Arts

Arts (ARTS) Classes

ARTS103G: Fundamentals of Acting I

This course will introduce students to the fundamentals of the creative process of acting. It will focus on developing and training the actor's instrument. Through structured exercises and performance projects, the student will develop skills in relaxation and concentration, voice and movement, and script analysis. Students will also acquire basic theatre terminology, sharpen their observation skills, and gain an understanding of the rehearsal process. The course will culminate in the final presentation of a scene from a contemporary play.

Credits 4

Theory Hours 4

Lab Hours 0 **Semester Offered** Fall or Spring semester

ARTS105G: Intro to Music

This course is an introduction to western music. The student will listen to, read about, and discuss music from a variety of time periods, genres, and styles. The course will include some history and literature, and exposure to basic elements of music, as well as form and instrumentation. Primary emphasis will be on developing critical listening skills.

Credits 3

Theory Hours 3

Lab Hours 0
Semester Offered
Fall semester
Notes
(Fulfills Humanities requirement.)

ARTS107G: Blues, Jazz, and Rock and Roll

This course will survey the three most important developments in America in popular music during the 20th Century: Blues, Jazz, and Rock and Roll. Emphasis will be on active listening to representative works, engagement with supporting film and textual materials, and historical and cultural context. Written responses, and attendance at live performances will be required.

Credits 3

Theory Hours 3

Lab Hours 0
Semester Offered
Fall semester
Notes

(Fulfills Humanities requirement.)

ARTS117G: Art History I

This course surveys the history of art and design in Western and non-Western traditions from prehistoric to the 14th century including the Gothic period in Europe. The course emphasizes the connections among historical, political, social, religious and artistic developments, showing how artists and designers are influenced by the culture and time in which they live.

Credits 3

Theory Hours 3

Lab Hours 0
Semester Offered
Fall/Summer semesters
Notes
(Fulfills Humanities requirement.)

ARTS121G: Jewelry Design & Metalsmithing

Through technical demonstrations, lectures and hands-on studio experience, students will learn the metalworking skills necessary to create unique pieces of jewelry and/or one-of-a-kind utilitarian objects. Students will investigate the relationship between form and function through creative problem solving, Respect for technical processes and quality construction will be combined with creative expression as the student learns to follow a concept from planning stages to execution. Class will be held at an off-campus location.

Credits 3

Theory Hours 2

Lab Hours 3

ARTS123G: Drawing I

This course is designed to continue the student's development of drawing techniques and understanding of materials, which include graphite, charcoal, dry media, pen, and ink on a variety of drawing surfaces. Projects will cover advanced translation of form, space and color while emphasizing the ability to record and interpret observed imagery using drawing techniques and materials. The emphasis will be to render, translating and recording, from observation. Emphasis on increasing hand-eye coordination, technical discipline, and evolving a personal expressive use of technique within a defined subject matter.

Credits 3

Theory Hours 2

Lab Hours 2
Semester Offered
All semesters
Notes
(Fulfills Fine Arts requirement.)

ARTS124G: Art, Design, and Color

Through the hands-on exploration of traditional media, this course focuses on the principles of design and color theory as they are applied to 2D and 3D projects. The art elements of line, shape, form, space, and texture, as well as the design principles of balance, proportion, perspective, contrast, focal point, white space,

unity, and color theory will be demonstrated in the layout of real-world graphic communication projects. Students will experience the design process from brainstorming to presentation, as they develop an understanding of the challenges inherent in integrating exemplary design through visual media.

Credits 3 Theory Hours 2

Lab Hours 2 **Semester Offered** Fall semester

ARTS125G: Visual Language

Communication occurs through visual symbols as well as through verbal symbols or language. Through the ages, art has served to record visual data through images and symbolism. Art also conveys intense emotion, is used as propaganda or social commentary, is interpreted through cultural and religious contexts, and functions as storytelling. This course examines the bridge between language and images by exploring the vocabulary of the elements and principles of design, the history and function of art criticism, the terms used to describe major art movements and periods in Western art history, and the terminology related to the methods, processes and materials used to create art. Using observation, reflection and critical thinking, students will analyze, discuss and write about visual art.

Credits 3 Theory Hours 3

Lab Hours 0
Prerequisites
ENGL110G or ENGL111G
Semester Offered
Spring semester
Notes
Fulfills Humanities requirement.

