

# Art, Art History & Design

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## Mission

The Department of Art, Art History & Design is an accredited institutional member of the National Association of Schools of Art and Design (NASAD). Our programs are dedicated to preparing students with the knowledge and skills necessary for pursuing lives as artists, designers, art historians and other professionals. Graduates will be creative, inquisitive, and well-rounded individuals, conscious of the important roles that artistic endeavor and intellectual pursuit play within their lives and throughout our culture. The department is an integral part of the interdisciplinary experience within the university and by virtue of its commitment to the highest standards in teaching, research, and service, is dedicated to supporting and strengthening the mission of the College of Arts, Humanities, and Social Sciences.

The department of Art, Art History & Design offers the following degree programs:

- BA in Art - Art Education Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/art-education>)
- BA in Art - Art History Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/art-history-ba>)
- BA in Art - Art Studio Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-ba>)
- BFA in Art - Digital Animation Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/animation-bfa>)
- BFA in Art - Graphic Design Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-graphic-design-concentration>)
- BFA in Art - Painting/Drawing Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-painting-drawing-concentration>)
- BFA in Art - Photography Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-photography-concentration>)
- BFA in Art - Printmaking Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-printmaking-concentration>)
- BFA in Art - Sculpture Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-sculpture-concentration>)

## Program

The Department of Art, Art History & Design offers courses in art studio and art history leading to a Bachelor of Arts (BA) in Art or a Bachelor of Fine Arts (BFA) degree in a particular art studio concentration (Digital Animation, Graphic Design, Painting/Drawing, Photography, Printmaking, or Sculpture).

For the BA, students can concentrate in either Art Studio or Art History. The 51 semester hour Art Studio concentration allows a student to focus his or her upper-division studies on any of six areas: digital animation, graphic design, painting/drawing, photography, printmaking, or sculpture. The program culminates in a group exit show. In the 42 semester hour Art History concentration, students take a variety of courses exploring the visual culture of different regions and eras, and complete their degree by writing a senior thesis. The BA provides students with a solid foundation to pursue a career in the arts or a related field.

The BFA is the primary professional degree in Art Studio. In a BFA program, the goals are to develop the skills, concepts, and professional practices to pursue a career as an artist. It is also the preferred degree for students who plan to go on for a Master of Fine Arts (MFA) degree. This 78 semester hour major requires more studio courses than the BA and does not require a minor.

Students must apply for acceptance to the BFA program. The application, which is available in the department office, involves submission of a transcript (3.0 GPA required in Art History and Art Studio classes), two essays, and a portfolio of five pieces (one drawing, one 3-D piece, one work using color, and two additional pieces, preferably in the area of concentration). The review is typically done as a rising junior, but students should consult with their faculty mentors. The BFA Review is conducted at the end of the fall and spring terms.

All BFA students must complete an exit requirement specific to their concentration. Students who are candidates for a BFA in fine arts concentrations (Painting/Drawing, Photography, Printmaking, and Sculpture) will mount a solo exit show. Those in Digital Animation and Graphic Design will complete a comprehensive portfolio review. See your faculty mentors for guidelines.

Transfer credit for equivalent coursework in Art Studio and Art History classes will be determined by the department chair. Art majors transferring to UAH must complete at least 12 semester hours of art courses at the 300-level or above at UAH. Art Studio or Art History minors transferring in must take at least six (6) semester hours of art courses at the 300 level or above.

#### Majors in Art, Art History, and Design

- BA in Art - Art Education Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/art-education>)
- BA in Art - Art History Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/art-history-ba>)
- BA in Art - Art Studio Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-ba>)
- BFA in Art - Digital Animation Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/animation-bfa>)
- BFA in Art - Graphic Design Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-graphic-design-concentration>)
- BFA in Art - Painting/Drawing Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-painting-drawing-concentration>)
- BFA in Art - Photography Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-photography-concentration>)
- BFA in Art - Printmaking Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-printmaking-concentration>)
- BFA in Art - Sculpture Concentration (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-bfa-sculpture-concentration>)

## Minors in Art, Art History & Design

- Art History (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/art-history-minor>)
- Game Production (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/game-production>)
- Art Studio (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/studio-art-minor>)
- Web Communication (<http://catalog.uah.edu/undergrad/colleges-departments/arts-humanities-social-sciences/art-art-history/web-communications-minor>)

#### ARH 100 - ARH SURV:ANCIENT-MEDIEVAL

Semester Hours: 3

Survey of Pre-historic to Medieval art. Course emphasizes study of cultural contexts that fostered art and introduces students to basic analytic tools and history of art history. Very little in art is completely new. Learn about the visual traditions that shaped the culture we live with today.

