

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

Instruction Type: Online

Fee: \$30

Term Typically Offered: Fall | Spring

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

Instruction Type: Online

Fee: \$30

Term Typically Offered: Fall | Spring

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.

Instruction Type: In-Person | Online

Fee: \$30

Term Typically Offered: Fall | Spring

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.

Instruction Type: In-Person | 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

Instruction Type: In-Person | Online

Term Typically Offered: Fall | Spring | Summer

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

Instruction Type: In-Person | Online

Term Typically Offered: Fall | Spring | Summer

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

Instruction Type: In-Person | Online

Term Typically Offered: Fall | Spring | Summer

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

Instruction Type: In-Person | Online

Term Typically Offered: Fall | Spring | Summer

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

Instruction Type: In-Person | Online

Term Typically Offered: Fall | Spring | Summer

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.

Instruction Type: In-Person | Online

Fee: \$50

Term Typically Offered: Fall | Spring | Summer

<p>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. <i>Instruction Type: Online</i> Fee: \$50 <i>Term Typically Offered: Spring</i></p>	<p>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 <i>Instruction Type: In-Person Online</i> Fee: \$25 <i>Term Typically Offered: Fall Spring Summer</i></p>
<p>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. <i>Instruction Type: In-Person Online</i> Fee: \$75 <i>Term Typically Offered: Fall Spring</i></p>	<p>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 <i>Instruction Type: In-Person Online Hybrid</i> Fee: \$40 <i>Term Typically Offered: Fall Spring Summer</i></p>
<p>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 Koehnline Museum of Art at the Des Plaines campus serves as lab for course. <i>Instruction Type: In-Person Online</i> <i>Term Typically Offered: Fall Spring</i></p>	<p>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. <i>Instruction Type:</i> Fee: \$60 <i>Term Typically Offered: Fall Spring Summer</i></p>
<p>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. <i>Instruction Type: In-Person Online Hybrid</i> <i>Term Typically Offered: Fall Spring</i></p>	<p>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 for expressive functional pottery. Content includes ceramic art history and terminology, as well as glazing and firing methods. Students will create tall functional cylinders, vases, cups, bowls and plates. Focus is on development of personal artistic style within the creation of artwork. Course may be taken for credit up to four times. <i>Instruction Type: In-Person Online Hybrid</i> Fee: \$60 <i>Term Typically Offered: Fall Spring</i></p>
<p>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. <i>Instruction Type: In-Person Online</i> <i>Term Typically Offered: Spring Summer</i></p>	<p>ART 138 3 credit hours (lecture: 0 lab: 6) Ceramics: Intermediate Wheel-Throwing This intermediate course builds upon the foundational skills developed in ART 137: Ceramics: Introduction to Wheel Throwing. Course continues exploring the potter's wheel as a primary tool for creating expressive, functional pottery. Students will focus on producing a range of tableware, including tall functional cylinders, surface-treated cups, large bowls, pouring vessels, lidded jars and decorated plates. Instruction covers glazing techniques, ceramic terminology, art history and various firing methods. Emphasis is placed on refining technical skills and developing a personal artistic style through the creation of unique, functional artworks. Course may be taken for credit up to four times. Prerequisite: ART 137 or consent of instructor. <i>Instruction Type: In-Person Online Hybrid</i> Fee: \$60 <i>Term Typically Offered: Fall Spring</i></p>

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. <i>Instruction Type: Online</i> <i>Fee: \$40</i> <i>Term Typically Offered: Fall Spring Summer</i>	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. <i>Instruction Type: In-Person Online Hybrid</i> <i>Fee: \$50</i> <i>Term Typically Offered: Fall Spring</i>
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. <i>Instruction Type: In-Person Online</i> <i>Fee: \$50</i> <i>Term Typically Offered: Fall</i>	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. <i>Instruction Type: In-Person Online</i> <i>Fee: \$50</i> <i>Term Typically Offered: Fall</i> 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. <i>Instruction Type: In-Person</i> <i>Fee: \$75</i>
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. <i>Instruction Type: In-Person Online</i> <i>Fee: \$75</i> <i>Term Typically Offered: Fall Spring Summer</i>	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. <i>Instruction Type:</i> <i>Fee: \$50</i> 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. <i>Instruction Type: In-Person Online</i> <i>Fee: \$50</i>
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. <i>Instruction Type:</i> <i>Fee: \$75</i>	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. <i>Instruction Type: In-Person Online</i> <i>Fee: \$75</i> <i>Term Typically Offered: Fall Spring</i>