ARTS126G: Typography

This course will emphasize the design of projects that explore typographical structures, their characteristics, terminology, layout considerations, and the use of typography as a communication medium. This course uses both computer and hands-on methods to address the language of type and its effective use as a design element. By studying the language of type through its history and application, students will gain strong working knowledge of this essential element to graphic design.

Credits 3

Theory Hours 2

Lab Hours 2 **Semester Offered** Fall semester

ARTS127G: Art History II

This course surveys the history of art and design in Western and non-Western traditions from the 14th century in Europe to the Postmodern era up to the year 2000. The course emphasizes the connections among historical, political, social, religious and artistic developments, showing how artists and designers are influenced by the culture and time in which they live.

Credits 3

Theory Hours 3

Lab Hours 0 **Semester Offered**Fall semester **Notes**Fulfills Humanities requirement.

ARTS137G: Contemporary Art History

This survey course will cover the movements in Modern (1880-1960) and Contemporary (1960- Present) art history. The history of art, architecture and design in Western and non-Western traditions will be analyzed for aesthetic developments and alignment to the corresponding historical, political, social and religious issues of the day. Emphasis will be on how artists define the culture and time in which they live, and the influence these movements have on artists of the present day.

Credits 3

Theory Hours 3

Lab Hours 0 **Semester Offered** Fall semester

Notes

Fulfills Humanities requirement.

ARTS203G: Fundamentals of Acting II

This course will build on the foundational skills developed in Fundamentals of Acting I. Through structured exercises and intense scene study, the student will develop skills in script analysis, scoring a role, partner work, voice and movement, and basic audition technique. Students will apply their skills in several performance projects.

Credits 4

Theory Hours 4
Prerequisite Courses

ARTS103G: Fundamentals of Acting I

Prerequisites

ARTS103G or permission of the instructor.

Semester Offered

Fall semester

ARTS220G: Painting I

This course is an introduction to the processes of painting through the investigation of materials, theories and techniques. This course will explore painting media with an emphasis of color theory, color mixing,

composition and paint application on a variety of surfaces. The focus will be on creative approaches to painting and observational work. Historical and contemporary aesthetic issues will be explored through assignments, slide lectures, discussions, critiques and museum/gallery visits.

Credits 3

Theory Hours 2

Lab Hours 2
Prerequisites

ARTS123G or permission from the Program Coordinator.

Semester Offered

Spring semester

ARTS223G: Drawing II

Students will continue developing drawing skills based on the knowledge and training acquired in Drawing I. More complex still-life, portrait, and life figure drawing will be created in classes. Further investigation of drawing materials and an introduction to more mediums will also be covered in this course.

Credits 3

Theory Hours 2

Lab Hours 2
Prerequisite Courses
ARTS123G: Drawing I
Semester Offered
Spring semester
Notes
(Fulfills Fine Arts requirement.)

ARTS225G: Watercolor Painting

Through the exploration of traditional artist watercolor techniques, students will learn and apply watercolor processes, procedures and techniques to selected compositions and motifs such as landscapes, floral arrangements, skies, still life, seascape and abstraction. Techniques will include washes, color mixing, brush technique, masking, sponging, wet on wet and mixed media. Students will work from life when practical, learning composition, atmospheric perspective and color theory.

Credits 3 Theory Hours 2

Lab Hours 2
Prerequisites
ARTS123G or ARTS124G or Permission of Instructor
Semester Offered
Fall semester

ARTS230G: Introduction to Printmaking

This course provides an introduction to a variety of printmaking techniques including monotype, relief and intaglio processes. Students will create one of a kind prints and projects through the exploration of

printmaking strategies and sequences while creatively and objectively addressing the historical and contemporary issues of the art form. Students will gain skills necessary to produce and evaluate aesthetic solutions for a variety of printmaking methods.

Credits 3 Theory Hours 2

Lab Hours 2
Prerequisites
ARTS123G or permission from the Program Coordinator
Semester Offered
Fall semester

ARTS235G: Sculpture and 3D Form

This course is an introduction to the theory and practice of creating three dimensional forms and sculptures. Through the manipulation of various materials, the student will investigate the composition and processes necessary to construct free-standing, suspended and relief sculpture. Students will employ modeling, carving, casting and construction methods to create original sculptural works. The three-dimensional elements of line, plane, surface, volume, mass and space will be utilized to create abstract and functional forms.

Credits 3 **Theory Hours** 2

Lab Hours 2
Prerequisites
ARTS123G or ARTS124G
Semester Offered
Spring semester