

DEPARTMENT OF ART

Introduction

Welcome to the Department of Art at Youngstown State University! We are a leader in Northeast Ohio in preparing students for careers in the visual arts. Accredited by the National Association of Schools of Art and Design (NASAD), our student-centered programs are led by nationally and internationally recognized artist-educators. They guide students through experiential-based coursework that not only hones their skills but also encourages interdisciplinary exploration, offering unique opportunities to broaden their artistic horizons.

Students pursuing a Bachelor of Fine Arts (B.F.A.) in Studio Art can choose a concentration in Graphic + Interactive Design (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-graphic-interactive-design-emphasis/>) or Interdisciplinary Studio Art (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-interdisciplinary-studio-arts-emphasis/>). The Graphic + Interactive Design (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-graphic-interactive-design-emphasis/>) concentration provides students with a foundation of critical and creative design processes. It prepares them for the profession of graphic and interactive design, including careers in identity systems, package design, and motion and web design, as well as creative directing. Based primarily on digital platforms, students investigate new ways of solving complex visual problems and use print and interactive designs as solutions. The Interdisciplinary Studio Art (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-interdisciplinary-studio-arts-emphasis/>) concentration is designed to familiarize students with the basic concepts of art and the language of visual design, preparing them for a successful transition into a career (<https://academics.yzu.edu/art/career-preparation/>) in the arts. Our program not only fosters individual curiosities and discoveries but also immerses students in collaborative and public-engaging endeavors, cultivating social awareness and enriching the culture of our region and beyond. With this comprehensive preparation, our students are well-equipped to thrive in the competitive world of the visual arts.

Contact Information

To learn more about our degree programs, scholarships, professional development and careers, exhibitions, faculty, and students, visit Department of Art (<https://academics.yzu.edu/art/>) or contact us at 330.941.3627.

[To schedule a personalized campus visit, contact the Cliffe College of Creative Arts \(https://academics.yzu.edu/cliffe-college-of-creative-arts/\) Program Coordinator of Admissions and Recruitment at 330.941.2346 or sawaltman@yzu.edu.](https://academics.yzu.edu/cliffe-college-of-creative-arts/)

Joy Christiansen Erb (<https://academics.yzu.edu/art/joy-christiansen-erb/>), M.F.A., Acting Chair

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Mission Statement

The mission of the Department of Art at Youngstown State University is to provide a teaching and learning environment for the development of skills, concepts, and sensitivities essential to professional artists, designers, art educators, and art historians. This mission and the cultural enrichment it entails are directed at the entire student body and the community as a whole. This mission is accomplished within the context of a local multicultural

society, thereby demanding a special concern for dissemination and sensitivity to a wide cultural heritage.

Learning Outcomes

- 1) Students will be able to demonstrate their proficiency in art vocabulary.
- 2) Students will be able to demonstrate technical expertise appropriate to their progression in the program as it is relevant to their chosen artistic medium.
- 3) Students will be able to demonstrate a high level of content expression appropriate to their progression in the program as it is relevant to their chosen artistic medium.

Degree Information & Requirements

The Department of Art offers courses that satisfy the following degree and major requirements. The requirements for curricula and for graduation are in accordance with the published regulations of the National Association of Schools of Art and Design (<https://nasad.arts-accredit.org/>) (NASAD).

- Bachelor of Fine Arts (B.F.A.) in Studio Art
 - Graphic + Interactive Design (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-graphic-interactive-design-emphasis/>)
 - Interdisciplinary Studio Arts (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-interdisciplinary-studio-arts-emphasis/>)

The B.F.A. in Studio Art includes concentrations in Graphic + Interactive Design (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-graphic-interactive-design-emphasis/>) and Interdisciplinary Studio Arts (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-interdisciplinary-studio-arts-emphasis/>). The Graphic + Interactive Design (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-graphic-interactive-design-emphasis/>) concentration prepares students for the ever-changing graphic and interactive design field by giving them a deeper understanding of design, concept development, and technical skills, focusing specifically on the design profession. The graphic design field continues to experience an explosion of possibilities, and the design curriculum directly reflects what is occurring in the industry, which prepares graduates to transition successfully to a career in graphic design. The Interdisciplinary Studio Art (<http://catalog.yzu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-interdisciplinary-studio-arts-emphasis/>) concentration is a robust professional degree focused on developing competent artists as innovative thinkers and makers. Through rigorously dynamic and stimulating learning environments, students develop and sharpen a wide range of studio, digital, and design skills along with professional and business proficiencies tailored for versatile careers in creative industries and art fields.

To transfer into a Studio Art degree program, a minimum GPA of 2.5 is required. Studio Art credit for transfer students is awarded based on a combination of portfolio work and prior college credit. Except for state-mandated transfer courses, transfer credit is not awarded solely on a listing of courses on a transcript. Transfer students should make a portfolio review appointment with the Foundation Coordinator in order to confirm transfer credit options. For more information, call the Department of Art at 330.941.3627.

