

ART - ART

ART 105 **3 credit hours (lecture: 0 | lab: 6)**

Fundamentals of Two-Dimensional Art I

Course explores basic flat art design fundamentals and media, image, technique, concept, and vocabulary of design. Content includes pencil, pen and ink, brush and ink, charcoal, pastel and designers' colors or acrylics, relationships of visual imagery through depth in plastic illusion, elements of design (line, value, texture, color, contrast, balance) and composition. Studio work outside regular class time required.

IAI Major: ART 907

Delivery mode: Face-to-Face | Online

Fee: \$30

ART 107 **3 credit hours (lecture: 0 | lab: 6)**

Fundamentals of Three-Dimensional Art I

Course explores basic media and form leading to expression of personal concept. Topics in media include clay, plaster (additive or subtractive), wood, plaster casting and other construction materials such as metal, paper and epoxy. Topics in form cover relationships of masses, lines and textures to each other. Studio work outside of regular class time required.

IAI Major: ART 908

Delivery mode: Face-to-Face

Fee: \$30

ART 108 **3 credit hours (lecture: 0 | lab: 6)**

Fundamentals of Three-Dimensional Art II

Course continues ART 107, concentrating on more advanced exploration of media and form in relation to personal concept. Content includes clay, plaster, wood, epoxies (optional) and plastics (optional). Focus is on developing personal concept. Studio work outside of regular class time required.

Prerequisite: ART 107 or consent of instructor or department chair.

Delivery mode: Face-to-Face | Online

Fee: \$30

ART 109 **3 credit hours (lecture: 3 | lab: 0)**

Art History: Jewish Art from Antiquity to Modern Israel

Course explores Jewish artists searching for original style from the building of the tabernacle in the desert till the destruction of the temple in Jerusalem. Focus is on the influences of non-Jewish styles on Jewish art and architecture in the Diaspora as a reflection of diversity and assimilation and the new challenges after the re-establishment of the state of Israel.

Delivery mode: Face-to-Face | Online

ART 110 **3 credit hours (lecture: 3 | lab: 0)**

History of Photography

Course presents visually oriented history of development of commercial and creative photography and photographic technology. Focus is on understanding how photography fits into past and present human experience and how photographer reflects self within social context of culture.

IAI General Education: F2 904

Delivery mode: Face-to-Face | Online

ART 111 **3 credit hours (lecture: 3 | lab: 0)**

Art History: Prehistoric to Renaissance

Course is comparative study of art as expression of human experience from prehistoric to Renaissance period. Content includes major artists, styles and movements. Focus is on development of perceptive stylistic analysis and ability to understand a work of art in relation to cultural context.

IAI General Education: F2 901

Delivery mode: Face-to-Face | Online

ART 112 **3 credit hours (lecture: 3 | lab: 0)**

Art History: Renaissance to Modern

Course is a comparative study of art as expression of human experience from Renaissance to modern period. Content includes major artists, styles and movements. Focus is on development of perceptive stylistic analysis and ability to understand a work of art in relation cultural context.

IAI General Education: F2 902

Delivery mode: Face-to-Face | Online

ART 113 **3 credit hours (lecture: 3 | lab: 0)**

Art History: Modern Art (Twentieth Century)

Course is a comparative study of modern art as an expression of human experience. Content includes major artists, styles and movements from 1900 to 1945. Focus is on development of perceptive stylistic analysis and ability to understand a work of art in relation to cultural context.

IAI General Education: F2 902

Delivery mode: Face-to-Face | Online

ART 114 **3 credit hours (lecture: 3 | lab: 0)**

Art History: Art of the Non-Western World

Course is a comparative study of non-Western art as an expression of the human experience. Content includes art of China, Japan, India, Africa and native Americas from prehistoric to modern times. Focus is on the development of perceptive stylistic analysis and ability to understand a work of art in relation to its cultural context.

