting and a body of work as a professional artist. May be repeated to 9 hours maximum. Expendable materials fee required.

Credit Hours: 3
Prerequisites: ART_PNT 2500

ART_PNT 3510: Intermediate Watercolor Painting
Continuation of ART_PNT 2510. Theory and practice of painting in watercolor. May be repeated to 9 hours maximum. Expendable materials fee required.

Credit Hours: 3
Prerequisites: ART_PNT 2510

ART_PNT 4500: Advanced Painting: Portfolio
This course will provide an intensive experience in the development of a portfolio of artwork in painting. Students will explore the connections between their work and contemporary art. May be repeated to 15 hours maximum. Cross-listed with other advanced art classes so students may be working in a range of media. Expendable materials fee required.

Credit Hours: 3
Prerequisites: ART_PNT 3500

ART_PNT 4510: Advanced Watercolor Painting
(cross-leveled with ART_PNT 7510). Advanced problems in watercolor. May repeat to 15 hours maximum. Expendable materials fee required.

Credit Hours: 3
Prerequisites: ART_PNT 3510

ART_PNT 4585: Problems in Painting
Problems in Painting. Enrollment limited to students who have taken ART_PNT 4500.

Credit Hour: 1-3
Prerequisites: departmental consent

ART_PNT 7500: Graduate Painting
Advanced study. Emphasis on individual creative expression. May repeat to 18 hours maximum. Expendable materials fee required.

Credit Hours: 3
Prerequisites: graduate Art major

ART_PNT 7585: Problems in Painting
Credit Hour: 1-3
Prerequisites: ART_PNT 7500 and departmental consent

ART_PNT 8500: Advanced Graduate Painting
Continuation of ART_PNT 7500. Repeatable to 15 hours.

Credit Hours: 3
Prerequisites: ART_PNT 7500 or equivalent

ART_PNT 8570: Graduate Painting - Theory and Context
Contextualizing artwork in culture, history, and theory. Repeatable to 18 hours for credit. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: Graduate Art standing
ART_PRNT 8585: Problems in Painting II
Advanced independent studio practice including critical evaluation of student's creative work. Individual study in painting is to be proposed by the student and approved by the instructor. The student will meet on a regular basis with the instructor to review student progress. May be repeated for credit. Graded on A-F basis only.

Credit Hours: 1-3  
Prerequisites: For students with strong preparation in Art; departmental consent; ART_PRNT 7585

ART_PRNT 2700: Introduction to Etching and Relief Printmaking
Introduction to Etching and Relief techniques to create original works of art towards portfolio and concept development. Processes include copper etching, linocut, woodcut, photo and laser etching, aquatint, drypoint, mezzotint, colligraphy, monotype, B&W and color printing. Expendable materials fee required.

Credit Hours: 3

ART_PRNT 2730: Introduction to Screen Printing
Introduction to large format color screen printing to create original works of art toward portfolio and concept development. Processes include reduction, CMYK, photo based screen printing methods, screen building and registration. Expendable materials fee required.

Credit Hours: 3

ART_PRNT 3700: Intermediate Printmaking
Intermediate printmaking focuses on strengthening all printmaking processes (Etching, Relief, Screen Printing, Lithography, Photo mechanics, Colligraphy and Monotype) towards an emphasis in concept, critique and portfolio building. Expendable materials fee required.

Credit Hours: 3  
Recommended: ART_PRNT 2700, ART_PRNT 2730

ART_PRNT 4700: Advanced Printmaking
An advanced study of all printmaking processes with an emphasis in experimentation towards finalizing a fully realized fine art portfolio for a career in art. This class focuses on the refinement of all printmaking processes, critique and individual creative expression. May be repeatable to 15 hours. Expendable materials fee required.

Credit Hours: 3  
Prerequisites: ART_PRNT 2700 or ART_PRNT 2730 and ART_PRNT 3700

ART_PRNT 4785: Problems in Printmaking
An intense independent study of printmaking processes designed around the student's particular academic goals.