#### ARH 101 - ARH SURV:RENAISSANCE-MODERN

Semester Hours: 3

Survey of the Major Western works of art produced since the Renaissance. Relates stylistic change to changes in historical and cultural contexts. Introduces students to basic analytic tools and theories of art history.

#### ARH 103 - ARH SUR:NON-WESTERN TRADITIONS

Semester Hours: 3

Survey of visual culture in India, the Far East, the Americas, the Pacific, and Africa. Focuses on relationships among art, religious beliefs, politics, and cultural practices. Studying the visual traditions of other cultures fosters greater understanding as our world becomes more global. Use the analytical tools and theories of art history to foster understandings of global cultures.

#### ARH 120 - ARH SURV: SPECIAL TOPICS

Semester Hours: 3

Course allows for survey-style exploration of special topics in art history and related fields such as archaeology.

#### ARH 301 - ANCIENT GREEK ART

Semester Hours: 3

Art of ancient Greece from the Homeric period to the death of Cleopatra. Focuses on relationships of art to philosophy, politics, religion, literature, and drama. Greek art and culture heavily influenced our education system as well as the appearance of cities from Washington, DC to Huntsville, AL. Prerequisites: ARH 100 and ARH 101.

**ARH 302 - MEDIEVAL ART**

Semester Hours: 3

Examines architecture, sculpture, manuscripts, metalwork, textiles, and stained glass from the fall of Rome to the Gothic era. In addition to a chronological study of the period, engage in case studies on courtship, warfare, religion, and cultural interactions that influenced practices today.

Prerequisites: ARH 100 and ARH 101.

**ARH 303 - RENAISSANCE ART**

Semester Hours: 3

The Renaissance supposedly ushered in advances in arts, humanities, and sciences. Rather than focusing on great masters, this course looks at regional trends in Italy as well as the rest of Europe to see what is innovative about this era considered a high point in Western culture. Prerequisites: ARH 100 and ARH 101.

**ARH 304 - TWENTIETH CENTURY ART**

Semester Hours: 3

Developments in European and American art from 1890 to World War II will be examined through historical, literary, philosophical, political, and social contexts and theories.. This course guides the student in critical reading of selected art historical and interdisciplinary scholarship. Prerequisites: ARH 100 and ARH 101.

**ARH 305 - ANCIENT ROMAN ART**

Semester Hours: 3

Roman visual culture from the foundation of the city to its fall. Explore case studies such as the age of Augustus, Pompeii, Roman engineering, the Provinces, games and spectacle. Learn about the Roman legacy and consider its impact on modern Western Culture. Prerequisites: ARH 100 and ARH 101.

**ARH 306 - COLLAPSE OF CIVILIZATIONS**

Semester Hours: 3

Course investigates why some cultures succeed and others fail. Examine factors that lead to collapse to address a question relevant to the contemporary world: How severe do internal stresses have to become before relatively minor climate shifts can trigger a widespread cultural collapse? Prerequisites: ARH 103.

**ARH 307 - IMPRESSIONISM & POST-IMP**

Semester Hours: 3

European and American art from 1860 to 1900 examined through historical, political, social, philosophical, theoretical and literary perspective. This course guides the students in critical reading of selected art historical and interdisciplinary scholarship. Prerequisites: ARH 100 and ARH 101.

**ARH 309 - CONTEMPORARY ART & ISSUES**

Semester Hours: 3

Major movements since World War II examined through historical, political, social, philosophical, and literary perspectives. Contemporary art theories will also be explored. Course guides students in critical reading of selected art historical and interdisciplinary scholarship. Prerequisites: ARH 100 and ARH 101.

