

# ART + DESIGN (ART)

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## **ART 101 Fundamentals of 2D Design (3 credits)**

This course is an introduction to conceptual and formal issues in contemporary art and design and color theory through the hands-on creation of two-dimensional studio projects using a wide variety of media and processes. Course work includes readings, lecture, studio work, and critique. Course includes 30 hours of lecture and 30 hours of studio per semester. Course Fee.

## **ART 103 Graphic Design I (3 credits)**

This course is an introduction to graphic design concepts and the application of design principles in the creation of visual communication, primarily for print media. Concepts include fundamentals of type use, creation of graphics, graphic and type integration, layout design, preparation of art for reproduction, and fundamentals of the printing process. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.

## **ART 106 Mixed Media (3 credits)**

This course provides an opportunity to expand existing knowledge of basic fundamentals involved in art. By exploring various media, students are encouraged to develop flexible attitudes and skills with drawing, painting and collage projects. The exercises are directed at stimulating creativity and encouraging personal vision, integrating traditional media, found objects, photographs and new possibilities. This course focuses on historical, international and contemporary references. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

## **ART 107 Fundamentals of 3-D Design (3 credits)**

Fundamentals of 3-D Design is an introductory course in the study of the formal elements of art — line, plane, mass, volume, texture, color, and composition — as they relate to form in space. Various materials and processes are used throughout the course. Course work includes lecture, studio work and critique for both art majors and non-majors. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

## **ART 108 Digital Media Culture (GI) (3 credits)**

This course is an introduction to digital media and its culture. Through hands-on assignments, lectures, and readings, students learn the language of new media and its many applications within the fine arts. Topics include media theory, history of the computer, digital imaging, interdisciplinary arts, net art and the use of computer technologies in the creation of fine art. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.

## **ART 109 Sculpture I (3 credits)**

This course is an introduction to sculptural concepts, techniques and processes. Emphasis is on the development of an understanding of sculpture through the use of various media and methods including clay modeling, plaster casting and fabrication with wood and other materials. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

## **ART 111 Studio Drawing I: Observation (3 credits)**

This course is intended for Art + Design majors and anyone with passion for art. Emphasizing both observational drawing and concept development, students increase competency in drawing through development of perceptual skills and ability to create believable imagined forms. Students use traditional black-and-white media to create effective compositions and communicate ideas. This course introduces historical and contemporary concepts in drawing and explores how drawing connects to multiple artistic disciplines. Students draw from an unclothed model as part of this coursework. Course fee.

## **ART 113 Painting I (3 credits)**

This course is an introduction to basic painting concepts and media using oil and/or acrylic, techniques in preparing canvas or other support, and color theory, particularly as it pertains to color mixing. Working primarily from observation in subjects such as, but not limited to, still-life, landscape, and the figure (may be clothed or unclothed), students also briefly explore non-objective painting and work from the imagination. Integration of form and content is emphasized. Completion of or co-enrollment in ART 111 is recommended, but not required. Course includes 30 hours of lecture and 30 hours of studio per semester. Course Fee.

## **ART 115 Ceramics I (3 credits)**

This course provides an opportunity to learn the fundamentals of working with clay. Emphasis is on hand building techniques used in creating ceramic forms. The course includes an introduction to glaze formulation and application and various firing processes. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

## **ART 120 Digital Foundations I (3 credits)**

This course establishes the foundation for all other computer-based classes within the Art & Design program. Students are introduced to the computer as an art-making tool. Through a series of lectures, demonstrations and studio work, students learn basic computer navigation/practices, scanning, printing, and a variety of select software packages used for image creation/manipulation, graphics and page layout. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.

## **ART 121 Introduction to Drawing-Non-Majors (GAH) (3 credits)**

Intended for those with little to no drawing experience, this course focuses on observational drawing and right brain/left brain modes of seeing. Students draw using traditional black and white media, learn to analyze drawings by a diverse group of artists, and use drawing as a tool for creative thinking. Students may draw from a nude model. Course includes 30 hours of lecture and 30 hours of studio per semester. Course Fee.

## **ART 122 Color: Art, Science & Culture (GAH) (3 credits)**

Through a series of lectures, demonstrations, visual/technical projects and critiques, students learn the theory and application of the physical and psychological effects of color. Students will develop problem-solving, critical thinking, art historical knowledge, and craftsmanship through art and design projects. Students will also investigate how color is used to influence the emotional and intellectual responses of the viewer and research how culture profoundly influences those reactions. Course includes 30 hours of lecture and 30 hours of studio per semester.