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 <i>Instruction Type: In-Person Online</i> Fee: \$75 <i>Term Typically Offered: Fall</i>	ART 231 3 credit hours (lecture: 0 lab: 6) Drawing II This advanced course expands on skills developed in ART 131 Drawing I, emphasizing the use of a variety of media, including color. Students will explore abstraction, nonobjective art, and imaginative image-making, while focusing on formal elements and creative expression. Coursework includes critical thinking exercises, the development of art-specific terminology, and analyzing modern and historical drawings, with a focus on works from underrepresented groups or cultures. Prerequisite: ART 131 or consent of instructor or department chair. <i>IAI Major: ART 905</i> <i>Instruction Type: In-Person Online Hybrid</i> Fee: \$25 <i>Term Typically Offered: Fall Spring Summer</i>
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. <i>Instruction Type: In-Person</i> Fee: \$50 <i>Term Typically Offered: Fall Spring Summer</i>	ART 232 3 credit hours (lecture: 0 lab: 6) Painting II Course is a continuation of ART 132, focusing on personal approach. No media restrictions. Studio work outside of regular class time required. Prerequisite: ART 132 or consent of instructor or department chair. <i>Instruction Type: In-Person Online Hybrid</i> Fee: \$30 <i>Term Typically Offered: Fall Spring Summer</i> ART 234 3 credit hours (lecture: 0 lab: 6) Ceramics II Course is a continuation of ART 134, further exploring ceramic techniques, glaze calculation and aesthetic evaluation. Focus is on development of personal visual language. Studio work outside of regular class time is required. Prerequisite: ART 134 or consent of instructor or department chair. <i>Instruction Type: In-Person</i> Fee: \$60 <i>Term Typically Offered: Fall Spring Summer</i>
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. <i>Instruction Type: In-Person</i> Fee: \$50 <i>Term Typically Offered: Fall Spring</i>	ART 237 3 credit hours (lecture: 0 lab: 6) Documentary Photography Course covers esthetic and historical development of documentary photography. Content includes impact on artistic, cultural, social, economic, legal, and political issues; historical survey of documentary photographers, including modern practitioners of the medium. Students will produce a portfolio of work employing techniques and ideas learned in class. Course may be taken for credit up to four times. Prerequisite: Consent of instructor. <i>Instruction Type: In-Person</i> Fee: \$50 <i>Term Typically Offered: Summer</i>
ART 230 3 credit hours (lecture: 0 lab: 6) Architectural Photography Course covers esthetic and historical development of 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 may be taken for credit up to four times. Prerequisite: Consent of instructor. <i>Instruction Type: In-Person</i> Fee: \$50	ART 238 3 credit hours (lecture: 0 lab: 6) Ceramics: Advanced Wheel-Throwing Course develops students' skills on the potters' wheel as primary forming tool or expressive functional pottery. Content includes creating tableware: teapots, altered bowls, large vases, altered plates, multi-piece functional objects, set pieces, long neck bottle as well as glazing, terminology, ceramic art history, and firing methods. Focus is on development of personal artistic style within the creation of artwork. Course may be repeated up to three times. Prerequisite: ART 137. <i>Instruction Type: Online Hybrid</i> Fee: \$60 <i>Term Typically Offered: Fall Spring</i>