Career and Professional Development

The dedicated faculty in the Department of Art are actively engaged in helping students successfully transition into a wide range of careers (<https://academics.yzu.edu/art/career-preparation/>) with national and international employers. Our students hone exceptional artistic and technical abilities, and their education gives them one of the most competitive skills in today's job

market: **creativity**. They also develop a range of other valuable transferable proficiencies, including critical thinking, interpersonal skills, and a strong work ethic. Our graduates earn degrees in areas about which they are passionate, and their skills are applicable to careers in numerous professions. Your professional opportunities with a degree from the Department of Art at Youngstown State University are greater than ever!

Academic Advising

[The Cliffe College Academic Advising Office \(https://academics.yosu.edu/cliffe-college-of-creative-arts/advising-student-success/\) provides optimum assistance to help our students navigate through their undergraduate years and prepare them for academic and future career endeavors! Our advisors can provide advice about staying on track with your degree program, combining your major with a supporting minor, finding resources to enhance your coursework with study abroad or other student enrichment experiences, and more. Our goal is to see you succeed!](https://academics.yosu.edu/cliffe-college-of-creative-arts/advising-student-success/) The Department of Art Academic Advisor may be reached at 330.941.3623 or crbyrne@ysu.edu.

Facilities

Our state-of-the-art facilities (<https://academics.yosu.edu/art/facilities-exhibition-spaces/>) include over 70,000 square feet of dedicated studio and exhibition space for students to develop their craft. The clean and well-equipped studio facilities offer a broad range of high-quality equipment that includes traditional to emerging technologies. Digital technology includes several labs with industry-standard Mac computers utilizing software (e.g., Adobe Creative Suite, Rhinoceros 3D, open-source creative coding platforms) and hardware (e.g., 3D digital printers, laser cutters, CNC mills, large format photographic printers, scanners). Traditional facilities and equipment include a welding fabrication area, a woodshop, a range of printing presses, photo- and digital-based printmaking equipment, ceramic potter's wheels, kilns, an analog darkroom, medium and large format cameras, studio lighting, and portable backdrops.

Accreditation

Youngstown State University is accredited by the National Association of Schools of Art and Design (<https://nasad.arts-accredit.org/>) (NASAD), and all of our programs meet the rigorous standards set forth by the organization. YSU is one of 363 accredited conservatories, colleges, and universities recognized by NASAD. The Department of Art was reviewed by NASAD in 2016, and the next campus visit is scheduled for 2026. For more information regarding accreditation, visit NASAD (<https://nasad.arts-accredit.org/>).

Student Activities

[We know that students have interests that lie beyond what they're studying or making. Becoming involved in art or university student organizations is an ideal way to pursue those interests, interact with community members on and off campus, and find your own unique niche in the department and at YSU. The university has more than 200 diverse student organizations that encompass a wide array of interests, including major-based, community service, Greek affiliations, faith-based, and special interests. We encourage you to join a student organization and improve your leadership skills, develop professional contacts, and have a positive impact on your campus and surrounding community. Of special interest to art students may be:](#)

- Red Press Collaborative (<https://academics.yosu.edu/art/red-press-collaborative/>)
- Student Art Association (<https://academics.yosu.edu/art/student-organizations/>)
- Study Abroad to Glasgow, Scotland (<https://academics.yosu.edu/art/study-abroad/>)

Art Career Possibilities

Advertising Consultant or Designer • Advertising Illustrator • Animator
• Apparel Graphic Designer • Architectural Illustrator • Architectural

Photographer • Art Advisor • Art Administrator • Art Appraiser • Art Consultant
• Art Critic • Art Director • Art Educator • Art Fabricator • Art Historian • Art Journalist • Art Publicist • Art Therapist • Backdrop Designer • Billboard Artist
• Brand Manager • CAD Designer • Caricaturist • Cartographer • Cartoonist
• Ceramic Artist • Ceramic Designer • Commercial Artist • Commercial Photographer • Community Activist • Community Artist • Community Arts Instructor • Concept Illustrator • Corporate/Public Relations Photographer • Digital Consultant • Digital Fabrication • Digital/New Media Artist • Ceramic Mold Maker • Ceramic Production Designer • Creative Director • Curator
• Design Consultant • Digital Designer • Display Designer Commercial • Display Designer Retail • Documentarian • Draftsman • Editor • Editorial/ Illustration Photographer • Environmental Graphic Designer • Exhibition Preparator • Fashion Illustrator • Fashion Photographer • Fiber Artist • Fine Art Photographer • Gallery Director/Owner • Graphic Designer • Graphic Novelist • Illustrator • Image Processor • Interactive Media Designer • Installation Artist
• Jewelry Designer • Letterpress Printer • Magazine Designer • Marketing Strategist • Master Printer • Medical Illustrator • Merchandise Designer • Metalsmith • Metals Artist • Muralist • Museum Curator • Art/Children's Museum Educator • Museum Registrar • Museum Staff • Newspaper Graphic Artist • Painter • Performance Artist • Photographer • Photo Editor • Photo Journalist • Police Sketch Artist • Portrait Photographer • Printmaker • Product/Food Photographer • Product Designer • Prop Fabricator • Professor • Public Artist • Renderer • Sculptor • Set Decorator • Set Designer • Social Media Manager • Storyboard Artist • Studio Artist • Stylist • Surface Print Designer • Tattoo Artist • Technical Illustrator • Textile Designer • UX/UI Designers • Video Artist • Videographer • Web Designer • Web Developer • Wedding Photographer
• Wood Artist • Woodworker

