## ART (ART)

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESIGN</th>
<th>CREDITS/UNITS</th>
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</thead>
<tbody>
<tr>
<td>ART 101</td>
<td>2D ART AND DESIGN</td>
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<tr>
<td></td>
<td>33 hours of lecture / 44 hours of lab</td>
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<td></td>
<td>Foundational art course working with line, shape, value, color, and the principles of spatial organization. May include designing with computers. [HB, GE, SE][PNP]</td>
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<tr>
<td>ART 103</td>
<td>DRAWING</td>
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<td>22 hours of lecture / 22 hours of lab</td>
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<td>Introduction to drawing with a focus on expressive content and accurate seeing, measurement, and proportion. Assignments stress the use of line, gesture, value, and composition through observations of still life and the figure. Classes may include a nude model. [HB, SE] [PNP]</td>
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<tr>
<td>ART 104</td>
<td>OBSERVATIONAL DRAWING</td>
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<td>22 hours of lecture / 44 hours of lab</td>
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<td>Prerequisite: ART 103. Continuation of ART 103. Analysis and control of value, color, and composition using a variety of techniques and drawing materials. Emphasis on accurate seeing, measurement, and proportion through still life, landscape, and the figure. Classes may include a nude model. [HB, SE] [PNP]</td>
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<td>ART 105</td>
<td>CONTEMPORARY DRAWING AND PRACTICES</td>
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<td>22 hours of lecture / 44 hours of lab</td>
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<td>Prerequisite: ART 103. An interdisciplinary exploration of creative, critical, and analytical approaches to contemporary content and composition in a variety of media. Classes may include a nude model. [HB, SE] [PNP]</td>
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<td>ART 110</td>
<td>CREATIVITY AND CONCEPT</td>
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<td>22 hours of lecture / 22 hours of lab</td>
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<td>Introduction to creativity, conceptual thinking, and visual problem solving for artists, designers and other creative professionals. Focus on strategies and methods for developing original ideas such as brainstorming, sketching, automatic writing, etc; then translating those ideas to visual form using a variety of media and techniques. Hands-on studio activities contextualized by theoretical readings and in-class discussions. [HB, SE]</td>
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<td>ART 115</td>
<td>TWO-DIMENSIONAL DESIGN</td>
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<td>22 hours of lecture / 44 hours of lab</td>
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<td>Foundation art course working with line, shape, value, texture and the principles of spatial organization. May include designing with computers. [HB, SE] [PNP]</td>
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<tr>
<td>ART 116</td>
<td>COLOR THEORY AND DESIGN</td>
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<td>22 hours of lecture / 44 hours of lab</td>
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<td>Prerequisite: ART 115. Continuation of ART 115. Color theory and the application of color to specific design problems. Includes designing with computers. [HB, SE] [PNP]</td>
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<tr>
<td>ART 117</td>
<td>THREE-DIMENSIONAL DESIGN</td>
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<td>Introduction to sculptural design concepts including volume, space and scale. Explores a variety of media and construction techniques, with a focus on creative problem solving in the context of sculptural objects. [HB, SE] [PNP]</td>
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<td>ART 118</td>
<td>TIME-BASED DESIGN</td>
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<td>22 hours of lecture / 44 hours of lab</td>
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<td>Introduction of concepts and tools for the design of art to explore the transaction between people, objects and situations over time. Exploring the personal, cultural, formal, political, and historical aspects of the medium through readings, writings and critical reflection of relevant 20th and 21st century artworks, as well as the principles and aesthetics of moving imagery including timing, pacing, repetition, editing, composition, process and the link between sound and image. Activities include class discussions, software and equipment tutorials and studio time for experimental project development. [HA, SE]</td>
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<td>ART 120</td>
<td>INTRODUCTION TO PRINTMAKING</td>
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<td>22 hours of lecture / 22 hours of lab</td>
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<td>Introduction to basic materials, editions concepts in the different types of printmaking. Explores various techniques including screen printing, relief printing various photo-sensitive print processes. Stencils will be created through both hand drawn digitally generated artwork. This is an introductory, no prerequisite class, but it will build on some drawing and design skills. [GE, SE, HB][PNP]</td>
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<tr>
<td>ART 121</td>
<td>PRINTMAKING II</td>
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<td>22 hours of lecture / 22 hours of lab</td>
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<td>Builds on the skills learned in ART 120, Introduction to Printmaking and will refine handing of basic materials, editions concepts in the different types of printmaking. Students will continue to explore various techniques including screen printing, monoprinting, relief printing various photo-sensitive print processes. Students are welcome to choose an area of focus withing different printing disciplines. Stencils will be created through both hand drawn digitally generated artwork. [GE,SE,HB][PNP]</td>
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<tr>
<td>ART 122</td>
<td>PRINTMAKING III</td>
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<td>22 hours of lecture / 22 hours of lab</td>
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<td>Builds on the skills learned in ART 120 and ART 121, Introduction to Printmaking and Printmaking II and will refine handing of basic materials, editions concepts in the different types of printmaking. Students will continue to explore various techniques including screen printing, monoprinting, relief printing various photo-sensitive print processes. Student projects are more self-directed and independent in this third class of the Printmaking sequence. Stencils will be created through both hand drawn digitally generated artwork. [HB,GE,SE]</td>
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</table>
PHOTOGRAPHY I
ART 123 5 Credits/Units
33 hours of lecture / 44 hours of lab
Basic camera handling of both digital and 35mm Single Lens Reflex (SLR) cameras including metering and exposure. Film processing, printing, and darkroom procedures will be taught, as well as basic digital workflow. Special emphasis on the elements of photographic composition design, ethical issues, aesthetic vocabulary, and the study of how images communicate. Credit not allowed for both ART 140 and ART 123. [HB, GE, SE][PNP]