IAI General Education: F2 903N

Delivery mode: Face-to-Face | Online

ART 115 **3 credit hours (lecture: 0 | lab: 6)**

Beginning Photography

Course explains basic photography. Student, using their own cameras, explore basics of film exposure, development and printing. Focus is on realizing camera's ability to record fine delineation of tone and detail using black and white materials. Content includes use of studio cameras, studio lighting, brief history and basic aesthetics of photography. Studio work outside of regular class time required.

Note: Students are expected to buy their own film and paper. Total cost of these items is approximately \$150-200 in addition to the regular lab fee. The student who does not own a camera, tripod or light meter may borrow these items from the College by paying a refundable deposit fee. Deposits will be retained when equipment is damaged or not returned on the specific due date.

Delivery mode: Face-to-Face | Online

Fee: \$50

ART 116 **3 credit hours (lecture: 0 | lab: 6)**

Alternative Photographic Processes

Course utilizes basic photographic principles and tools and deals with development of manipulative and experimental nature of medium. Focus is on student's work. Studio work outside of regular class time is required.

Prerequisite: ART 115 or ART 117 or consent of instructor or department chair.

Note: Students are expected to buy their own film and paper. Total cost of these items is approximately \$150-200 in addition to the regular lab fee. The student who does not own a camera, tripod or light meter may borrow these items from the College by paying a refundable deposit fee. Deposits will be retained when equipment is damaged or not returned on the specific due date.

