
Art

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Academic Advisor- See School of Visual Studies website (<https://visualstudies.missouri.edu/advisors/>)

The School of Visual Studies' Art program develops creative thinkers, professional artists, and cultural leaders through a cross-disciplinary curriculum that balances innovation, traditional craftsmanship, and critical thinking. The Art faculty members are established professional artists and designers with numerous exhibitions, commissions, and awards to their credit. The Art program, founded at Mizzou in 1877, is housed principally within the Fine Arts Building and in the Bingham Commons Studios.

Our studio/laboratory spaces for each media area include a fully equipped printmaking studio, photography labs for digital and darkroom processes, a paper making/fiber facility, fully equipped ceramics studios with several kilns, including an anagama kiln, fully equipped woodshop, and state-of-the-art Mac labs housing up-to-date computers, three 44" large-format Epson printers, a lighting studio, and more. All MFA graduate students have studio spaces in the Bingham Commons Studios.

The Art BA and BFA degree programs are two of six undergraduate degree programs within the School of Visual Studies, and we work collaboratively with the programs in Art History, Digital Storytelling (with animation, video, and production), Graphic Design, and Film Studies (with Film Production degree emphasis) to offer students a wide range of skills in art and design practices.

The Art program operates the Bingham Gallery (<https://visualstudies.missouri.edu/gallery/ingham/>) in the Fine Arts Building, which exhibits the work of students, faculty, and visiting artists year-round. For Gallery information contact Madeleine LeMieux, Gallery Director, bingamgallery@missouri.edu. The School of Visual Studies Lecture Series is presented during the Fall and Spring semesters and is open to the public. We have close working relationships with the MU's Museum of Art and Archaeology (<https://maa.missouri.edu/>), the Sager Reeves Gallery, the Columbia Art League, Orr Street Studios, Stop-Gap Projects, and other local galleries.

We also offer opportunities for students to visit museums and galleries in both St. Louis and Kansas City. Mizzou offers many study abroad programs.

You can find the works of MU art faculty and alumni in major museums, galleries, exhibitions, and collections around the world. We are dedicated to providing students with a high-quality education while helping them to develop and nurture their artistic studio practice. Our art and design students go on to careers as visual artists, graphic designers and creative thinkers working in a variety of professions. Graduates have careers as studio artists, illustrators, photographers, designers, museum or gallery

curator or preparators, and in businesses, both large and small. BFA graduates are prepared to become working artists, for graduate school, or to enter an art teacher licensing program. In our visual culture, artists and designers are needed in almost every business.

Faculty

Professor J. Johnson*, J. Pintz*, C. Sampson*
Curators Distinguished Professor D. Huelsbergen*
Associate Professor C. Daniggelis*, L. A. Garrison*, T. Shaffer*, R. Wilson*
Assistant Professor C. P. Mannella*, A. Salinas*, A. Wehrwein*
Teaching Professor M. Ballou*
Assistant Teaching Professor E. Dubois*, M. LeMieux*, A. Shaffer*
Instructor K. Wells*
Adjuncts C. Armbrust, M. Estes
Professor Emeritus J. Brueggengjohann, J. Calvin, B. Cameron, R. Clarke, W. Hawk, L. Kantner, L. Leong, O. Schuchard, F. Stack, J. Stealey

* 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 (<https://catalog.missouri.edu/collegeofartsandscience/art/ba-art/>)
- BFA in Art (<https://catalog.missouri.edu/collegeofartsandscience/art/bfa-art/>)
- Minor in Art (<https://catalog.missouri.edu/collegeofartsandscience/art/minor-art/>)

Nick Potter (pottern@missouri.edu), Director of Undergraduate Studies
102 Swallow Hall

The Art program in the School of Visual Studies offers a BFA, BA and Minor in Art. Students have the option to take studio courses in the areas of ceramics, drawing, fibers, painting, photography, printmaking, and sculpture.

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

Students who progress through a BA or BFA degree in Art will need to pass the Art program BA/BFA Portfolio Review. A student will need to complete the four (4) Foundations courses in Art before submitting a portfolio although they can be enrolled in the last classes the semester they submit a portfolio. Those courses are ART_VS 1020, ART_VS 1030, ART_VS 1040, and ART_VS 1050. For more detailed information on the portfolio, please see the School of Visual Studies Portfolio Review (<https://visualstudies.missouri.edu/sophomore-babfa-portfolio-review/>) webpage.

(BFA in Graphic Design majors have an additional Portfolio Review. Please email Professor Ric Wilson (wilsonRA@missouri.edu) for more information).

For information about the School of Visual Studies Laptop Requirement see the MU Laptops-The Right Fit (<https://doit.missouri.edu/students/laptops-the-right-fit/>) and open *Let Your Major Be Your Guide pdf* to see School of Visual Studies Laptop Requirements.