**ARH 310 - NINETEENTH CENTURY ART**

Semester Hours: 3

European and American art from 1780 to 1860 examined through historical, political, social, philosophical, theoretical and literary perspectives. Course guides students in critical reading of selected art historical and interdisciplinary scholarship. Prerequisites: ARH 100 and ARH 101.

**ARH 311 - PHILOSOPHY OF ART**

Semester Hours: 3

What is Art? This course explores and interrogates a wide range of contrasting aesthetic theories within the western tradition, with particular emphasis on the relation between artistic expression and philosophical frameworks. Prerequisites: ARH 100 and ARH 101. OR ARH 100 and ARH 103. OR ARH 101 and ARH 103.

**ARH 320 - SPECIAL TOPICS IN ART HY**

Semester Hours: 3

Developed based on student and faculty interest, special topics courses explore content and issues not currently emphasized in the curriculum. Courses may focus on a particular issue like Women in Antiquity or a particular genre such as Modern Architecture. Prerequisites: ARH 100, ARH 101, and ARH 309.

ARH 395 - INDEPENDENT STUDY

Semester Hours: 3

Directed, independent study on a topic pre-arranged with instructor, normally as an outgrowth of a 300-level art history course. Weekly mentoring meetings with instructor help student develop a workable thesis, conduct research, and manage a project that results in a well-argued paper.

ARH 400 - SENIOR THESIS

Semester Hours: 3

Culminating experience for students with an Art History concentration. With the help of a faculty mentor, student will choose a topic, conduct research, and construct a well-argued paper. Student will present this research to the faculty, displaying skills valuable in most careers.

ARS 123 - TWO-DIMENSIONAL DES/COLOR TH

Semester Hours: 3

Introduction to the principles and elements of design and color theory. Assignments explore design concepts and an understanding of color. Course stresses the development of visual and manual skills, problem solving, critical thinking, and the tools and materials used in the making of art.

ARS 140 - THREE-DIMENSIONAL DESIGN

Semester Hours: 3

Course introduces students to fundamental principles pertaining to the creation of three-dimensional art and prepares them for more advanced processes. Processes include, but are not limited to, drawing for sculpture, model making, woodworking, and sewing.

ARS 160 - DRAWING: FOUNDATIONS

Semester Hours: 3

Introduction to principles, materials, and techniques of drawing. Observational drawing and exercises teach students visual skills and introduce aesthetics and artistic expression. Class covers visual and manual skills, problem solving, critical thinking, and the tools and materials artists use.

ARS 220 - ANIMATION: INTRODUCTION

Semester Hours: 3

Course is an introduction to the principles of 3D computer generated imaging including modeling, texturing, rigging, animating, lighting, and rendering, as well as production processes such as storyboarding, sound design, and editing that together provide a basic working knowledge of 3D CGI.

Prerequisites: ARS 160 and ARS 123.

ARS 230 - GRAPHIC DESIGN: INTRODUCTION

Semester Hours: 3

Introduction to graphic design theories, principles, and software. Instruction in the basics of graphic design through practical understanding of visual communication and logistics of advertising, conceptual thinking, and creative exploration. Course is a primer for the Macintosh platform. Prerequisites: ARS 123 and ARS 160.

ARS 240 - SCULPTURE: INTRODUCTION

Semester Hours: 3

Students will develop and explore their ideas using a variety of traditional and non-traditional tools, materials and processes. Assemblage, subtraction, modeling, 3D modeling/printing and casting processes will be addressed, preparing students for entrance into advanced coursework. Prerequisite: ARS 140.

ARS 250 - PHOTOGRAPHY: INTRODUCTION

Semester Hours: 3

Fundamentals and techniques of the digital camera, image capture, digital scanning, and image manipulation with Adobe PhotoShop software. Basic printing and image preparation for the web and other media will also be explored. Basic Mac OS and/or Windows skills, and digital camera required.

Prerequisites: ARS 123 and ARS 160.