Credit Hour: 1-3  
Prerequisites: ART_PRNT 7700 or equivalent

ART_PRNT 7700: Graduate Printmaking
Graduate level study in all processes of printmaking with a focus on exploring thesis themes within the history and concept of print based art. May repeat to 15 hours maximum. Expendable materials fee required.

Credit Hours: 3  
Prerequisites: departmental consent

ART_PRNT 7785: Problems in Printmaking
An intense independent study designed around the graduate student's particular academic goals.

Credit Hour: 1-3  
Prerequisites: ART_PRNT 7700 and departmental consent

ART_PRNT 8700: Graduate Printmaking II
Continuation of ART_PRNT 7700. Repeatable to 15 hours.

Credit Hours: 3  
Prerequisites: ART_PRNT 7700 or equivalent

ART_SCUL 2800: Beginning Sculpture
Principles of sculptural organization, figure studies, modeling techniques, simple plaster casting. Payment of expendable materials expense is required.

Credit Hours: 3  
Prerequisites: BA/BFA Art majors only through early registration

ART_SCUL 2810: Experimental Media I
Ordering and structuring materials into compositional forms, using various media, traditional as well as new. Subject matter will vary each semester.

Credit Hours: 3  
Prerequisites: permission of instructor

ART_SCUL 2820: Beginning Welding And Casting
This course is intended to foster critical thinking, creative problem solving, and cultural/visual literacy through the introduction of sculptural welding and metal casting techniques. Projects will address the sculptural principles of manipulation, addition, and substitution as well as the principles of three-dimensional design. Students will become conversant with MIG and gas welding as well as centrifugal and ceramic shell casting. The relationship of form and content will be discussed during class critiques. Graded on A-F basis only.

Credit Hours: 3  
Prerequisites: BA/BFA Art majors only through early registration

ART_SCUL 3800: Intermediate Sculpture
Continuation of ART_SCUL 2800. This course is designed to allow the student to pursue self-initiated imagery and ideas through the manipulation of mass and volume in time/space. A wide range of materials and techniques are available including the following: substitution casting (resin or bronze), subtraction (stone or wood), manipulation (terra-cotta or plaster), addition (welding, mixed media or assemblage) and/or time (video or performance). The relationship of form and content will be discussed during class critiques.

Credit Hours: 3  
Prerequisites: ART_SCUL 2800 or ART_SCUL 2820

ART_SCUL 3820: Intermediate Welding and Casting
Continuation of ART_SCUL 2820. Subject matter will vary each semester.

Credit Hours: 3  
Prerequisites: ART_SCUL 2820

ART_SCUL 4800: Advanced Sculpture
This course will build skills acquired in ART_SCUL 3800. Includes welding, casting, carving and assemblage with emphasis on the development of a personal visual language. May repeat to 15 hours maximum.
Credit Hours: 3  
Prerequisites: ART_SCUL 3800  

**ART_SCUL 4810: Experimental Media III**  
Continuation of ART_SCUL 3810. May repeat to 15 hours maximum.  
Credit Hours: 3  
Prerequisites: ART_SCUL 3810  

**ART_SCUL 4885: Problems in Sculpture**  
Problems in Sculpture.  
Credit Hour: 1-3  
Prerequisites: departmental consent  

**ART_SCUL 7800: Graduate Sculpture**  
Payment of expendable materials expense is required. May repeat to 15 hours maximum.  
Credit Hours: 3  

**ART_SCUL 7885: Problems in Sculpture**  
Credit Hour: 1-3  
Prerequisites: ART_SCUL 7800 and departmental consent  

**ART_SCUL 8800: Graduate Sculpture II**  
Continuation of ART_SCUL 7800. Repeatable to 15 hours.  
Credit Hours: 3  
Prerequisites: ART_SCUL 7800 or equivalent