PHOTOGRAPHY II
ART 124 5 Credits/Units
33 hours of lecture / 44 hours of lab
Prerequisite: A grade of "C" or better in ART 123 or equivalent or consent of Instructional Unit.
Continuation of ART 123. Particular emphasis on self-expression, series, sequence, and narrative. Special topics vary from quarter to quarter, but may include medium and large format photography, various image transfer techniques, liquid photographic emulsions, studio lighting, and advanced digital editing. Practice small group discussion to demonstrate visual literacy and develop media specific vocabulary. [HB,GE,SE][PNP]

PHOTOGRAPHY III
ART 125 5 Credits/Units
33 hours of lecture / 44 hours of lab
Prerequisite: A grade of "C" or better in ART 124 or equivalent or consent of Instructional Unit.
Continuation of ART 124. Opportunities to develop additional technical skill and continued exploration of self-expression. Projects are more self-directed and independent in this third class of Photography sequence. [HB, SE][PNP]

PHOTOGRAPHIC STORYTELLING
ART 131 3 Credits/Units
22 hours of lecture / 22 hours of lab
Introduction to photographic storytelling. Topics include: examining historical use of the medium, analysis of narrative photographic genres, and the creation of a personal photographic essay. Emphasis placed on seeing photographically and creating narrative. Includes field trip. Appropriate for non-majors and beginning photo students. Previous camera experience helpful, but not required. Student must provide digital camera. [HA, SE]

DARKROOM PHOTOGRAPHY
ART 140 4 Credits/Units
22 hours of lecture / 44 hours of lab
Basic camera handling and darkroom procedures, metering, film processing, printing, and learning to see photographically. All work in black-and-white. Student must provide manual 35mm camera. A limited number of cameras are available for checkout in the Art Department. [HB, SE][PNP]

PHOTOGRAPHY II
ART 141 4 Credits/Units
22 hours of lecture / 44 hours of lab
Prerequisite: ART 140 or equivalent or consent of Instructional Unit.
Continuation of ART 140. Particular emphasis on self-expression and print quality. Special topics vary from quarter to quarter, but may include medium and large format photography, various image transfer techniques, liquid photographic emulsions, and studio lighting. Practicing effective small group discussion to demonstrate visual literacy. [HB, SE][PNP]

PHOTOGRAPHY III
ART 142 4 Credits/Units
22 hours of lecture / 44 hours of lab
Prerequisite: ART 141 or equivalent.
Continuation of ART 141. Opportunities to develop additional technical skill and continued exploration of self-expression. [HB, SE][PNP]