ARS 260 - DRAWING: INTRODUCTION

Semester Hours: 3

Course further develops drawing skills through study and practice. Materials, design, and creative ideas are explored. Critical thinking and visual analysis are used in critique. Students continue to develop visual and manual skills, problem solving abilities, and the use of tools and materials.

Prerequisites: ARS 123 and ARS 160.

ARS 270 - PAINTING: INTRODUCTION

Semester Hours: 3

Students learn basic painting techniques, materials, and mediums. Problem solving assignments use two-dimensional design and color theory concepts and practices. Students are required to observe and think critically for critique and discussion. Prerequisites: ARS 123 and ARS 160.

**ARS 280 - PRINTMAKING: INTRODUCTION**

Semester Hours: 3

Introduction to basic areas of printmaking, including planographic, intaglio, and relief processes. Expands 2-D design concepts, color theory, and drawing skills. Develops proficiency with printmaking tools and materials as well as critical thinking and problem solving skills. Prerequisites: ARS 123 and ARS 160.

**ARS 320 - ANIMATION: TEAM GAME DESGN I**

Semester Hours: 3

This course in collaborative game design and development will be co-taught by Computer Science and Art faculty. Students will work together in teams to conceptualize and completely build a working video game in a single semester. Prerequisites: ARS 220; for non-art majors, approval of instructor.

**ARS 321 - ANIMATION: MODELING I**

Semester Hours: 3

Course focuses on mesh design and creation as well as surface and lighting properties for creating production quality models. Digital sculpting, 3D painting, and other workflows will be covered in this class to help students gain experience and better understand the role of CGI modelers. Prerequisite: ARS 220.

**ARS 322 - ANIMATION: CHARACTER ANIMTN I**

Semester Hours: 3

Course explores fundamental animation principles (timing/spacing, overlap, squash/stretch, anticipation, etc) along with digital animation tools (rigging, inverse kinematics, keyframing, etc) to help students gain experience and a better understanding of the role of CG animators. Prerequisite: ARS 220.

**ARS 323 - ANIMATION: SHORT FILM I**

Semester Hours: 3

In this course students will conceptualize and fully produce 3D animated short films. The story, characters, and world will be built from the ground up, and the production pipeline will mirror common industry practices. Experience with 3D is essential, but expertise in a particular discipline is not as critical as being driven to learn and create. Prerequisites: ARS 220; for non-art majors, approval of instructor.

**ARS 324 - ANIMATION: TECHNICAL ARTS I**

Semester Hours: 3

Course will concentrate on areas of production that require both technical and art skill, often called technical art. Topics include in-depth rigging, automating workflows, simulations, writing custom tools, writing shaders, etc. Students will gain experience in a sought-after production role. Prerequisite: ARS 220.

**ARS 330 - GRAPHIC DESIGN: PRINT MEDIA I**

Semester Hours: 3

Course emphasizes creative exploration in design and layout. Students will learn intermediate methods of graphic design. Focus for this course is additional study in design, creative thinking, and industry software.

**ARS 332 - GRAPHIC DESIGN: WEB DESIGN**

Semester Hours: 3

Beginning course in web design using HTML and CSS to build effective and creative websites with strong user-centric design. Understanding HTML and current best web design practices is essential to web design and development. Prerequisite: ARS 230.

**ARS 333 - GRAPH DES: WATERCOLOR & DIG I**

Semester Hours: 3

Graphic design from an illustration and fine arts perspective. Course explores different creative directions using current software in combination with traditional watercolor media. Students will learn how to handle watercolor, develop creative concepts, and use software to support their design. Prerequisite: ARS 230.

**ARS 334 - GRAPH DES: WEB USER EXPER I**

Semester Hours: 3

Course places emphasis on user experience, web animation, and application for the purpose of media development. This course focuses on the understanding of user experience and user interface design through the study of how consumers interact with media. Prerequisite: ARS 230.

**ARS 335 - GRAPHIC DESIGN: TYPOGRAPHY I**

Semester Hours: 3

Course studies type design and the usage of basic letterforms, typographic contrast, and hierarchy of information, major type families and characteristics, the history of typography design, creativity, and grid layout. Prerequisite: ARS 230.