Graduate

The Master of Fine Arts (MFA) offered through the Art program is now an **MFA in Visual Studies**, a change that represents a new interdisciplinary approach to art practices. Please see the new MFA in Visual Studies equivalent degree listed under the School of Visual Studies graduate degree programs (<https://catalog.missouri.edu/collegeofartsandsience/visualstudies/#graduatetext>).

The Master of Fine Arts (MFA) in Visual Studies is a three-year, 60 credit, exhibition and thesis-driven program that focuses on the creative goals of the individual. We guide all MFA students to find and develop a direction and language as they create a coherent and conceptually unified body of artwork.

Through an intense studio-based practice, our MFA program prepares students for advanced professional art careers and provides teaching experience to those interested in teaching at the college level. The structure of our MFA curriculum allows students direct access to faculty whose engagement of traditional studio production blends with contemporary approaches. The program supports student movement between media areas as needed to tailor a student's experience to the goals of their creative research. Additionally, the department supports consistent integration of contemporary and historical theories of art as appropriate to each student's individual studio practice.

ART_VS 1000: Drawing for Non-Majors

This course focuses on the fundamentals of drawing for non-School of Visual Studies majors. Emphasis will be placed on linear perspective and the language of light and shadow using black and white media (graphite, charcoal, etc.). Development of skills and concepts in drawing based on historical models, lectures, demonstrations and critiques. Does not count toward Art Foundations Drawing requirement. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: Restricted to Non-School of Visual Studies majors only

ART_VS 1020: Introduction to Visual Studies

Introduction to the many ways material culture and visual media fashion, construct, preserve, and challenge cultural beliefs and values.

Credit Hours: 3

ART_VS 1020H: Introduction to Visual Studies - Honors

Introduction to the many ways material culture and visual media fashion, construct, preserve, and challenge cultural beliefs and values. Prerequisites: Honors eligibility required.

Credit Hours: 3

Prerequisites: ENGLISH 1000 may be required on some sections

ART_VS 1020HW: Introduction to Visual Studies - Honors/Writing Intensive

Introduction to the many ways material culture and visual media fashion, construct, preserve, and challenge cultural beliefs and values. Prerequisites: Honors eligibility required.

Credit Hours: 3

Prerequisites: ENGLISH 1000 may be required on some sections

ART_VS 1020W: Introduction to Visual Studies - Writing Intensive

Introduction to the many ways material culture and visual media fashion, construct, preserve, and challenge cultural beliefs and values.

Credit Hours: 3

Prerequisites: ENGLISH 1000

ART_VS 1030: 2-D Materials and Methods

(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_VS 1040: 3-D Materials and Methods

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.

Credit Hours: 3

ART_VS 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.

Credit Hours: 3

ART_VS 1050H: Drawing Materials and Methods - Honors

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.

Credit Hours: 3

Prerequisites: Honors eligibility required

ART_VS 1060: Digital Drawing Methods and Materials

This course focuses on the fundamentals of visual hierarchy, composition, and pictorial space in drawing with a focus on using Digital Media. Emphasis is placed on linear perspective and the language of light and shadow. The development of skills and concepts for a contemporary approach to drawing are based on historical models, lectures, demonstrations, and critiques. Students are required to use Digital Media in this course (iPad, stylus, etc.). This course provides the Art Foundations Beginning Drawing requirement. Graded on A-F basis only.

Credit Hours: 3

ART_VS 1070: Digital Methods

This course introduces students to digital tools and concepts, focusing on practical applications across various art mediums. Graded on A-F basis only.

Credit Hours: 3

ART_VS 1100: Ceramics for Non-Majors

This course focuses on the fundamentals of hand-building with clay for non-School of Visual Studies majors. Students learn the technical processes involved in forming and firing within the context of historical and contemporary ceramics. In addition to making, students engage in research as well as learn how to discuss artwork through the critique process.

Credit Hours: 3

Prerequisites: Restricted to NON-School of Visual Studies majors only

Recommended: ART_VS 1040

ART_VS 1500: Painting for Non-Majors

This course covers the basics of painting for non-School of Visual Studies majors. It offers an opportunity for students to work with some of the ideas, materials, and techniques of paint as visual language within a context of historical and contemporary painting. In addition to making, students engage in research as well as the critique process. Sections either in oil or acrylic; contact instructor.

Credit Hours: 3

Prerequisites: Restricted to NON-School of Visual Studies majors only

Recommended: ART_VS 1050

ART_VS 1920: Introduction to Digital Media Production

(same as ENGLISH 1880, FILMS_VS 1880, DST_VS 1880, COMMUN 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_VS 2000: Color Theory

An investigation of various color systems and their application to art.