ART 240 3 credit hours (lecture: 1 lab: 10) Museum Studies: Field Experience Course offers on-site experience in museum field. Students serve internship (paid) or practicum (unpaid) for 10 hours weekly at a Chicago area museum (art, history, natural history, science, botanic garden). Job appropriate to student's skills. Regular meetings with instructor to provide detailed reports of work experience required. Prerequisite: ART 120. <i>Instruction Type: In-Person</i> <i>Term Typically Offered: Fall Spring Summer</i>	ART 251 3 credit hours (lecture: 0 lab: 6) Advanced Computer Art Course explores different media in making electronic images using many techniques which draw upon common skills and procedures. Content includes application processes using various computer software related to specific images, relationships to other techniques, customizing brushes, applying textures, creating dramatic borders, making mosaics, applying paint and sketches, transforming photographs, and animation. Production of finished output major goal of course. Adobe Photoshop and Corel Painter used as the main software. Prerequisite: ART 250 or consent of instructor. <i>Instruction Type:</i> Fee: \$75
ART 243 3 credit hours (lecture: 0 lab: 6) Figure Drawing I Course teaches the fundamentals of drawing the human figure using various media, such as charcoal, graphite, ink, and pastel. Students will work from live nude models in order to study proportions, anatomy and the relationship between three-dimensional structure and movement. Students will learn to accurately depict the skeletal and muscular structure of the body, as well as skin tone, texture, lighting and color. Through demos, lectures and practice, students will learn to develop their technical skills while discovering their creative direction. Prerequisite: ART 131 or consent of instructor or department chair. <i>Instruction Type: In-Person Online Hybrid</i> Fee: \$45 <i>Term Typically Offered: Fall Spring</i>	ART 253 3 credit hours (lecture: 0 lab: 6) Figure Drawing II Building on the foundational skills of ART 243 Figure Drawing I, this course advances the study of the human figure with a focus on structure, composition and creative exploration. Students will work from live nude models to create fully developed drawings, studying advanced techniques and concepts through experimentation, abstraction and innovative drawing techniques. Through ongoing practice, students will refine their understanding of anatomy, gesture and movement while developing their creative voice. The course encourages creative risk-taking and exploration while challenging students to push the boundaries of traditional figure drawing. Prerequisite: ART 243 or consent of instructor or department chair. <i>Instruction Type: In-Person Online Hybrid</i> Fee: \$45 <i>Term Typically Offered: Fall Spring</i>
ART 244 3 credit hours (lecture: 0 lab: 6) Designing Branding and Logos Course provides an examination of the role of graphic design in brand identity, logo design, and brand marketing. Topics include current design strategies for developing integrated digital branding solutions and practical application by hands-on experience in designing, application, and presentation of a company identity, logo, and brand program. Prerequisite: ART 224 or consent of instructor. <i>Instruction Type: Online Hybrid</i> Fee: \$75 <i>Term Typically Offered: Spring</i>	ART 256 3 credit hours (lecture: 0 lab: 6) Advanced Graphic Design Course covers advanced techniques of vector drawing. Content includes a broader and deeper exploration of artistic communication and design, as well as the production process of vector drawing. Prerequisite: ART 224. <i>Instruction Type: In-Person</i> Fee: \$75
ART 245 3 credit hours (lecture: 0 lab: 6) Watercolor II Course continues ART 145 Watercolor I, with further development of techniques, style, approach, concept and content. Advanced studies and exercises to produce more finished and accomplished work. Individual approach (style) and self- directed concepts stressed. Studio work outside of scheduled class time required. Prerequisite: ART 145 or consent of instructor. <i>Instruction Type:</i> Fee: \$40 <i>Term Typically Offered: Fall Spring Summer</i>	ART 257 3 credit hours (lecture: 0 lab: 6) Advanced Masking and Compositing Course presents techniques used in creating complex selections and masks with Adobe Photoshop to produce creative composite images—from realistic to abstract. Techniques include the creation, manipulation and output of images via inkjet printer to a variety of art papers using photographs, other original art and found objects that will be scanned into the computer. Topics include the aesthetics of image manipulation, both in the context of the student's development of style and from an historical perspective, and the legal, moral and social issues of commercial and fine arts applications of photographic electronic imaging. Prerequisite: ART 216 or consent of instructor. <i>Instruction Type: In-Person Online</i> Fee: \$75 <i>Term Typically Offered: Fall Spring</i>
ART 250 3 credit hours (lecture: 0 lab: 6) Introduction to Computer Art Course provides hands-on experience with graphic arts, using computer as primary tool for generation and manipulation of visual images. Content includes use of computer hardware, software as well as additional peripheral components as media to create, store, sort, alter, combine and otherwise manipulate images as ideas for use in both fine and applied art and design. Corel Painter used as the main software. <i>Instruction Type: In-Person Online</i> Fee: \$75 <i>Term Typically Offered: Fall Spring</i>	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 <i>Instruction Type: Online</i> Fee: \$75 <i>Term Typically Offered: Fall Spring</i>

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. <i>Instruction Type: Online</i> <i>Term Typically Offered: Fall Spring</i>	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. <i>Instruction Type: In-Person Online</i> <i>Term Typically Offered: Spring</i>
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. <i>Instruction Type: In-Person Online Hybrid</i> <i>Term Typically Offered: Fall Spring</i>	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 <i>Instruction Type: Online</i> <i>Term Typically Offered: Fall Spring</i>
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. <i>Instruction Type: In-Person Online</i> <i>Term Typically Offered: Spring</i>	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. <i>Instruction Type: In-Person</i> <i>Term Typically Offered: Spring</i>
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. <i>Instruction Type: In-Person Online</i> <i>Term Typically Offered: Spring</i>	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. <i>Instruction Type: In-Person</i>
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. <i>Instruction Type:</i>	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. <i>Instruction Type: In-Person Online Hybrid</i> <i>Term Typically Offered: Fall Spring Summer</i>
	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 <i>Instruction Type:</i> <i>Term Typically Offered: Fall</i>

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.

Instruction Type:

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.

Instruction Type:

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.

Instruction Type: In-Person | Online

Fee: \$75

Term Typically Offered: Fall | Spring

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.

Instruction Type: In-Person | Online

Fee: \$75

Term Typically Offered: Fall | Spring

ART 290 **1-4 credit hours (lecture: 0-4 | lab: 0-8)**

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. Course may be taken for credit up to four times on different topics.

Fee Varies. Prerequisite may vary by topic.

Instruction Type: In-Person

Term Typically Offered: Fall | Spring | Summer