Delivery mode: Face-to-Face | Online

Fee: \$50

- ART 117** **3 credit hours (lecture: 0 | lab: 6)**
Digital Photography
 Course introduces potentials and realities of digital photography. Digital darkroom is constructed and necessary software explored. Content includes fundamentals of photography and their relation to digital imaging, basic electronic imaging principles, and scanning techniques.
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 120** **3 credit hours (lecture: 3 | lab: 0)**
Introduction to Museum Studies
 Course examines role of art museum curator. Content includes collection management and exhibit preparation, application of basic principles to other types of museums such as history, science or nature. The Koehline Museum of Art at the Des Plaines campus serves as lab for course.
Delivery mode: Face-to-Face | Online
- ART 122** **3 credit hours (lecture: 3 | lab: 0)**
Art History: Contemporary Art
 Course is a comparative study of contemporary art as an expression of human experience. Content includes major artists, styles and movements from 1945 to the present. Focus is on development of perceptive stylistic analysis and ability to understand a work of art in relation to cultural context.
Delivery mode: Face-to-Face | Hybrid | Online
- ART 125** **3 credit hours (lecture: 3 | lab: 0)**
History of Graphic Design
 Course presents visually-oriented history of development of commercial and creative Graphic Design and Graphic Design technology. Content includes how Graphic Design fits into past and present human experience and how Graphic Design reflects itself within social context of culture. Focus is on the concepts of design and the work of the designer in order to assess the significance of Graphic Design as a cultural, social, and political activity.
Delivery mode: Face-to-Face | Online
- ART 131** **3 credit hours (lecture: 0 | lab: 6)**
Drawing I
 Course examines basics of drawing. Focus is on development of fundamental skills in proportion, value (shading) and perspective, use of form for personal expression. Content includes work from still life, live models and outside subject matter, media use of pencil, charcoal, conte, ink and pastels. Studio work outside of regular class time required.
IAI Major: ART 904
Delivery mode: Face-to-Face | Online Fee: \$25
- ART 132** **3 credit hours (lecture: 0 | lab: 6)**
Painting I
 Course provides basic understanding of traditional and contemporary painting materials. Media include acrylics/oils and watercolors. Topics include development of pictorial composition and spatial characteristics, with emphasis on color related to the concept of the work. Studio work outside of regular class time required.
Prerequisite: ART 105 or ART 131
Delivery mode: Face-to-Face | Online Fee: \$40
- ART 134** **3 credit hours (lecture: 0 | lab: 6)**
Ceramics I
 Course examines techniques of hand-built and wheel-thrown ceramics. Content includes decorating and glazing techniques, understanding of appropriate form. Studio work outside of regular class time required.
Delivery mode: Face-to-Face Fee: \$60
- ART 137** **3 credit hours (lecture: 0 | lab: 6)**
Ceramics: Introduction to Wheel-Throwing
 Course introduces students to the potters' wheel as primary forming tool or expressive functional pottery. Content includes creating tableware: cups, vases, bowls, plates, covered jars, pouring vessels as well as glazing, terminology, ceramic art history, and firing methods. Focus is on development of personal artistic style within the creation of artwork.
Delivery mode: Face-to-Face Fee: \$60
- ART 145** **3 credit hours (lecture: 0 | lab: 6)**
Watercolor I
 Course provides basic understanding and working practice of watercolor as a painting medium. Content includes use of watercolor and component materials, tools and techniques associated with this medium, development of line, shape, spatial characteristics, color mixing, and their use in terms of the concept of the work. Studio work outside of scheduled class time required.
Prerequisite: ART 105 or ART 131 or ART 132 or consent of instructor.
Delivery mode: Face-to-Face Fee: \$40
- ART 215** **3 credit hours (lecture: 0 | lab: 6)**
Color Photography
 Course explores aesthetics, techniques and theory of color photography. Content includes color theory, nature of light and its relationship to the additive and subtractive system of color theory, and color balance in relationship to light source and color corrected photographs. Focus is on student camera work to shoot and develop color positive and negative film, with the goal of making color photographs, applying history of photography and function of color aesthetics to photography, and to individual work.
Prerequisite: ART 115 or ART 117 or consent of instructor.
Note: Students are expected to buy their own film and paper. Total cost of these items is approximately \$150-200 in addition to the regular lab fee. The student who does not own a camera, tripod or light meter may borrow these items from the College by paying a refundable deposit fee. Deposits will be retained when equipment is damaged or not returned on the specific due date.
Delivery mode: Face-to-Face | Online Fee: \$50
- ART 216** **3 credit hours (lecture: 0 | lab: 6)**
Introduction to Digital Imaging
 Course surveys production, manipulation and output of photographic images electronically. Students will use photographs to be digitized and put into a computer for manipulation, to create output of images to paper prints. Content includes aesthetics of photographic image manipulation in context of student work and historical perspective. Implication of photographic electronic imaging to legal, moral and social issues discussed and related to commercial and fine arts applications. Adobe Photoshop used as the main software.
Recommended: ART 115.
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 217** **3 credit hours (lecture: 0 | lab: 6)**
Advanced Digital Imaging
 Course uses advanced computer methods to cover highly developed techniques of photographic electronic imagery used by graphic designers and photographers to enhance images, including airbrush and shadow making, contour shading and texture additions, retouching, montaging and coloring. Additional content includes examining traditional tasks of line drawing, pattern and texture creation that the computer can produce in exacting detail. Students will use photographs for digitization and computer manipulation. Photoshop used as the main software.
Prerequisite: ART 216 or consent of instructor.
Delivery mode: Face-to-Face Fee: \$75