Credit Hours: 3

Prerequisites: ART_VS 1030

ART_VS 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_VS 2005: 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_VS 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_VS 2020: International Summer Study Abroad in Art

A three-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 The Netherlands. May be repeated once for credit. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: consent of the instructor

ART_VS 2030: Context and Culture

The purpose of this course is to give students a contextual framework for engaging with the visual arts, focusing on the 20th century and today. Through lectures, videos, readings, and more we build a foundation for thinking, talking, and writing about art, especially works and movements that might be challenging for the novice to understand. Topics such as empathy, looking and perception, identity, politics, and money in the arts will be covered.

Credit Hours: 3

ART_VS 2030H: Context and Culture - Honors

The purpose of this course is to give students a contextual framework for engaging with the visual arts, focusing on the 20th century and today. Through lectures, videos, readings, and more we build a foundation for thinking, talking, and writing about art, especially works and movements that might be challenging for the novice to understand. Topics such as empathy, looking and perception, identity, politics, and money in the arts will be covered.

Credit Hours: 3

Prerequisites: Honors eligibility required

ART_VS 2031: Video Art I

(same as DST_VS 2830). Video as a fine art form intersecting with sculpture, experimental filmmaking, installation, and new media. Theoretical and historical knowledge is integrated with studio practice. Students create artistic video works, demonstrating technical ability and aesthetic vision. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ART_VS 1070 or DST_VS 1880 or FILMS_VS 1880 or ENGLISH 1880 or ART_VS 1920

ART_VS 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_VS 1030, ART_VS 1040 and ART_VS 1050

ART_VS 2085: 2D Animation I

(same as DST_VS 2885). Introduction to the fundamentals of 2D animation in traditional and digital techniques, including hand drawn, stop-motion, and computer animation. Through a series of material-based

and technical exercises, students will explore how the dimensions of narrative, movement, sound, editing, and lighting can be used to create their own unique animated short films. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ART_VS 1070 or DST_VS 1880 or FILMS_VS 1880 or ENGLISH 1880 or ART_VS 1920 or COMMUN 1880. Enrollment limited to DST BA and ART BFA majors during early enrollment

ART_VS 2100: Hand-Built Ceramics

This course focuses on the fundamentals of hand-building with clay. Students learn the technical processes involved in forming and firing within the context of historical and contemporary ceramics. In addition to making, students participate in the critique process and engage in research to begin to develop a personal aesthetic.

Credit Hours: 3

Prerequisites: ART_VS 1040 or instructor consent

ART_VS 2210: Beginning Color Drawing

Beginning Color Drawing is a second level drawing course that places emphasis on practice and materials with a focus on forming a basic understanding of how color works in practical application. Students will craft projects meant to orient them to the material action of colored pencils, chalk pastels, oil pastels, and other media.

Credit Hours: 3

Prerequisites: ART_VS 1050, ART_VS 1060 or instructor's consent

ART_VS 2240: Comics and Cartooning: Writing with Pictures

(same as DST_VS 2240). This course is designed to introduce students at every level of artistic ability to the work of creating comics. As such, students can expect a nuanced, hands-on investigation of the power and complexity of the comics form, including character design, page layout, panel construction, and the image/text relationship. Students will experiment with various techniques and genres, practicing memoir, journalism, poetry, and fiction in the comics form, in addition to developing a vocabulary for engaging comics critically. Graded on A-F basis only.

Credit Hours: 3

ART_VS 2310: Papermaking and Artists' Books

Students will learn the process of making handmade paper including how to process and beat plant materials to make pulp and a variety of sheet-forming techniques. Students will utilize handmade paper to create artist books utilizing a variety of bindings, structures and conceptual content. The term "artists' books" refers to publications that have been conceived as artworks in their own right.

Credit Hours: 3

Prerequisites: ART_VS 1030 or ART_VS 1040 or consent of instructor

ART_VS 2320: Weaving

Weaving techniques including pattern draft, tapestry, ikat and other structural techniques will be taught using the floor loom. Weaving as a process is ancient, but also has a strong representation and role in contemporary art and technology. Woven structure is formed from a warp, vertical threads stretched taut through a loom, and weft, the horizontal threads passed back and forth through the warp by the weaver, to create the grid of fabric. The process of weaving is binary, the structure is determined by lifting and lowering the threads of the warp. The more complex the lift pattern, the more complex the weave of the fabric.

Credit Hours: 3

Prerequisites: ART_VS 1030 or ART_VS 1040 or consent of instructor

ART_VS 2320H: Weaving - Honors

Weaving techniques including pattern draft, tapestry, ikat and other structural techniques will be taught using the floor loom. Weaving as a process is ancient, but also has a strong representation and role in contemporary art and technology. Woven structure is formed from a warp, vertical threads stretched taut through a loom, and weft, the horizontal threads passed back and forth through the warp by the weaver, to create the grid of fabric. The process of weaving is binary, the structure is determined by lifting and lowering the threads of the warp. The more complex the lift pattern, the more complex the weave of the fabric.