ARS 340 - SCULP: FABRICATION I

Semester Hours: 3

Exploration of a variety of assemblage processes including wood, metal, and fabric construction. Emphasis is placed on idea development and investigating a wide range of forms and materials. Course instruction includes welding, CNC plasma cutting, advanced wood joinery, and wood bending.

Prerequisite: ARS 240.

ARS 341 - SCULP: CARVING I

Semester Hours: 3

Carving stone, wood, and other materials is investigated with emphasis placed on developing the ability to see and release forms and on the unique relationship evolving between maker and material. Instruction also includes CNC routing, wood turning, and sharpening techniques. Prerequisite: ARS 240.

ARS 342 - SCULP: CASTING I

Semester Hours: 3

Course instruction focuses on mold-making processes and materials involved in casting objects using both traditional and non-traditional methods. Metal casting is the principle focus of this course with investigation surrounding how digital practices continue to affect this age-old practice. Prerequisite: ARS 240.

ARS 346 - SCULP: FIGURE MODELING I

Semester Hours: 3

Study of the human form through direct clay modeling from life, including anatomical studies, armature construction, mold making, and casting. Nude models will be used. Prerequisite: ARS 240.

ARS 347 - SCULP: SPACE AND PLACE I

Semester Hours: 3

Investigation of installation and environmental art practices including site-specific work, public art and interactive environments. Students will explore works that relate to the experience of place and develop the potential to use sculptural objects to transform space. Prerequisite: ARS 240.

ARS 350 - PHOTO: DIGITAL I

Semester Hours: 3

Digital image creation and editing techniques using postproduction software, digital printing, and image presentation. Course addresses contemporary fine art issues and an introduction to studio lighting. Students are required to provide their own digital camera with RAW settings. Prerequisite: ARS 250.

ARS 352 - PHOTO: DARKROOM I

Semester Hours: 3

Black and white film and darkroom techniques explored as a means of expression. Course discusses artistic styles and the history of twentieth-century black and white photography. Students will produce a final fine art portfolio. 35mm camera required (available through department if necessary). Prerequisite: ARS 250.

ARS 353 - PHOTO: EXPER & HIST I

Semester Hours: 3

Introduction to alternative ways of working in the darkroom with an emphasis on historical photographic techniques. Experimentation with analog and digital materials are encouraged to produce a final portfolio. Students need a film camera (available through the department if necessary). Prerequisite: ARS 352.

ARS 355 - PHOTO: DOCUMENTARY I

Semester Hours: 3

Students study "truth" in the image using the documentary style of photography. Emphasis on the history of the genre and how to work in the field with attention to ethical issues. Students are required to provide their own digital camera with RAW settings. Prerequisite: ARS 350.

ARS 360 - DRAWING: FIGURE

Semester Hours: 3

Drawing with an emphasis on life drawing utilizing both traditional and contemporary methods and materials. Figure drawing is the traditional cornerstone of art training, and includes anatomy, observation, and advanced technical skills. Nude models will be used. Prerequisite: ARS 260.

ARS 375 - PAINTING: TRADITIONAL I

Semester Hours: 3

Investigation of figure painting, focusing on technical and philosophical approaches to using the human form as subject matter. Nude models will be used. Students are guided in the development of artistic facility and vocabulary. Prerequisite: ARS 270.

**ARS 376 - PAINTING: CONTEMPORARY I**

Semester Hours: 3

Contemporary approaches toward painting are explored through technical and conceptual exercises based on contemporary painting practices. Students are guided in the development of artistic facility and personal expression. Prerequisite: ARS 270.

**ARS 377 - PAINTING: MIXED MEDIA I**

Semester Hours: 3

Exploration of painting with mixed and non-traditional media, including the use of assemblage and collage processes, shaped or contoured canvases, and related media. Students are guided in the development of artistic facility and a vocabulary of visual symbols for personal expression. Prerequisite: ARS 270.

