ART (ART)

**DRAWING**

**ART 103**  
22 hours of lecture / 22 hours of lab  
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]

**OBSESSIONAL DRAWING**

**ART 104**  
22 hours of lecture / 44 hours of lab  
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]

**CONTEMPORARY DRAWING PRACTICES**

**ART 105**  
22 hours of lecture / 44 hours of lab  
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]

**CREATIVITY AND CONCEPT**

**ART 110**  
22 hours of lecture / 22 hours of lab  
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]

**TWO-DIMENSIONAL DESIGN**

**ART 115**  
22 hours of lecture / 44 hours of lab  
Foundation art course working with line, shape, value, texture and the principles of spatial organization. May include designing with computers. [HB, SE] [PNP]

**COLOR THEORY AND DESIGN**

**ART 116**  
22 hours of lecture / 44 hours of lab  
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]

**THREE-DIMENSIONAL DESIGN**

**ART 117**  
22 hours of lecture / 44 hours of lab  
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]

**TIME-BASED ART AND DESIGN**

**ART 118**  
22 hours of lecture / 44 hours of lab  
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]

**PHOTOGRAPHIC STORYTELLING**

**ART 131**  
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]
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]
MSc 22 hours of lecture / 44 hours of lab
Pre requisite: MSc 189.
Continuation of MSc 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]
MSc 4 ART 190 4
Pre requisite: MSc 190.
Continuation of MSc 190. Design and technical skills applied to casting
and forging of metal objects. Overview of contemporary metal artists and
their work. [HB, SE] [PNP]
MSc 3 Credits/Units
THE HUMAN ART 203 4
Pre requisite: 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 ART 204 4
Pre requisite: MSc 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]
DIGITAL ART 208 4
Pre requisite: CGT 102 and Consent of Graphic Design Program.
Developing digital illustration skills by using Adobe software with a
focus on developing a personal voice, and exploring various styles and
techniques. Activities include a series of hands-on creative projects. [HB,
SE]
PORTFOLIO ART 215 3
Pre requisite: 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
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, 4000 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
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]
ART HISTORY: BAROQUE-MODERN ART 222 5
55 hours of lecture
Survey of the visual arts and architecture of Baroque through Modern
Europe, ca. 1600-1914 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: TWENTIETH CENTURY ART 223 5
55 hours of lecture
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]
ART HISTORY: ASIAN ART 225 5
55 hours of lecture
Survey of the visual arts and architecture of India, China, and Japan.
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]
SURVEY OF NON-WESTERN ART 226 5
55 hours of lecture
Introduction to the visual arts and artifacts of the non-Western world,
from prehistory to the present, to include the Middle East, the Pacific
Islands, Africa, and the Americas. This survey course examines cultural
and historical traditions, both in the secular and religious realms, as well
as international contemporary art issues. Differences between Western
and non-Western theories of art, aesthetics, values, and function will be
explored. [HA, SE]
<table>
<thead>
<tr>
<th>WOMEN ARTISTS THROUGH HISTORY</th>
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<tr>
<td><strong>ART 250</strong></td>
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<td>55 hours of lecture</td>
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<td>Historical survey exploring themes in women’s art and challenges women artists faced as professionals within their respective cultures; in-depth study of women artists working in Western traditions. [HA, SE]</td>
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**PAINTING**

| **ART 257**                      | 4 Credits/Units |
| 22 hours of lecture / 44 hours of lab |
| Prerequisite: ART 103 or 115. |
| Introduction to the principles and practice of painting through <br>broad theory, composition, and color. Assignments approach painting <br>observationally through still life, landscape, and the figure with <br>conceptual prompts encouraging expression and criticality. Classes may <br>include a nude model. [HB, SE] |

**PAINTING**

| **ART 259**                      | 4 Credits/Units |
| 22 hours of lecture / 44 hours of lab |
| Prerequisite: ART 258. |
| Advanced study in principles and practice of painting through <br>formal and conceptual study. Emphasis is on methods of abstraction <br>and new modes of seeing using line, color, and pattern as expressive <br>elements. Classes may include a nude model. [HB, SE] |