Credit Hours: 3

Prerequisites: ART_VS 1030 or ART_VS 1040 or consent of instructor; Honors eligibility required

ART_VS 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). Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ART_VS 1050 or ART_VS 1060 and ART_VS 1030

ART_VS 2600: Digital 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.

Credit Hours: 3

Recommended: ART_VS 1030, ART_VS 1040, ART_VS 1050

ART_VS 2700: Etching and Relief Printmaking

Introduction to etching and relief printing techniques to create original works of art. Processes include copper and laser etching, linocut, woodcut, drypoint, collography, mezzotint, and color printing. This course engages concepts of originality, reproduction, pop culture and the cultural record.

Credit Hours: 3

Prerequisites: ART_VS 1030 or ART_VS 1050 or consent of instructor

ART_VS 2730: Screen Printing

Introduction to large format screen printing to create original works of art. Processes include CMYK reduction, photo-based screen printing, screen building and registration. Students will be exposed to an historical focus on the history of screen-printing as central to Pop Art and social critique.

Credit Hours: 3

Prerequisites: ART_VS 1030 or ART_VS 1050 or consent of instructor

ART_VS 2800: Beginning Sculpture

Investigation of sculptural form, composition and meaning through a variety of materials and technologies.

Credit Hours: 3

Prerequisites: ART_VS 1040 or instructor's consent

ART_VS 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: ART_VS 1040 or instructor's consent

ART_VS 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 methods 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: ART_VS 1040

ART_VS 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_VS 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_VS 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_VS 3020: International Summer Study Abroad in Art

A three-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 The Netherlands. May be repeated once for credit. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: consent of the instructor

ART_VS 3100: Wheel-Thrown Ceramics

This course introduces students to the discipline of throwing on the potters' wheel to create a wide variety of vessel forms. These techniques are explored within the context of historical and contemporary ceramics. Students engage in personal research to inform their making as well as participate in the critique process.

Credit Hours: 3

Prerequisites: ART_VS 2100

ART_VS 3200: Dynamic Drawing: Integrating Concept and Technique

Development of drawing techniques with an emphasis on expanded concepts and contexts. May be repeated to 9 hours maximum.

Credit Hours: 3

Prerequisites: ART_VS 2210

ART_VS 3210: Intermediate Color Drawing

Continuation of ART_VS 2210 with emphasis on design and organization. May be repeated to 9 hours maximum.

Credit Hours: 3

Prerequisites: ART_VS 1050 and ART_VS 2210

ART_VS 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.

Credit Hours: 3

Prerequisites: ART_VS 1050 and ART_VS 2210

ART_VS 3230: Beginning Illustration

(same as DST_VS 3230). An introduction to illustration and visual problem solving from initial concept through final execution. Emphasis on drawing and painting skills and exploration of mixed media techniques. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ART_VS 1050 or ART_VS 1060 or instructor's consent required

ART_VS 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. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ART_VS 1050 and ART_VS 2210

ART_VS 3250: Comics and Cartooning II

(same as DST_VS 3250). This course is designed to build upon the foundational skills learned in Comics and Cartooning I, emphasizing the development of style and narrative in the comics form. Students will create serialized and longform comics narratives, publishing their work both online and in print. In addition, students will spend time developing disciplined, sustainable working habits needed for success in the comics medium, as well as group projects centered around community engagement.

Credit Hours: 3

Prerequisites: ART_VS 2240 or DST_VS 2240 or instructor consent required

Recommended: ART_VS 1050 or ART_VS 1060

ART_VS 3300: Fibers and Material Studies

Continuation of fibers emphasizing surface design (dyeing, textile printing), embroidery, papermaking and artists' books. Rigorous critical

dialogue communicates social and political discourse intertwined to the Fibers discipline. Analog and digital technologies, global textile production, gender and sexuality, craftivism, community and sustainable making are topics explored and techniques taught inform visual communication for all art media.

Credit Hours: 3

Prerequisites: ART_VS 2310 or ART_VS 2320 or consent of instructor

ART_VS 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_VS 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. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ART_VS 2500

ART_VS 3600: Black and White Photography

Exploration of black and white film photography centering on the 4x5 inch large format camera. All camera and darkroom equipment is provided by the program. Students will learn traditional analog developing and printing as well as methods for digitizing film and large format inkjet printing from scanned negatives. Additionally, students transition to more independently conceived artwork.