**ARS 381 - PRINT: ETCHING & RELIEF I**

Semester Hours: 3

Etching and relief print processes are explored through woodblock, linoleum cut, aquatint and line etching. Through demonstrations, critical analysis, and making prints, students develop skills with tools, techniques and concepts associated with etching and relief printmaking. Prerequisite: ARS 280.

**ARS 383 - PRINT: SCREENPRINT I**

Semester Hours: 3

Studio practices in screenprint methods are used to synthesize technical skills and develop sophisticated aesthetic modes of printmaking. Through demonstrations, critical analysis, and making prints, students will consider complex ways in which printmaking becomes a tool for artistic expression. Prerequisite: ARS 280.

**ARS 385 - PRINT: BOOK ARTS I**

Semester Hours: 3

Students develop skills and aesthetic modes of narrative work through book arts. Emphasis on gaining skills in cutting, folding, measuring, gluing, sewing, printing, and binding. Students develop form and content through the exploration of structural mock ups and personal work. Prerequisite: ARS 280.

**ARS 387 - PRINT: MONOPRINT & LITHOGRAPHY I**

Semester Hours: 3

Monoprint and lithography are explored through planographic print processes. Through demonstrations, critical analysis, and making prints, student develop skills with tools techniques and concepts associated with monoprint and lithography printmaking. Prerequisite: ARS 280.

**ARS 390 - CROSS DISCIPLINARY STUDIO I**

Semester Hours: 3

This portfolio development course allows students to work with and gain feedback from studio professors and students from different studio disciplines. Students will investigate a variety of conceptual approaches as well as exploring the possibility of combined and/or non-traditional media. Prerequisites: ARS 123, ARS 140, ARS 160, ARS 260, plus a minimum of two 300-level studio courses.

**ARS 393 - MULTIMEDIA I**

Semester Hours: 3

Study and practice of time-based and other artistic approaches that combine elements of various art forms, usually developed along strong conceptual or thematic lines. Readings, written assignments, and presentations foster an understanding of the wide varieties of contemporary art practice. Prerequisites: ARS 123, ARS 140, ARS 160 and ARS 260.

**ARS 395 - SP TOPICS IN STUDIO ART**

Semester Hours: 3

Special topics on particular media or conceptual approaches to art. This course allows the student to explore new media and/or critical theoretical approaches to contemporary art. Prerequisite: Instructor Approval.

**ARS 410 - PRINCIPLES FOR TEACHING ART**

Semester Hours: 3

Focus on methods, materials and processes suitable for comprehensive art education content implementation. The course is a hands-on methods course in which students are required to design and implement art lessons to be taught to students in educational settings. Prerequisites: ED 410 and at least 4 300-level ARS courses, minimum gpa 2.75 or higher.

ARS 420 - ANIMATION: TEAM GAME DESIGN II

Semester Hours: 3

In this advanced collaborative game design and development course, students take on leadership production roles on their game teams and help mentor junior members. Students will gain experience as team leads and learn to coordinate multidisciplinary projects. Prerequisite: ARS 320, approval of instructor for non-art majors.

ARS 421 - ANIMATION: MODELING II

Semester Hours: 3

This advanced 3D modeling course will expand on tools and techniques taught in ARS 321 and continue to focus on creating production/portfolio quality 3D models. Students will explore additional tools and techniques for creating real-time and pre-rendered assets, and will have the ability to focus on modeling areas of personal interest. Prerequisite: ARS 321.

ARS 422 - ANIMATION: CHARACTER ANIMTN II

Semester Hours: 3

This advanced character animation course will expand on tools and techniques taught in ARS 322 and focus on creating production/portfolio quality, full character animations. Students will explore animation tools and methods for real-time and prerendered applications, and will have the ability to focus on animation areas of personal interest. Prerequisite: ARS 322.

ARS 423 - ANIMATION: SHORT FILM II

Semester Hours: 3

In this advanced short film production course students will take on leadership roles within their discipline and help guide the conceptualization and production of 3D animated short films. Advanced understanding of an aspect of production and short film pipelines is expected. Prerequisite: ARS 323.