**ART 160 Time-Based Media (3 credits)**

This course introduces the concepts, theory, and fundamental practices of working with time-based media as an expressive and communicative art form. Students creatively explore sequencing, transformation, and motion through time and space, using images, video, sound, and text. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.

**ART 191 Independent Study:Art (1 credit)****ART 192 Independent Study:Art (2 credits)****ART 193 Independent Study:Art (3 credits)****ART 201 History of Art-Ancient and Medieval (GAH) (D) (3 credits)**

This course is a study of prehistoric, ancient and medieval art from a cultural perspective. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trips.

**ART 202 History of Art-Renaissance to Modern (GAH) (D) (3 credits)**

This course is a study of art from the Early Renaissance to the twenty-first century from a cultural perspective. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trips.

**ART 203 Art and Architecture in the United States (GAH) (3 credits)**

This course is a study of art and architecture in America from the Colonial era to today. Contributions of Americans to world art, the role of art in American life, and the work of outstanding artists and architects are stressed. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trips.

**ART 204 Typography I (3 credits)**

This course is a study of the genesis and evolution of alphabets, typeface and typographic design. This course analyzes the graphic designer's working relationship with the commercial printing industry. Emphasis on graphic techniques, desktop publishing, and videographic imaging, as well as course practice in handlettering, sign-writing, transfer type, and copy-fitting. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.

**ART 207 Graphic Design II (3 credits)**

This course continues the development of graphic design as a practice and explores visual communication through message, form and audience. Emphasis is on creative and critical thinking and the research, craft and presentation of graphic design. Course fee.

Prerequisite(s): ART 103

**ART 208 Digital Foundations II (3 credits)**

This course refines the students' understanding of the computer and digital imaging software as art-making tools. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students expand their technical and aesthetic skills in the creation and manipulation of digital images, design and text. Emphasis is placed on visual content development strategies for both print and digital media. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.

Prerequisite(s): ART 120

**ART 213 Studio Drawing II: Contemporary Practice (3 credits)**

In this course, students further explore the language of drawing and how it relates to contemporary art practice, with an emphasis on color and figurative work. Through research, practice and critique, the student will extend their range of concept and expression in drawing. Students will draw from an unclothed model in this class. Course fee.

Prerequisite(s): ART 111

**ART 214 Painting II (3 credits)**

A concentrated study of the human figure and other observable forms, this course emphasizes the spatial, compositional and expressive functions of color and form. Through practice and critique, the student will extend his or her range of concept and expression in painting. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 113

**ART 218 Printmaking (3 credits)**

This course is an introductory study of a variety of printmaking processes including relief printing, intaglio, collagraph and monoprinting. Emphasis is on the development of technical facility in printmaking methods and on an understanding of the aesthetic differences between various types of printed images. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

**ART 219 Sculpture II (3 credits)**

This course is a continued development of sculptural concepts, techniques and processes. Emphasis is on further technical development in modeling, casting and fabrication, using a variety of methods and materials, as well as on the continued exploration of sculpture as an art form. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 109

**ART 220 Ceramics II (3 credits)**

A continuation of the development begun in Ceramics I, this course emphasizes wheel thrown forms and an increased study of glaze formulation and firing processes. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 115

**ART 221 Studio Drawing: Illustration (3 credits)**

This course is an introduction to illustration with a focus on various drawing media. Students familiarize themselves with the history of illustration, watch demonstrations of and make projects using both traditional and digital media, and complete problem-solving drawing-based studio projects directly tied to various industries which commission illustrations. This course also focuses on the role of artists throughout history as storytellers and culture producers. Course fee.

Prerequisite(s): ART 213

**ART 222 Studio Drawing: Special Projects and Portfolio Building (3 credits)**

Advanced individualized study of the student's specialized interests in terms of subject, style and medium in drawing, this course emphasizes developing a strong transfer or professional portfolio. Course fee.

Prerequisite(s): ART 213

**ART 223 Painting III (3 credits)**

Emphasis is placed on creative initiative, technical experimentation and independent research. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 214

**ART 224 Painting IV (3 credits)**

An advanced, individualized study of the student's particular interests, this course emphasizes developing professional work and methods of exhibiting and marketing. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 223

**ART 225 Ceramics III (3 credits)**

This course provides specialization in the student's particular area of interest with emphasis on a more detailed study of glaze formulation and firing cycles. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 220

**ART 226 Ceramics IV (3 credits)**

This course is an advanced individualized study in the student's particular area of interest. Emphasis is on developing a body of work for exhibit. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 225

**ART 227 Sculpture III (3 credits)**

A continuation of the development of sculptural ideas, techniques and methods, this course emphasizes choosing and combining materials in order to best suit the development of individual sculptural ideas. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 219

**ART 228 Sculpture IV (3 credits)**

This course is an advanced individualized study in the student's specialized area of interest in terms of subject, style and medium in sculpture. Emphasis is on developing a body of work for exhibit. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.