Credit Hours: 3

Prerequisites: ART_VS 2600

ART_VS 3610: Studio Photography

Studio Photography is an intermediate-level photography course emphasizing technical skills needed to perform support work within a photographic studio. The student will learn color management; studio hardware and software related to the contemporary photography studio including but not limited to digital capture; scanning; studio lighting; color management, and printing.

Credit Hours: 3

Prerequisites: ART_VS 2600

Recommended: ART_VS 3600

ART_VS 3700: Intermediate Printmaking

Intermediate printmaking focuses on strengthening all printmaking processes (Etching, Relief, Screen Printing, Lithography, Photo mechanics, Collagraphy and Monotype) towards an emphasis in concept, critique and portfolio building.

Credit Hours: 3

Prerequisites: ART_VS 2700 or ART_VS 2730 or consent of instructor

ART_VS 3800: Intermediate Sculpture

Continuation of ART_VS 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_VS 2800 or ART_VS 2820

ART_VS 3900: RISO: An Introduction

Introduction to the Risograph Digital Duplicator (RISO), emphasizing visual and material experimentation. The course introduces students to the RISO's integrated scanner bed, and students will produce a portfolio of printed matter exploring color-mixing through overprint, image and text, iterative making, and visual and material collage.

Credit Hours: 3

Recommended: ART_VS 1020; ART_VS 1030; ART_VS 1050

ART_VS 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_VS 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_VS 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_VS 4020: Internship in Art

This course is for Art majors who have obtained an internship that offers the opportunity to gain professional experience in their field through work in arts education, gallery management, studio production, and other related pursuits. The student must register for the internship course under the advisement of a SVS faculty member during the semester in which the work takes place. Students may have up to 3 hours for any one internship experience with a total maximum of 6 hours. Sections may be graded on either A-F basis, required for the course to count towards the degree, or S/U.

Credit Hour: 1-3

Prerequisites: Instructor's consent required. Restricted to Art majors only

ART_VS 4030: Video Art II

(same as DST_VS 4830). Video as a fine art form intersecting with sculpture, experimental film making, and Internet culture. Theoretical and historical knowledge is integrated with studio practice. Students create advanced video works, demonstrating technical ability and aesthetic vision. Projections and video installation works will be emphasized. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: DST_VS 2830 or ART_VS 2031

ART_VS 4040: BFA Portfolio

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. May be repeated to 6 credits. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: Senior standing and enrollment in concurrent 4000-level studio production course

ART_VS 4050: Performance Art

(cross-leveled with ART_VS 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 mediatized body and alternative spaces. Graded on A-F basis only. May be repeated up to 9 hours maximum.

Credit Hours: 3

ART_VS 4051: Environmental Art

(same as ENV_SC 4051; cross-leveled with ART_VS 7051). This course explores environmental art as it emerged in contemporary art practice in the 1960's and 70's to the ways in which artists work within and engage the environment in diverse art forms today from site-responsive

sculpture to eco-activism. Course content will be delivered through short presentations, video viewings, readings and practicum exercises that will build the foundation knowledge leading to the creation of an on-site environmental art project students will work on over the course of the semester.

Credit Hours: 3

ART_VS 4100: Ceramics Practice

This course encourages a student's continued aesthetic development through creative experimentation with ceramic materials and techniques. Students participate in group discussions and critiques. May be repeated to 15 hours maximum.

Credit Hours: 3

Prerequisites: ART_VS 3100

ART_VS 4110: Ceramics Portfolio

This course allows students to focus on developing a cohesive portfolio of ceramic artwork. Students will choose their own explorations, technically and conceptually, while working closely with faculty to create a professional body of work. Any or all ceramic processes may be used. May be repeated to 15 hours maximum.

Credit Hours: 3

Prerequisites: ART_VS 4100

ART_VS 4185: Problems in Ceramics

Problems in Ceramics.

Credit Hour: 1-3

Prerequisites: Instructor consent required

ART_VS 4200: Drawing Portfolio

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.

Credit Hours: 3

Prerequisites: ART_VS 1050, ART_VS 2210, and ANY 3000 level Drawing course (ART_VS 3200 or ART_VS 3210 or ART_VS 3220 or ART_VS 3230 or ART_VS 3240)

ART_VS 4210: Advanced Color Drawing

Continuation of ART_VS 3210 with emphasis on the expressive properties of color in figural compositions. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ART_VS 1050, ART_VS 2210 and ART_VS 3210

ART_VS 4220: Advanced Anatomical Drawing

Continuation of ART_VS 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.