ARS 424 - ANIMATION: TECHNICAL ARTS II

Semester Hours: 3

In this advanced technical arts course, students will select areas of production interest to research, identify need for improvement, and create solutions for the identified needs. Students may create everything from production quality/speed shaders, to production/pipeline tools, to advanced character rigs. Prerequisite: ARS 324.

ARS 430 - GRAPHIC DESIGN: PRINT MEDIA II

Semester Hours: 3

Course emphasizes print production, special applications of print design, environmental graphics, and advertising campaigns. Focus is on mastering print media methods and creating portfolio enhancement projects. Prerequisite: ARS 332.

ARS 432 - GRAPH DES: SENIOR PROJ MGMT

Semester Hours: 3

Students develop and/or manage one or more major web projects for clients as well as a professional site for students themselves. Course is the practical application of current best web design practices including user-centric design, HTML, CSS, and current web standards.

ARS 433 - GRAPH DES: WATERCOLOR & DIG II

Semester Hours: 3

Course extends a student's knowledge of digital and traditional watercolor media. The purpose of this course is to further explore creative techniques, develop a direction, and apply new techniques combining media. Prerequisite: ARS 333.

ARS 434 - GRAPH DES: WEB USER EXPER II

Semester Hours: 3

Course focuses on advanced methods of user experience and user interface design. With faculty mentoring, students learn how to develop complex designs using these methods in user experience for the purpose of advanced media usage. Prerequisite: ARS 334.

ARS 435 - GRAPHIC DESIGN: TYPOGRAPHY II

Semester Hours: 3

Course explores professional methods in type design and type application. Course teaches students how to develop advertising series and text design using illustrative approaches to hand lettering. Curriculum includes expressive methods in developing type for the purpose of environmental graphics. Prerequisite: ARS 335.

ARS 440 - SCULP: FABRICATION II

Semester Hours: 3

Course continues investigation of fabrication processes exploring the specific nature of each area of specialization with emphasis on intergrating multiple processes into singular sculptural works. Emphasis is placed on ideation, discussion, and presentation of personal artistic interests. Prerequisite: ARS 340.



## ARS 441 - SCULP: CARVING II

Semester Hours: 3

Continued exploration of subtractive processes with a focus on specific material, process, or context. Discussion of ideation, historical/contemporary contexts, and presentation specific to personal artistic interests. Prerequisite: ARS 341.

## ARS 442 - SCULP: CASTING II

Semester Hours: 3

Continued exploration of mold-making, patination, casting, and foundry processes as well as investigation of contemporary methods and materials. Students develop further technical knowledge and conceptual motivation related to casting with an emphasis on individual exploration. Prerequisite: ARS 342.

## ARS 447 - SCULP: SPACE AND PLACE II

Semester Hours: 3

Exploration of installation and environmental art practices with an emphasis on creating work at off-campus sites. Students will engage in rigorous ideation through site research and public presentation. Students will have the opportunity to create public artworks on campus and in the City of Huntsville.. Prerequisite: ARS 347.

## ARS 450 - PHOTO: DIGITAL II

Semester Hours: 3

Advanced digital image creation and image presentation. Class is open to experimentation with analog materials to produce digital media. There is an emphasis on personal style to produce a cohesive final project. Students are required to provide their own digital camera with RAW settings. Prerequisite: ARS 350.

## ARS 452 - PHOTO: DARKROOM II

Semester Hours: 3

Advanced class in black and white darkroom photography. Students will explore the techniques of medium and large format photography to produce a final fine art print portfolio. 120 and/or 4x5 view camera required (available through department if necessary). Prerequisite: ARS 352.

## ARS 453 - PHOTO: EXPER &amp; HIST II

Semester Hours: 3

Advanced alternative and historical techniques in photography with an emphasis on personal style. Individual projects will be assigned to produce a cohesive portfolio. Prerequisite: ARS 353.

## ARS 455 - PHOTO: DOCUMENTARY II

Semester Hours: 3

Advanced study of the documentary genre of photography throughout the history of the medium from the first portraits and travel photographs to the photojournalism and ethical issues of the modern world. Students are required to present a final portfolio of photographs. Prerequisite: ARS 355.