DIGITAL PHOTOGRAPHY I
ART 145 3 Credits/Units
22 hours of lecture / 22 hours of lab
Continuation of ART 145. Particular emphasis on digital imagery as self-expression. Refining technical skills, exploring the unique opportunities of the digital medium, and examining current trends in contemporary photography. Special topics vary from quarter to quarter, but may include medium and large format photography, various image transfer techniques, liquid photographic emulsions, and studio lighting. Practicing effective small group discussion to demonstrate visual literacy. Prerequisite: ART 145 or both ART 140 and GRCP 120, or consent of Instructional Unit. [HB, SE]

ART APPRECIATION
ART 151 3 Credits/Units
33 hours of lecture
The visual arts with which we come in contact every day. Ways contemporary and historic creative expression influence present day living and thinking. Personal contact with many art forms. Some hands-on experience. Especially for non-majors. [HA, SE]

GRAPHIC DESIGN EXPLORATION
ART 172 3 Credits/Units
22 hours of lecture / 22 hours of lab
Theoretical survey of Graphic Design and its cultural and historical context. Intended for both non-majors and pre-majors; focus on how Graphic Design functions as a mode of visual communication and its role in society, as well as exploring Graphic Design as a possible career. [HA, SE]

GRAPHIC DESIGN STUDIO I
ART 173 4 Credits/Units
22 hours of lecture / 44 hours of lab
Prerequisite: A grade of "C" or better in ART 101 and CGT/DMA 101 or 102, or equivalent computer experience.
The first in a sequence of three applied graphic design studio courses. Introduction to the elements and principles of graphic design and the design process through a series of hands-on projects stressing visual literacy, unity of form and utilizing common tools of the trade, including computers. [HB, SE]
### TYPOGRAPHY

**ART 174**  
5 Credits/Units  
22 hours of lecture / 22 hours of lab  
**Prerequisite:** A grade of "C" or better in DMA 102, or equivalent computer experience.  
An introduction to the art and craft of designing and arranging type as applied to graphic design practice. Topics include the anatomy and nomenclature of letterforms, the history and classification of typefaces, choosing and combining fonts, and the creation of original letterform designs. [HB, SE] [PNP]

### CERAMICS

**ART 180**  
5 Credits/Units  
33 hours of lecture / 44 hours of lab  
**Prerequisite:** ART 180.  
Potter’s wheel techniques of centering and throwing a variety of shapes, attaching handles and spouts, and fitting lids. Optional advanced hand-building assignments offered. Introduction to kiln stacking and firing. [HB, SE] [PNP]

**ART 181**  
5 Credits/Units  
33 hours of lecture / 44 hours of lab  
**Prerequisite:** ART 180.  
Combining hand and wheel techniques to create original pieces as sculpture or for specific functions. Mold making, slip casting, underglazing, and kiln firing. [HB, SE] [PNP]

### CERAMICS

**ART 182**  
5 Credits/Units  
33 hours of lecture / 44 hours of lab  
**Prerequisite:** ART 181.  
Combining hand and wheel techniques to create original pieces as sculpture or for specific functions. Mold making, slip casting, underglazing, and kiln firing. [HB, SE] [PNP]

### METAL ARTS

**ART 189**  
4 Credits/Units  
22 hours of lecture / 44 hours of lab  
**Prerequisite:** ART 189.  
Continuation of ART 189. Design and technical skills in the raising and forming of metal vessels. Development of metal arts in Europe from the Middle Ages to the present. [HB, SE] [PNP]

**ART 190**  
4 Credits/Units  
22 hours of lecture / 44 hours of lab  
**Prerequisite:** ART 190.  
Continuation of ART 190. Design and technical skills applied to casting and forging of metal objects. Overview of contemporary metal artists and their work. [HB, SE] [PNP]

### COOPERATIVE WORK EXPERIENCE

**ART 199**  
5 Credits/Units  
165 hours of clinical  
**Prerequisite:** Consent of Instructional Unit.  
Supervised work experience in art or photography. Completion of specific learning objectives and employer evaluation. Completion of, or concurrent enrollment in, HDEV 195, 198, or 200 required. [GE]