Credit Hours: 3

Recommended: ART_VS 2210 and ART_VS 3200 before taking this class

ART_VS 4230: Narrative Illustration

(same as DST_VS 4230). Development of narrative illustration, conceptual problem-solving skills, and technical proficiency. Emphasis is placed on portfolio development by exploring sequential and narrative themes. May be repeated to 9 credit hours maximum. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ART_VS 1050 or ART_VS 1060; or consent of instructor

ART_VS 4285: Problems in Drawing

Problems in Drawing.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ART_VS 4300: Advanced Fibers and Material Studies

Exploration of aesthetic concepts, development of creative research and instruction in advanced fiber techniques within medium selected by student. Students who have previously taken Weaving will learn advanced techniques including complex pattern draft, digital weaving on the Thread Controller 2 (TC2) loom, and warp painting. Rigorous critical dialogue communicates social and political discourse intertwined to the Fibers discipline. Analog and digital technologies, global textile production, gender and sexuality, craftivism, community and sustainable making are topics explored and techniques taught inform visual communication for all art media. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: ART_VS 3300 or instructor approval

ART_VS 4385: Problems in Fibers

Supervised research in creative fibers.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ART_VS 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.

Credit Hours: 3

Prerequisites: ART_VS 3500

ART_VS 4510: Career Development for Visual Artists

(cross-leveled with ART_VS 7510). Examination of professional opportunities available in the Creative Economy; development of a framework for career planning, professional portfolio, and personal business plan.

Credit Hours: 3

Prerequisites: sophomore standing and consent of instructor

ART_VS 4512: Principles of Arts Entrepreneurship

(same as MUS_GENL 4512, THEATR 4512; cross-leveled with ART_VS 7512, MUS_GENL 7512, THEATR 7512). This course provides a solid foundation on the core principles of entrepreneurial practice. The focus here is on the development, creation, and implementation of new arts ventures. Students will identify career objectives and develop a framework for achieving it. In addition, students will receive an in-depth survey of the commercial arts industry world, with emphasis on career opportunities within the music recording, performing, music retail, and music management sectors.

Credit Hours: 3

Prerequisites: Sophomore standing

ART_VS 4512H: Principles of Arts Entrepreneurship - Honors

(cross-leveled with ART_VS 7512, MUS_GENL 7512, THEATR 7512). This course provides a solid foundation on the core principles of entrepreneurial practice. The focus here is on the development, creation, and implementation of new arts ventures. Students will identify career objectives and develop a framework for achieving it. In addition, students will receive an in-depth survey of the commercial arts industry world, with emphasis on career opportunities within the music recording, performing, music retail, and music management sectors.

Credit Hours: 3

Prerequisites: Sophomore standing; Honors eligibility required

ART_VS 4514: Arts Engagement

(same as MUS_GENL 4514, THEATR 4514; cross-leveled with MUS_GENL 7514, ART_VS 7514, THEATR 7514). This course introduces undergraduate and graduate students to the broad field of community engagement in the arts. Students will explore case studies of community arts engagement within US contexts, examine how arts engagement can foster economic and cultural growth, and explore creative placemaking as a kind of community arts engagement. The course culminates with students proposing a creative placemaking project that draws on each student's arts background, creative and/or research

interests, and works in dialogue with the needs and assets of a particular community.

Credit Hours: 3

Prerequisites: Sophomore standing and instructor's consent

ART_VS 4516: Arts Finance

(same as MUS_GENL 4516, THEATR 4516; cross-leveled with THEATR 7516, MUS_GENL 7516, ART_VS 7516). Students will learn the basics of budgeting, grant writing, fundraising, and other forms of fiscal development for arts-based organizations, programs, and individual projects.

Credit Hours: 3

ART_VS 4540: Visual Arts Entrepreneurship Practicum

(cross-leveled with ART_VS 7540). Students either A) design and execute an entrepreneurial arts leadership project in the community, or B) complete an internship (and accompanying report) with an approved partner organization, supervised by the instructor.

Credit Hour: 1-2

Prerequisites: Sophomore standing and instructor's consent

ART_VS 4585: Problems in Painting

Problems in Painting. Enrollment limited to students who have taken ART_VS 4500.

Credit Hour: 1-3

Prerequisites: Instructor consent

ART_VS 4600: Advanced Photography

Advanced studio course in photography focuses on a process of production, critique, and revision. Students pursue a self-directed body of work made in direct relationship to photography's expanding definition; its past and present position within the arts; and within the diverse landscape of imaging practices and visual culture. May repeat up to 15 hours maximum.

Credit Hours: 3

Prerequisites: ART_VS 2600 and ART_VS 3600

ART_VS 4685: Problems in Photography

Supervised research in creative photography.

Credit Hour: 1-3

Prerequisites: Instructor's consent

ART_VS 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.

Credit Hours: 3

Prerequisites: ART_VS 2700 or ART_VS 2730 and ART_VS 3700

ART_VS 4785: Problems in Printmaking

An intense independent study of printmaking processes designed around the student's particular academic goals.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ART_VS 4800: Advanced Sculpture

This course will build skills acquired in ART_VS 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_VS 3800

ART_VS 4810: Experimental Media III

Continuation of ART_VS 3810. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: ART_VS 3810

ART_VS 4885: Problems in Sculpture

Problems in Sculpture.