History

The Department of Art at Youngstown State University (<https://academics.yosu.edu/art/history/>) began in 1935 as an initiative of Howard Jones, the first president of the university. He supported the concept that aesthetics and art play a major role in the development of the individual in society. Jones appointed Margaret Evans, former director and curator of The Butler Institute of American Art (<https://butlerart.com/>), to teach and direct the development of art courses in the curriculum. Evans began to establish a curriculum leading to a career in art education in elementary and secondary schools. During this period of development, art classes were held at The Butler Institute of American Art, the Mill Creek MetroParks (<https://www.millcreekmetroparks.org/>)' Weller Gallery, and various locations on the campus, ranging from private mansions along Wick Avenue to the World War II army barracks built on the campus.

Currently, the Department of Art has approximately 15 full-time and part-time faculty who teach more than 200 art majors studying ceramics, digital media, drawing, graphic + interactive design, painting, photography, printmaking, and sculpture.

General Procedures and Policies

[Students are responsible for knowing about degree requirements and university and Department of Art policies and procedures. This information may be found through the Department of Art office, from the Art Academic Advisor \(crbyrne@ysu.edu\), or from several sections of this Catalog, including the Academic Policies, Rights, and Responsibilities section.](#)

Chair

Joy Christiansen Erb (<https://academics.yosu.edu/art/faculty-directory/joy-christiansen-erb/>), M.F.A., Professor, Acting Chair

Professor

Dragana Crnjak (<https://academics.yosu.edu/art/faculty-directory/dragana-crnjak/>), M.F.A., Professor

Joseph D'Uva (<https://academics.yosu.edu/art/faculty-directory/joseph-duva/>), M.F.A., Professor

Michelle Nelson (<https://academics.yosu.edu/art/faculty-directory/michelle-nelson/>), M.F.A., Professor

Stephanie Smith (<https://academics.yosu.edu/art/faculty-directory/stephanie-smith/>), Ph.D., Professor

Jonathan Dana Sperry (<https://academics.yosu.edu/art/faculty-directory/dana-sperry/>), M.F.A., Professor

Assistant Professor

Amy Copeland (<https://academics.yosu.edu/art/faculty-directory/amy-copeland/>), M.F.A., Assistant Professor

Sebastian Giraldo (<https://academics.yosu.edu/art/faculty-directory/sebastian-giraldo/>), M.F.A. Assistant Professor

Degrees, Majors, and Concentrations

- Bachelor of Fine Arts (B.F.A.) in Studio Art
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 - Interdisciplinary Studio Arts (<http://catalog.yosu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-studio-art-interdisciplinary-studio-arts-emphasis/>)
- Bachelor of Fine Arts (B.F.A.) in Graphic + Interactive Design (<http://catalog.yosu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/bfa-graphic-interactive-design-online/>) (online program beginning in Spring 2025)

Minors

- Minor in Art History for Non-Art Majors (<http://catalog.yosu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/art-history-minor-non-art-majors/>)
- Minor in Digital Media for Non-Art Majors (<http://catalog.yosu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/digital-media-minor-non-art-majors/>)
- Minor in Graphic Design for Non-Art Majors (<http://catalog.yosu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/graphic-design-minor-non-art-majors/>)
- Minor in Interdisciplinary Game Studies (<http://catalog.yosu.edu/undergraduate/colleges-programs/college-science-technology-engineering-mathematics/department-computer-science-information-systems/minor-interdisciplinary-game-studies/>)
- Minor in Photography for Non-Art Majors (<http://catalog.yosu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/photography-minor-non-art-majors/>)
- Minor in Studio Art for Non-Art Majors (<http://catalog.yosu.edu/undergraduate/colleges-programs/college-creative-arts-communication/department-art/interdisciplinary-non-art-minor-studio-art-majors/>)

ART 1501 Fundamentals of 2D Design 3 s.h.