- ART 218** **3 credit hours (lecture: 0 | lab: 6)**
Advanced Black and White Photography
 Course refines darkroom technique of ART 115. Content includes issues of film exposure and development in order to produce "perfect" negatives, various films, developers, chemicals, papers and toners, and advanced studio lighting; medium and large format photography introduced. Focus is on student assignments and personal projects.
Prerequisite: ART 115 or consent of instructor.
Delivery mode: Face-to-Face | Hybrid Fee: \$50
- ART 219** **3 credit hours (lecture: 0 | lab: 6)**
Photographic Lighting
 Course presents techniques of photographic lighting. Content includes using light as a creative tool, exploring tungsten light and electronic flash in studio situations. Studio and fieldwork outside of regular class time is required.
Prerequisite: ART 115 or ART 117 or consent of instructor.
Delivery mode: Face-to-Face | Online Fee: \$50
- ART 220** **3 credit hours (lecture: 0 | lab: 6)**
Advanced Digital Photography
 Course expands basic principles and tools of digital photography used in ART 117 and deals with the manipulative and experimental nature of the medium. Focus is on creation of original work utilizing the digital camera, study of development of manipulative photography. Studio work outside of regular class time required.
Prerequisite: ART 117 or equivalent.
Delivery mode: Face-to-Face Fee: \$75
- ART 222** **3 credit hours (lecture: 0 | lab: 6)**
View Camera
 Course deals with large format photography, at advanced level. Students use College-provided equipment. Content includes techniques used in large format film exposure, development and printing. Focus is on discovering benefits associated with view camera in various aspects of the photographic field. Lab and studio work outside of regular class time required.
Prerequisite: ART 115.
Delivery mode: Face-to-Face Fee: \$50
- ART 223** **3 credit hours (lecture: 0 | lab: 6)**
Landscape Photography Field Study
 Course covers aesthetic and historical developments of landscape photography. Content includes impact on artistic, cultural, social, economic and political issues, survey of historical photographers and modern practitioners of the medium. Week-long field study provides chance to employ techniques and ideas learned in class.
Prerequisite: ART 115 or ART 117.
Delivery mode: Face-to-Face | Online Fee: \$50
- ART 224** **3 credit hours (lecture: 0 | lab: 6)**
Introduction to Graphic Design
 Course explores fundamental concepts of visual design. Content includes range of functional aspects of design, such as communication and the production process, to visual aspects of design. Vector drawing used as medium for design process examination. Adobe Illustrator used as the main software.
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 225** **3 credit hours (lecture: 0 | lab: 6)**
Graphic Design Layout and Typography
 Course examines common graphic tools available in layout design, typography, and underlying design principles. Content includes typography and type design, ways of using illustrations and photographs in layouts, basic tools of graphic design for specific desktop publishing projects, properties of letter forms and converting letter forms into legible work. Student project to create type, modify it, and add it to existing fonts. Course project oriented and uses software for manipulation of layouts and typography for purpose of making final output. Adobe InDesign used as the main software.
Prerequisite: ART 224 or ART 216 or consent of instructor
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 227** **3 credit hours (lecture: 0 | lab: 6)**
Medium Format Photography
 Course introduces Medium Format camera system and its format advantages for photographer. Content includes numerous Medium Format systems used in field of professional photography, use of specialized equipment to reveal form and function of variety of subjects, enhancement of experience in basic photography with refinement of film exposure and development, technical operation of the Medium Format camera, and selection of appropriate equipment and materials. Focus is on practical, problem-solving applications.
Prerequisite: ART 115 or consent of instructor.
Note: Students are expected to buy their own film and paper. Total cost of these items is approximately \$150-200 in addition to the regular lab fee. The student who does not own a camera, tripod or light meter may borrow these items from the College by paying a refundable deposit fee. Deposits will be retained when equipment is damaged or not returned on the specific due date.
Delivery mode: Face-to-Face Fee: \$50
- ART 229** **3 credit hours (lecture: 0 | lab: 6)**
Advanced Studio Lighting
 Course presents advanced study of studio lighting practices required in field of professional photography. Content includes further exploration of techniques specific to using electronic flash in unique photographic assignments, and fields of fashion, wedding, product, location/event-specific portraiture and layout-specific photography. Studio and fieldwork outside of regular class time required.
Prerequisite: ART 219.
Note: Students are expected to buy their own film and paper. Total cost of these items is approximately \$150-200 in addition to the regular lab fee. The student who does not own a camera, tripod or light meter may borrow these items from the College by paying a refundable deposit fee. Deposits will be retained when equipment is damaged or not returned on the specific due date.
Delivery mode: Face-to-Face Fee: \$50
- ART 230** **3 credit hours (lecture: 0 | lab: 6)**
Architectural Photography
 Course covers esthetic and historical developments architectural photography. Content includes impact on artistic, cultural, social, economic, legal, and political issues; historical survey of architectural photographers, including modern practitioners of the medium. Students will produce a portfolio of work employing techniques and ideas learned in class. Course maybe repeated up to three times on different topics for maximum of twelve credits.
Prerequisite: Consent of instructor.
Delivery mode: Face-to-Face Fee: \$50