Credit Hour: 1-3

Prerequisites: instructor's consent

ART_VS 4886: Creative Activity in Art

Creative activity in art under mentorship of a faculty member. Course appears on transcript for zero credit and does not count toward full-time enrollment. No tuition or fees are charged. Graded on S/U basis only.

Credit Hours: 0

Prerequisites: instructor's consent

ART_VS 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 ENGLISH 1000

ART_VS 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 ENGLISH 1000

ART_VS 4977: Capstone: BFA Exhibition

Capstone for BFA in Art which culminates in a gallery exhibition. Emphasis placed on preparation, professionalization, and presentation of undergraduate creative research in a public exhibition. Graded on A-F basis only.

Credit Hour: 1

Prerequisites: ART_VS 4040

ART_VS 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. Graded on A-F basis only. Prerequisites: Graduate Art Major

Credit Hours: 3

ART_VS 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_VS 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_VS 7020: International Summer Study Abroad in Art

A three-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 The Netherlands. May be repeated once for credit. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: consent of the instructor

ART_VS 7030: Video Art and the Moving Image

(cross-leveled with ART_VS 4030, FILMS_VS 4030). 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_VS 7050: Performance Art

(cross-leveled with ART_VS 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_VS 7051: Environmental Art

(cross-leveled with ART_VS 4051, ENV_SC 4051). This course explores environmental art as it emerged in contemporary art practice in the 1960's and 70's to the ways in which artists work within and engage the environment in diverse art forms today from site-responsive sculpture to eco-activism. Course content will be delivered through short presentations, video viewings, readings and practicum exercises that will build the foundation knowledge leading to the creation an on-site environmental art project students will work on over the course of the semester. Graduates will also conduct a research project on a subject related to the course focus. Graded on A-F basis only.

Credit Hours: 3

ART_VS 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 Hour: 1-3

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

ART_VS 7100: Graduate Ceramics

Advanced study of ceramic form, surface and concept with emphasis on directed development of individual work. May be repeated to 18 hours maximum.

Credit Hours: 3

Prerequisites: Instructor's consent required

ART_VS 7110: Graduate Ceramic Sculpture

Directed development of individual work. May be repeated to 18 hours maximum.

Credit Hours: 3

Prerequisites: Instructor's consent required

ART_VS 7185: Problems in Ceramics

Graduate level work in ceramics.

Credit Hour: 1-3

Prerequisites: ART_VS 7100 and ART_VS 7110 and instructor's consent required

ART_VS 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_VS 7285: Problems in Drawing

Problems in drawing.

Credit Hour: 1-3

Prerequisites: ART_VS 7200 and instructor's consent

ART_VS 7300: Graduate Fibers

Advanced technical and aesthetic study in medium of choice with emphasis on development of the individual student's ideas and goals. May repeat to 15 hours maximum.

Credit Hours: 3

ART_VS 7385: Problems in Fibers

Graduate level work in fibers.

Credit Hour: 1-3

Prerequisites: ART_VS 7300 and instructor's consent required

ART_VS 7500: Graduate Painting

Advanced study. Emphasis on individual creative expression. May repeat to 18 hours maximum.

Credit Hours: 3

Prerequisites: graduate Art major

ART_VS 7510: Career Development for Visual Artists

(cross-leveled with ART_VS 4510). Examination of professional opportunities available in the Creative Economy; development of a framework for career planning, professional portfolio, and personal business plan.

Credit Hours: 3

Prerequisites: Instructor's consent

ART_VS 7512: Principles of Arts Entrepreneurship

(same as MUS_GENL 7512, THEATR 7512; cross-leveled with MUS_GENL 4512, THEATR 4512, ART_VS 4512). This course provides a solid foundation on the core principles of entrepreneurial practice. The focus here is on the development, creation, and implementation of new arts ventures. Students will identify career objectives and develop a framework for achieving it. In addition, students will receive an in-depth survey of the commercial arts industry world, with emphasis on career opportunities within the music recording, performing, music retail, and music management sectors.

Credit Hours: 3

Prerequisites: Graduate standing and instructor's consent

ART_VS 7514: Arts Engagement

(same as MUS_GENL 7514, THEATR 7514; cross-leveled with MUS_GENL 4514, ART_VS 4514, THEATR 4514). This course introduces graduate students to the broad field of community engagement in the arts. Students will explore case studies of community arts engagement within US contexts, examine how arts engagement can foster economic and cultural growth, and explore creative placemaking as a kind of community arts engagement. The course culminates with students proposing a creative placemaking project that draws on each student's arts background, creative and/or research interests, and works in dialogue with the needs and assets of a particular community. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: Graduate standing and consent of instructor

ART_VS 7516: Arts Finance

(same as MUS_GENL 7516, THEATR 7516; cross-leveled with MUS_GENL 4516, ARTGE_VS 4516, THEATR 4516). Students will learn the basics of budgeting, grant writing, fundraising, and other forms of fiscal development for arts-based organizations, programs, and individual projects. Graded on A-F basis only.