### THE HUMAN FIGURE

**ART 203**  
4 Credits/Units  
22 hours of lecture / 44 hours of lab  
**Prerequisite:** ART 103 or consent of Instructional Unit.  
Working from the male and female form in a variety of drawing media. Emphasis on accurate seeing, measuring, and proportion of the human body in space. Classes include a nude model. [HB, SE]

**ART 204**  
4 Credits/Units  
22 hours of lecture / 44 hours of lab  
**Prerequisite:** ART 203.  
Working from the male and female form in a variety of drawing media. Emphasis on expressive power and individual development. Classes include a nude model. [HB, SE]

### PORTFOLIO DEVELOPMENT

**ART 215**  
3 Credits/Units  
22 hours of lecture / 22 hours of lab  
**Prerequisite:** Consent of Instructional Unit.  
Preparation and presentation of individual portfolio for submission to potential employers, galleries and educational institutions. Topics include traditional and digital portfolio formats, photographing, writing, critiquing, and speaking about artwork. Activities include selecting, refining, and incorporating projects from the entire program into portfolios. Instructors play advisory role, culminating with formal portfolio reviews by instructors, peers, and industry professionals. [SE]

### ART HISTORY: ANCIENT TO LATE ANTIQUE

**ART 220**  
5 Credits/Units  
55 hours of lecture  
Survey of visual arts in the Mediterranean, the Near East, and in Northern Europe, covering the first arts of ancient humans through the Late Antique, 40,000 BCE-600 CE. Topics include why art and architecture exist and how they function in society, how religion, culture, artistic tradition, and patronage create, support, and influence art and architecture; how art and architecture achieve their effects, using materials, technique, style, and composition. [HA, SE]

### ART HISTORY: MEDIEVAL-RENAISSANCE

**ART 221**  
5 Credits/Units  
55 hours of lecture  
Survey of visual arts and architecture of Early Medieval through Late Renaissance Europe, 500-1600 CE. Topics include why art and architecture exist and how they function in society, how religion, culture, artistic tradition, and patronage create, support, and influence art and architecture; how art and architecture achieve their effects, using materials, technique, style, and composition. [HA, SE]
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ART 257</td>
<td>PAINTING I</td>
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<tr>
<td>ART 258</td>
<td>PAINTING II</td>
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<tr>
<td>ART 259</td>
<td>PAINTING III</td>
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<tr>
<td>ART 260</td>
<td>WATERCOLOR I</td>
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<tr>
<td>ART 261</td>
<td>WATERCOLOR II</td>
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<td>ART 262</td>
<td>WATERCOLOR III</td>
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<td>ART 263</td>
<td>PUBLICATION PRODUCTION</td>
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<td>ART 264</td>
<td>SURVEY OF NON-WESTERN ART</td>
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<td>ART 265</td>
<td>WOMEN ARTISTS THROUGH HISTORY</td>
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**PAINTING I**
- **ART 257**: 33 hours of lecture / 44 hours of lab
- **Prerequisite**: ART 257.
- Intermediate approach to principles and practice of painting through formal and conceptual study. Emphasis is on methods of abstraction and new modes of seeing using line, color, and pattern as expressive elements. Classes may include a nude model. [HB, SE]

**PAINTING II**
- **ART 258**: 5 Credits/Units
- **Prerequisite**: ART 257.
- Advanced study in principles and practice of contemporary painting through the development of a body of work. Emphasis is on focused independent practice including written artist statement and show proposals. Classes may include a nude model. [HB, SE]

**PAINTING III**
- **ART 259**: 5 Credits/Units
- **Prerequisite**: ART 258.
- Survey of visual arts and architecture of the Modern and Postmodern periods and beyond. Topics include how art and architecture were influenced by rapidly changing technologies in Europe and the Americas: how artists use iconography, composition, materials, technique and style to achieve their effects; the impact of art criticism; and artists' reflections on contemporary events and ideologies. We also explore the role of race and gender in the business of art. [HA, SE]

**WATERCOLOR I**
- **ART 260**: 55 hours of lecture
- **Prerequisite**: ART 103.
- Introduction to materials and methods of watercolor painting techniques. Topics include color theory, vocabulary, and composition; working in realistic and abstract styles. Activities include in-class critique and discussion. [HB, SE]