Prerequisite(s): ART 227

**ART 229 Design for the Web (3 credits)**

This course expands the students' knowledge, skills, and aesthetics in the use of digital media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects, and critiques, students learn the principles and techniques involved in planning, designing, and creating Web sites using visual HTML editing software. Emphasis is placed on design principles and aesthetics as they apply to Web page development. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.

**ART 230 2-D Computer Animation (3 credits)**

This course expands the students' knowledge, skills and aesthetics in the use of digital media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students learn the principles and techniques for creating 2-D computer animations. Topics include vector-graphic animation, bit-mapped animation, and the use of montage, collage, motion and transformations as forms of expression. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.

Prerequisite(s): (ART 101 and ART 120)

**ART 231 3-D Modeling and Animation (3 credits)**

This course expands the students' knowledge, skills and aesthetics in the use of digital media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students learn the principles and techniques for creating 3-D computer models and animations. Topics include 3-D modeling, rendering, compositing, animation, and an investigation of perception and illusion as it pertains to 3-D on the computer. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Successful completion of compulsory courses or permission of instructor required. Course fee.

Prerequisite(s): (ART 107 and ART 120)

**ART 233 Portfolio Workshop (3 credits)**

This course investigates the professional practice of preparing and creating art portfolios. Students will learn to apply their aesthetic and technical skills to the development of an art portfolio for transfer, the job market, college art school program admissions, or for gallery exhibition and/or grant opportunities. Topics include resume development and an examination of the methods for employment, networking, and opportunities in the arts. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisite(s): ART 120 or permission of instructor. Course fee.

Prerequisite(s): ART 120

**ART 238 Art and Architecture of the Ancient World (3 credits)**

This course is an on-site study of the art and architecture of the ancient world, with focus on Greece and Rome, c. 1300 BCE - 476 CE. Travel in Greece and Italy provides students firsthand experience with the art, architecture, culture, physical remnants and historical legacies of these civilizations. Students examine the art and architecture of these civilizations and the cultural, social and political history that shaped their development and laid the foundation for the creation of the modern western world. Students must have permission of instructor and meet HCC travel requirements.

**ART 239 Asian Art and Culture (GAH) (3 credits)**

This course is a study of the art and culture of Asia from the Neolithic period to the early modern era. The focus is on the traditions of India, China, and Japan. Topics may include the connections between the arts and religion, nationalism, and major philosophical traditions. Usually offered fall semester. This course may require field trips.

**ART 240 Modern Art and Culture (GAH) (3 credits)**

This course is a study of the art, architecture, and cultural forms from the middle of the 19th century to the present day. The focus is on the art and culture that defined the modern age. Topics discussed may include industrialization and consumerism, nature and science, "modernism" and the avant-garde, and the impact of wars and revolutions. Usually offered spring semester. This course may require field trips.

**ART 251 Ceramics Workshop (3 credits)**

Ceramics Workshop is designed for the experienced ceramic artist to create a forum for the exchange of aesthetic, philosophical and technical ideas and theories. Along with creating personal work, students contribute to the development of a professional studio ambiance and structure with responsibilities for kiln firing, glaze formulation, exhibits, shows and sales. Students must purchase clay and tools.

Prerequisite(s): (ART 226)

**ART 281 Art and Design Field Project (1 credit)**

Art and Design Field Project is an individual assignment in a selected local commercial art studio which provides the student with experience in practical applications of previously studied processes and techniques.

Prerequisite(s): (ART 204 and ART 207 and ENG 209)

**ART 282 Art and Design Field Project (2 credits)**

Art and Design Field Project is an individual assignment in a selected local commercial art studio which provides the student with experience in practical applications of previously studied processes and techniques.

Prerequisite(s): (ART 204 and ART 207 and ENG 209)

**ART 283 Art and Design Field Project (3 credits)**

Art and Design Field Project is an individual assignment in a selected local commercial art studio which provides the student with experience in practical applications of previously studied processes and techniques.

Prerequisite(s): (ART 204 and ART 207 and ENG 209)

**ART 284 Art and Design Field Project (4 credits)**

Art and Design Field Project is an individual assignment in a selected local commercial art studio which provides the student with experience in practical applications of previously studied processes and techniques.

Prerequisite(s): (ART 204 and ART 207 and ENG 209)