Credit Hours: 3

ART_VS 7540: Visual Arts Entrepreneurship Practicum

(cross-leveled with ART_VS 4540). Students either A) design and execute an entrepreneurial music leadership project in the community, or B) complete an internship (and accompanying report) with an approved partner organization, supervised by the instructor.

Credit Hours: 2

Prerequisites: ART_VS 7510 or instructor's consent

ART_VS 7585: Problems in Painting

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 Hour: 1-3

Prerequisites: ART_VS 7500 and instructor's consent required

ART_VS 7600: Graduate Photography

Advanced technical study with emphasis on development of the individual student's creative ideas. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: Instructor's consent required

ART_VS 7685: Problems in Photography

Supervised research in creative photography.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ART_VS 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.

Credit Hours: 3

Prerequisites: Instructor's consent required

ART_VS 7785: Problems in Printmaking

An intense independent study designed around the graduate student's particular academic goals.

Credit Hour: 1-3

Prerequisites: ART_VS 7700 and instructor's consent

ART_VS 7800: Graduate Sculpture

May repeat to 15 hours maximum.

Credit Hours: 3

ART_VS 7885: Problems in Sculpture

Problems in Sculpture.

Credit Hour: 1-3

Prerequisites: ART_VS 7800 and instructor's consent required

ART_VS 7960: Graduate New Media I

This course serves as a portfolio development course for students in the New Media MFA track. This course gives students the time and space to develop larger projects in either video art, installation, or animation within a cohesive, student directed, conceptual framework. Students should also develop language on how their projects are situated within contemporary art world, through the creation and revision of artist statements. Students produce conceptual projects and engage in critiques of student work. Graded on A-F basis only.

Credit Hours: 3

ART_VS 8000: Graduate Art - Advanced Studio Practice and Critique

Continuation of ART_VS 7000. Art studio practice with emphasis on individual creative expression. Course may be repeated for up to 15 credit hours. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: Graduate Art Major

ART_VS 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 Hour: 1-3

Prerequisites: instructor's consent

ART_VS 8010: Practical Pedagogy

This course will engage graduate students in the exploration and application of pedagogy and cognition in the teaching of art, art history, and visual studies. Students will explore teaching, curriculum development and assessment strategies. Graded on A-F basis only.

Credit Hours: 3

ART_VS 8030: Topics in Interdisciplinary Studio

This graduate-level course explores contemporary theoretical frameworks and interdisciplinary studio-based processes through focused workshops, curated readings, and collaborative activities. The dynamic nature of the course fosters an environment for material and conceptual exploration.

Specific topics vary by semester based on instructor expertise and current trends in the art world. This course may be repeated for up to 15 credits.

Credit Hours: 3

Prerequisites: Instructor consent required

ART_VS 8080: MFA Thesis Writing

This course is the capstone for MFA candidates supporting the creation and presentation of a cohesive body of work under faculty guidance. Course culminates in an exhibition, written thesis, and public lecture contextualizing their work within broader artistic and theoretical frameworks. May be repeated for up to 6 credits. Required for all 3rd year MFA candidates.

Credit Hours: 3

Prerequisites: 3rd year MFA candidates

ART_VS 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 Hour: 1

ART_VS 8100: Graduate Ceramics II

Continuation of ART_VS 7100. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ART_VS 7100 or instructor's consent

ART_VS 8200: Graduate Drawing II

Continuation of ART_VS 7200. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ART_VS 7200 or instructor's consent required

ART_VS 8300: Graduate Fibers II

Continuation of ART_VS 7300. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: ART_VS 7300 or instructor's consent

ART_VS 8500: Graduate Painting II

Continuation of ART_VS 7500. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ART_VS 7500 or instructor's consent

ART_VS 8600: Graduate Photography II

Continuation of ART_VS 7600. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ART_VS 7600 or instructor's consent

ART_VS 8700: Graduate Printmaking II

Continuation of ART_VS 7700. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ART_VS 7700 or instructor's consent required

ART_VS 8800: Graduate Sculpture II

Continuation of ART_VS 7800. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ART_VS 7800 or instructor's consent required

ART_VS 9010: First Year Seminar

Practical and philosophical concerns of the visual artist. Required for all MFA, MA and PhD in Visual Studies candidates.

Credit Hours: 3