- ART 259** **3 credit hours (lecture: 0 | lab: 6)**
Introduction to Web Design
 Course covers the creation and use of graphics in web page design and production. Content includes fundamentals of graphic production, basic layout design principles, and HTML/CSS development for the web.
IAI Major: MC 923
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 260** **3 credit hours (lecture: 0 | lab: 6)**
Introduction to 3D Animation and Multimedia
 Course explores design and production of animation and multimedia applications. Content includes three-dimensional rendering; its relationship to traditional two-dimensional graphic production, computer animation, and multimedia concepts and production procedures. Different media of computer sound, text, and imaging, and combinations of multimedia productions also covered.
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 261** **3 credit hours (lecture: 0 | lab: 6)**
Advanced 3D Animation and Multimedia
 Course presents working knowledge of 3D animation production. Topics include modeling, texturing, animation, lighting and rendering. Students create complex animation sequences including mechanical and character animations. Autodesk Maya used as the main software.
Prerequisite: ART 260 or instructor's consent.
Delivery mode: Face-to-Face Fee: \$75
- ART 262** **3 credit hours (lecture: 0 | lab: 6)**
Introduction to Sound Design
 Course explores the various techniques of sound design in the creation of multimedia; film, animation, podcasting, etc. Musical instrument digital interface (MIDI) devices and synthesizers will be used as musical instruments and as an input device for the computer. Creative possibilities of sound design will be explored through the creation of music, recording Foley sound effects, and recording dialog for use in podcasting, voice over narration, and/or dialog in film and animation.
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 263** **3 credit hours (lecture: 0 | lab: 6)**
Introduction to Motion Graphics
 Course explores methods used in professional video and film production and post-production. Content includes storyboard, structure, and production of short video piece. Integration of computer-generated material, such as 2D and 3D graphics, typography and animation will be edited together with photography and video. Focus is on software manipulation, including special effect techniques such as compositing and rotoscoping. Practical considerations of graphic format, resolution, color and saturation limitation are explored. Key peripherals explained in context of real world production situations. Adobe AfterEffects used as the main software.
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 264** **3 credit hours (lecture: 0 | lab: 6)**
Multimedia Authoring
 Course covers the use of authoring tools and issues affecting multimedia production projects from design phase through completion. Projects completed in software package. Content includes basic programming techniques, animation control, software engineering principles for multimedia environment, use of color images and sound, incorporation of movies, CD-ROM production, testing and mastering.
Prerequisite: ART 260.
Delivery mode: Face-to-Face Fee: \$75
- ART 267** **3 credit hours (lecture: 0 | lab: 6)**
Web Design Layout and Typography
 Course covers applications of common graphic tools available in web layout design and typography. Content includes artistic principles and techniques of web page design and layout, and examination of graphic design process from concept to production.
Prerequisite: ART 259 or consent of instructor.
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 268** **3 credit hours (lecture: 0 | lab: 6)**
Digital 2D Animation and Multimedia
 Course introduces students to digital animation techniques and principles. Students apply the principles of animation by creating object/shape-based keyframe animations and hand-drawn frame by frame animations. Several Adobe applications used to create animations for the course, including Photoshop, Animate and/or After Effects.
Prerequisite: ART 216 or consent of the instructor
Delivery mode: Face-to-Face | Online Fee: \$75
- ART 270** **3 credit hours (lecture: 0 | lab: 6)**
3D Illustration
 Course covers fundamentals of creating imagery with 3D software. Content includes traditional use of media and compositional skills combined with technical material necessary to produce computer-generated illustrative art. Final output involves large size printing. Autodesk 3ds Max used as the main software.
Delivery mode: Face-to-Face Fee: \$75
- ART 271** **3 credit hours (lecture: 0 | lab: 6)**
Advanced Multimedia Authoring
 Course covers in-depth understanding of interactive presentations, for students with basic knowledge of Macromedia Director as a tool for multimedia design and production. Content includes how media such as sound, video, Flash, QTVR, fonts, text and graphics are controlled by Lingo to create interactive presentations, with final output to CD-ROM and the web (via Shockwave); practical and aesthetic considerations of projects such as games, instructional or promotional pieces, or other artistic expressions through multimedia. Integration with Internet is stressed.
Prerequisite: ART 264 or consent of instructor.
Delivery mode: Face-to-Face Fee: \$75
- ART 272** **3 credit hours (lecture: 0 | lab: 6)**
Portfolio Development
 Course covers developing appropriate portfolios. Content includes examining different media, and developing types of portfolios for the commercial world, for transfer to other art schools, and for exhibiting fine art.
Prerequisite: ART 216, ART 224, and ART 225.
Delivery mode: Face-to-Face | Online Fee: \$50
- ART 273** **3 credit hours (lecture: 0 | lab: 6)**
Animation for the Web
 Course examines animation techniques for the web by combining graphic animation tools and techniques with accepted principles of web design, layout and typography. Content includes interaction design and animation to create web sites with enhanced interactivity and multimedia integration.
Prerequisite: ART 259
Delivery mode: Face-to-Face Fee: \$75

