

Art Studio (ARS)

ARS 123 - 2D DESIGN & COLOR THEORY

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 - 3D 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 210 - GAME DESIGN: INTRODUCTION

Semester Hours: 3

This course is an introduction to the principles and processes of game design. Students will play, research, design, modify, and prototype tabletop games throughout the semester to gain a better understanding of game design. Prerequisite: ARS 160 or permission of instructor.

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 or permission of instructor.

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 311 - GAME DESIGN: SCRIPTING & DES I

Semester Hours: 3

This course introduces students with limited programming experience to video game scripting using a visual programming language. Students will learn tools and techniques to design and script their own video games. Prerequisites: ARS 210, and one of the following: CS 102, CS 103, CS 121. Or permission of instructor.

ARS 321 - ANIMATION: ORGANIC MODELING

Semester Hours: 3

This course will focus on organic mesh design and production as well as surface and lighting properties for creating portfolio quality, real-time, and pre-rendered 3D organic models.

ARS 322 - ANIMATION: 3D ANIMATION

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 324 - ANIMATION: TECHNICAL ARTS

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 325 - ANIMATION: HARD SURF MODELING

Semester Hours: 3

This course will focus on hard surface mesh design and production as well as material and lighting properties for creating portfolio quality, real-time, and pre-rendered 3D hard surface models. Prerequisite: ARS 220.

ARS 327 - ANIMATION; VISUAL STORY DEV

Semester Hours: 3

This course focuses on developing visual storytelling as a graphic language for storyboarding films and animations as well as creating comics and graphic novels. The principles of sequential art will be examined and applied to projects throughout the semester. This is a 2D course and is digital drawing intensive. Prerequisite with Concurrency: ARS 220.

ARS 328 - ANIMATION: CONCEPT ART

Semester Hours: 3

This class will cover the basics of concept art for the entertainment industry and related fields. Games, characters, and stories start out as ideas and concept art is how those ideas are visually developed, iterated, and refined before going into production. This course is digital drawing intensive.

Prerequisite with Concurrency: ARS 220.

ARS 329 - ANIMATION: 2D ANIMATION

Semester Hours: 3

This course focuses on creating traditional and tweened 2D animations using current digital tools and techniques. The principles of animation will be examined through a variety of exercises and applied to main projects. This course is digital drawing intensive. Prerequisite with Concurrency: 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. Prerequisite: ARS 230.

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 - SPACE AND PLACE

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 2D, 3D, and time-based works to transform space. Prerequisite: Any 200 level ARS course.

ARS 348 - DIGITAL FABRICATION

Semester Hours: 3

Digital Fabrication focuses on the action of using digital processes to design and create physical artwork. Several digital software programs are explored along with processes for digital fabrication machines (CNC milling, CNC plasma cutting, laser-cutting, 3D printing, and digital die-cutting machines.)

Prerequisites: ARS 240 or ARS 220.

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, students develop skills with tools techniques and concepts associated with monoprint and lithography printmaking. Prerequisite: ARS 280.

ARS 390 - PORTFOLIO DEVELOPMENT I

Semester Hours: 3

This course is focused on helping students create high-quality portfolio work that demonstrates their skills and creative capabilities as artists. Multidisciplinary and discipline-specific sections are offered. Please see your advisor for details.

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 415 - ANIMATION: TEAM GAME DESN I

Semester Hours: 3

Students in this collaborative game design and development course work in teams to conceptualize and create working video games in one semester. Students will gain an understanding of industry standard tools and practices, as well as get valuable experience working in teams. Prerequisite: Choose one: ARS 321, ARS 322, ARS 324, ARS 325, ARS 329, ARS 311, CS 221.

ARS 416 - ANIMATION: TEAM GAME DESN 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 415.

ARS 425 - 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 321 or 322 or 324 or 325 or 329.

ARS 426 - 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 425.

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 330.

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. The course covers practical application of current best web design practices including user-centric design, HTML, CSS, Content Management Systems, and current web standards. Prerequisite: ARS 332.

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 integrating 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 448 - DIGITAL FABRICATION II

Semester Hours: 3

This advanced Digital Fabrication course focuses on advanced use digital processes to design and create physical artwork. Several digital software programs are further explored along with processes of digital fabrication machines (CNC milling, CNC plasma-cutting, laser-cutting, 3D printing, and digital die-cutting machines.) Prerequisite: ARS 348.

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. Access to a 120 and/or 4x5 view camera is required (available through department if necessary). Prerequisite: ARS 352.

ARS 453 - PHOTO: EXPER & 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 medium through the concerns of analog 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 - PORTFOLIO DEVELOPMENT 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. One hundred fifty 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 300/400-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.

ARS 496 - PRINCIPLES FOR TEACHING ART

Semester Hours: 3

Focuses 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 four 300-level ARS courses, minimum GPA 2.75 or higher.