**WATERCOLOR**

| **ART 260**                      | 4 Credits/Units |
| 22 hours of lecture / 44 hours of lab |
| Prerequisite: ART 103. |
| Introduction to materials and methods of watercolor painting techniques. <br>Topics include color theory, vocabulary, and composition; working in <br>realistic and abstract styles. Activities include in-class critique and <br>discussion. [HB, SE] |

**WATERCOLOR**

| **ART 261**                      | 4 Credits/Units |
| 22 hours of lecture / 44 hours of lab |
| Prerequisite: ART 260. |
| Intermediate level exploration of watercolor painting. Continued <br>development of skills in color mixing and composition with an emphasis on <br>fostering content and a personal creative voice through the material. <br>Activities include in-class critique and discussion. [HB, SE] |

**WATERCOLOR**

| **ART 262**                      | 4 Credits/Units |
| 22 hours of lecture / 44 hours of lab |
| Prerequisite: ART 261. |
| Advanced level exploration of watercolor painting, with emphasis on developing one’s own visual language through the material, <br>experimentation and innovation with wet media and its expressive <br>potential; student-initiated research and the creation of a unique body of <br>work suitable for portfolio presentation. Activities include in-class critique and discussion. [HB, SE] |

**PUBLICATION DESIGN**

| **ART 270**                      | 9 Credits/Units |
| 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] |

**GRAPHIC DESIGN HISTORY**

| **ART 272**                      | 5 Credits/Units |
| 55 hours of lecture |
| 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**

| **ART 273**                      | 4 Credits/Units |
| 22 hours of lecture / 44 hours of lab |
| Concurrent enrollment in ART 208 is encouraged for Graphic Design AFA and CP students. |
| Prerequisite: ART 174, CGT 103 and Consent of Graphic Design Program. |
| Continuation of ART 173 with focus on layout, composition, messaging, technical considerations and functional constraints for various types of communication design disciplines such as editorial design, advertising and persuasive design, branding and identity. Topics include ethical considerations related to graphic design such as sustainability, public service, consumerism, global diversity and copyright issues. [HB, SE] |

**PUBLICATION PRODUCTION**

| **ART 274**                      | 4 Credits/Units |
| 22 hours of lecture / 44 hours of lab |
| Concurrent enrollment with ART 215 - Portfolio Development. [HB, SE] |
| Prerequisite: A grade of "C" or better in ART 273. |
| Third of three applied-design studio courses, with focus on longer-term <br>projects based on real-world communication design problems with the <br>goal of preparing the student for professional practice. Goal includes <br>portfolio-quality graphic design work such as a personal identity and self-promotional package. Recommended concurrent enrollment with ART 215 - Portfolio Development. [HB, SE] |

**GALLERY PREPARATION**

| **ART 278**                      | 6 Credits/Units |
| 33 hours of lecture / 66 hours of lab |
| Various aspects of presenting art exhibits, including the care, handling <br>and installation of artwork, arranging fixtures, lighting, exhibition <br>layout design, writing press material, and other professional practices. <br>Repeatable for up to 6 credits. Written consent of Instructional Unit <br>required. [HB, SE] |
SELECTED TOPICS
ART 280 5 Credits/Units
55 hours of lecture
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
ART 290 6 Credits/Units
Prerequisite: Consent of Instructional Unit.
Opportunity to plan, organize and complete special projects approved by the department. [HB]

WELDED SCULPTURE THEORY I
ART 295 1 Credit/Unit
11 hours of lecture
Concurrent enrollment in WELD 120 required.
Background for students to begin to develop their own language of form. Through the use of a slide/lecture format, students will learn about contemporary sculpture. Discussions include design problems relating to the fabrication of a welded sculpture. [HB]

WELDED SCULPTURE THEORY II
ART 296 1 Credit/Unit
11 hours of lecture
Concurrent enrollment WELD 121 required.
Prerequisite: ART 295.
The design and fabrication of non-representational sculpture. Students will view slides of contemporary work and visit local sculpture sites to improve their understanding of the language of form. The MIG welding process as a sculptural tool will be explored. [HB]

WELDED SCULPTURE THEORY III
ART 297 1 Credit/Unit
11 hours of lecture
Concurrent enrollment in WELD 122 required.
Prerequisite: ART 296.
The design and fabrication of non-representational sculpture. Students will view slides of contemporary work and visit local sculpture sites to improve their understanding of the language of form. The MIG welding process as a sculptural tool will be explored. [HB]