ART 274 **3 credit hours (lecture: 0 | lab: 6)**

Game Modeling and Character Development

Course explores character design and development, 3D modeling and texturing specific to games and post-production. Content includes character animation involving looping, character interaction and timing, modeling and texturing in different resolutions, and vertex coloring.

Autodesk Maya used as the main software.

Prerequisite: ART 260 and ART 261.

Delivery mode: Face-to-Face

Fee: \$75

ART 275 **3 credit hours (lecture: 0 | lab: 6)**

Game Systems and Design

Course covers practical aspects of game design. Content includes interface design, game documentation, working with game tests, experimental and conceptual topics of play mechanics, experience design, design of gaming spaces, and game balancing.

Prerequisite: ART 260 or consent of instructor.

Delivery mode: Face-to-Face

Fee: \$75

ART 277 **3 credit hours (lecture: 0 | lab: 6)**

Color Management

Course focuses on the use of Color Management to get consistent color from input through editing through output and color correction techniques.

Topics include creation and use of ICC color profiles for scanners, digital cameras, monitors, and inkjet printers; choosing hardware, types of ink, using art papers, proofing, and related techniques.

Prerequisite: ART 216.

Delivery mode: Face-to-Face | Online

Fee: \$75

ART 278 **3 credit hours (lecture: 0 | lab: 6)**

The Digital Darkroom

Course provides students of digital photography with an integrated approach to the digital darkroom. Students will learn to organize digital images for effective workflow. Content includes color management techniques, such as monitor calibration, image editing capabilities of Adobe Bridge/Camera RAW and Lightroom, Photoshop techniques for professional digital photographers, fine tonal and color adjustments, noise reduction, sharpening techniques, use of ICC color profiles in their printing procedures and a variety of fine art inkjet papers.

Prerequisite: ART 216.

Delivery mode: Face-to-Face | Online

Fee: \$75

ART 290 **1-4 credit hours (lecture: 1-4 | lab: 1-8)**

Topics in Art

Course offers specialized instruction in current topics in art, photography and/or graphic design. Topics will be identified for each section of the course. May be repeated up to three times on different topics for maximum of twelve semester credit hours. Fee Varies. Prerequisite may vary by topic.

Delivery mode: Face-to-Face