**WATERCOLOR II**
- **ART 261**: 55 hours of lecture
- **Prerequisite**: ART 260.
- Intermediate level exploration of watercolor painting. Continued development of skills in color mixing and composition with an emphasis on fostering content and a personal creative voice through the material. Activities include in-class critique and discussion. [HB, SE]

**WATERCOLOR III**
- **ART 262**: 55 hours of lecture
- **Prerequisite**: ART 261.
- Advanced level exploration of watercolor painting, with emphasis on developing one's own visual language through the material, experimentation and innovation with wet media and its expressive potential; student-initiated research and the creation of a unique body of work suitable for portfolio presentation. Activities include in-class critique and discussion. [HB, SE]

**PUBLICATION PRODUCTION**
- **ART 263**: 66 hours of lecture / 66 hours of lab
- **Prerequisite**: Consent of Instructional Unit.
- Design and production skills for publications, intended for Phoenix staff, graphic design students and others interested in the publications field. Topics include: Adobe InDesign for layout, preparing for printing, editing, proofing, creating promotional materials, working with printers, budgeting, managing the project and working with a team. Includes field trip. [HB, SE] [PNP]
### TYPOGRAPHY II

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<th>Course Code</th>
<th>Title</th>
<th>Credits/Units</th>
<th>Lecture/Lab Hours</th>
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<tbody>
<tr>
<td>ART 271</td>
<td>Typography II</td>
<td>5</td>
<td>33/44</td>
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</table>

**Prerequisite:** A grade of "C" or better in ART 174.

Continuation of ART 174 with a focus on typesetting as applied to the discipline of graphic design. Topics include technical exercises using Adobe InDesign and its typographic tools, a survey of various publication formats, an introduction to using grids and proportional systems for designing page layouts, analyzing and applying legibility and readability factors, and culminating in an individual book project with a heavy emphasis on conveying a unique voice. [HB, SE]

### GRAPHIC DESIGN HISTORY

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<th>Course Code</th>
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<th>Credits/Units</th>
<th>Lecture Hours</th>
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<tr>
<td>ART 272</td>
<td>Graphic Design History</td>
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A survey of influential individuals, artifacts, technologies and intellectual thought in graphic design from its origins to contemporary practice. Emphasis on the development of a visual vocabulary and providing historical and cultural context for design practice. [HA, SE] [PNP]

### GRAPHIC DESIGN STUDIO II

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<th>Course Code</th>
<th>Title</th>
<th>Credits/Units</th>
<th>Lecture/Lab Hours</th>
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<tr>
<td>ART 273</td>
<td>Graphic Design Studio II</td>
<td>4</td>
<td>22/44</td>
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</table>

**Prerequisite:** A grade of "C" or better in ART 173 and CGT/DMA 102, or equivalent experience.

The second in a sequence of three, analyze and apply the principles of visual communications to hands-on projects while considering strategic direction, consumer insights, and functional constraints for various types of graphic design disciplines such as persuasive design, packaging, branding and identity. Among others, revolving topics may include design for public service and working with clients. [HB, SE]

### GRAPHIC DESIGN STUDIO III

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<th>Lecture/Lab Hours</th>
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<tr>
<td>ART 274</td>
<td>Graphic Design Studio III</td>
<td>4</td>
<td>22/44</td>
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</table>

**Prerequisite:** A grade of "C" or better in ART 273.

The final in a sequence of three, focus on real-world design tasks and discussion of professional practices to prepare the student for employment and/or upper division coursework. Portfolio-quality graphic design work will be produced and may include a personal identity and self-promotional package. Recommended concurrent enrollment with ART 215 - Portfolio Development. [HB, SE]

### SELECTED TOPICS

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<th>Lecture Hours</th>
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<tbody>
<tr>
<td>ART 280</td>
<td>Selected Topics</td>
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Course focuses on selected topics in art. Topics vary and course theme and content change to reflect new topics. Because the course varies in content, it is repeatable for credit for different topics. [SE]

### SPECIAL PROJECTS

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<tr>
<td>ART 290</td>
<td>Special Projects</td>
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</table>

**Prerequisite:** Consent of Instructional Unit.

Opportunity to plan, organize and complete special projects approved by the department. [HB]