## ARS 460 - DRAWING: CONCEPTUAL

Semester Hours: 3

Practice and theory focusing on drawing as a major medium, utilizing both traditional and contemporary methods and materials. Assignments are concept based. Nude models may be used. Prerequisite: ARS 360.

## ARS 475 - PAINTING: TRADITIONAL II

Semester Hours: 3

Continued exploration of figurative painting processes with an emphasis on portfolio development and professional practices. Students are guided in the development of artistic facility and personal expression using paint as a medium. Prerequisite: ARS 375.

## ARS 476 - PAINTING: CONTEMPORARY II

Semester Hours: 3

Continued exploration of contemporary painting approaches with an emphasis on portfolio development and professional practices. Students are guided in their development of artistic facility and a vocabulary of visual symbols for personal expression. Prerequisite: ARS 376.

## ARS 477 - PAINTING: MIXED MEDIA II

Semester Hours: 3

Continued exploration of mixed and non-traditional media with an emphasis on portfolio development and professional practices. Students are guided in the development of artistic facility and a vocabulary of visual symbols for personal expression through the use of a variety of media. Prerequisite: ARS 377.

ARS 481 - PRINT: ETCHING & RELIEF II

Semester Hours: 3

This is an advanced course, where etching and relief are used to make an independent body of work. Students demonstrate how printmaking is a tool for conceptual exploration and expression. Through visual and written research students consider the hand-printed image within our culture.

Prerequisite: ARS 381.

ARS 483 - PRINT: SCREENPRINT II

Semester Hours: 3

Studio practices in advanced screenprint methods are used to create an independent body of work. Students investigate how screenprinting is a tool for developing prints in an expanded way and explore the multiple through the concerns of analogue and digital possibilities. Prerequisite: ARS 383.

ARS 485 - PRINT: BOOK ARTS II

Semester Hours: 3

Students develop an advanced body of work in the book arts, by exploring structure and content. Content is developed through the student's independent investigation of text and image. Structure developed through the making of mockups. Honing technical skills in printing and binding is emphasized. Prerequisite: ARS 385.

ARS 487 - PRINT: MONOPRINT & LITHOGRAPHY II

Semester Hours: 3

Monoprint and lithography print processes are used to create an independent body of work in this advanced course. Students demonstrate how unique and multiple prints are tools for conceptual exploration and expression. Through research students consider the roll printed image within visual culture.

Prerequisite: ARS 387.

ARS 490 - CROSS DISCIPLINARY STUDIO II

Semester Hours: 3

This advanced portfolio development course allows students to work with and gain feedback from studio professors and students from different studio disciplines. Students will create a fully developed body of work that is aesthetically and/or conceptually linked. Prerequisite: ARS 390.

ARS 492 - ART INTERNSHIP

Semester Hours: 3

Student applies principles, theories, and skills learned in Art Studio and/or Art History courses to on-the-job experience in a professional environment. Internship host may be suggested by the student or assigned by advisor. 150 work hours required to complete 15-week internship. Prerequisite: Instructor Approval.

ARS 493 - MULTIMEDIA II

Semester Hours: 3

Continued exploration of multi-media art works with emphasis on increasing sophistication and portfolio development. Readings, written assignments, and presentations foster an understanding of the wide varieties of contemporary art practice. Prerequisite: ARS 393.

ARS 494 - PROFESSIONAL PRACTICES

Semester Hours: 3

Course is a requirement for students in the BFA program, and is open to BA students. Includes preparation for the senior exit show or design portfolio, developing written materials for careers in the visual arts, and learning how to install and manage an art exhibition. Prerequisites: ARS 123, ARS 140, ARS 160 ARS 260, plus a minimum of four 300- or 400- level studio courses.

ARS 495 - INDEPENDENT PROJECTS

Semester Hours: 3

Available for an advanced major when an appropriate course is not offered to facilitate progress to graduation. May be taken only one time. Prerequisite: Instructor Approval.