The fundamental ideas and principles of 2-dimensional form. Emphasis on basic design concepts, pictorial composition, color theory, vocabulary, media and processes. Slide lectures, directed readings and studio problems.

ART 1502 Fundamentals of 3D Design 3 s.h.

Investigation of the interactions between line, plane, mass, and space. Emphasis on basic 3D concepts, color theory, vocabulary, media and techniques. Slide lectures, directed readings, writings and studio problems.

ART 1503 Freshman Seminar and Portfolio Review 1 s.h.

The Freshman Seminar helps students establish a solid foundation for success in the Department of Art. Students learn conventions and strategies within critical thinking, writing and research skills specific to success as an art and design student at YSU as well as being a creative professional. A mandatory Foundation Portfolio Review of work must be completed in the freshman Foundation Studio courses for students seeking the BFA in Studio Art degree. Students both complete the work in the seminar and pass the review to pass the course and continue in the program.

Prereq.: Enrollment in or passing grade in ART 1501, ART 1502, and ART 1521.

ART 1510 Foundation Tech Workshop: Computer Modeling for Digital Fabrication 1 s.h.

This course is designed to introduce students to a broad overview of computer modeling techniques associated with digital fabrication processes. Students will learn to apply 3D modeling software, rendering programs, image processing software, and vector-based graphics to digital fabrication processes. Emphasis will be placed on proper file preparation for output devices.

Prereq.: none.

ART 1511 Foundation Tech Workshop: Laser Cutting 1 s.h.

This course is designed to introduce students to laser cutting and engraving methods. Students will gain practical experience in preparing designs for laser cutting and engraving using a variety of substrates. Students will learn the proper, safe, and effective operation of the laser cutter.

Prereq.: None.

ART 1512 Foundation Tech Workshop: 3D Printing 1 s.h.

This course is designed to introduce 3D printing processes while working with a variety of common 3D printing materials (PLA, PETG, PCTG, TPU, Resin, etc.). Students will learn 3D printer operation, calibration, and troubleshooting, in addition to learning slicer software to accurately prepare, print, and post-process 3D computer-aided design (CAD) models.

Prereq.: None.

ART 1521 Foundation Drawing 3 s.h.

An introduction to basic drawing concepts, materials and methods. Emphasis on observational drawing. Concepts including the effective use of line, mass, volume, composition, space, and the formal principles of design.

ART 1522 Intermediate Drawing 3 s.h.

A continuation of ART 1521 with greater emphasis on process, technique, spatial organization, and the development of pictorial content. Various topics are explored including figure drawing and the use of color.

Prereq.: ART 1501 and ART 1521.

ART 1529 Design + 2D 3 s.h.

This course covers two-dimensional design principles that underlie all forms of graphic design using vector-based tools. One hour lecture and five hours lab.

ART 1531 Design + Drawing as Thinking 3 s.h.

This course is an introductory exploration of studio drawing using digital tools. A focus will be placed on learning to see and exploring essential design elements in a digital format. One hour lecture and five hours lab.

Prereq.: Art 1529.

ART 1532 Design + Raster Images 3 s.h.

This course will explore raster-based image creation and manipulation for graphic design. One hour lecture and five hours lab.

Prereq.: Art 1529.

ART 1533 Design + Color 3 s.h.

This course will focus on color theory and design as it pertains to the digital world. The course will explore the psychology of color and how hue, value, and intensity can be used expressively and in a communicative capacity. One hour lecture and five hours lab.

Prereq.: ART 1529.

ART 1534 Design + Painting 3 s.h.

This course will cover color mixing, composition, form, and spatial relationships with subjects ranging from still-life, interiors, and abstraction. One hour lecture and five hours lab.

Prereq.: Art 1529.

ART 1541 Survey of Art History 1 3 s.h.

A study of world art, focusing on the western European tradition. Covers the period from prehistoric times through 1500. Introduces key concepts, methods, and vocabulary for the study of art.

Gen Ed: Arts and Humanities.

ART 1541H Honors Survey of Art History 1 3 s.h.

A study of world art, focusing on the western European tradition. Covers the period from prehistoric times through 1500. Introduces key concepts, methods, and vocabulary for the study of art.

Gen Ed: Arts and Humanities.

ART 1542 Global Art since 1400 3 s.h.

This course surveys world art from 1400 to the present. It introduces key concepts, methods, and vocabulary for the study of art. It also treats a range of artistic media in their historical and cultural contexts.

Prereq.: ENGL 1550 is recommended.

Gen Ed: Arts and Humanities, International Perspectives, Social and Personal Awareness.

ART 1542H Honors Survey of Art History 2 3 s.h.

A study of world art, focusing on the western European tradition. Covers the period from 1500 to the present. Introduces key concepts, methods, and vocabulary for the study of art.

Gen Ed: Arts and Humanities, International Perspectives, Social and Personal Awareness.

ART 1543 Survey of Art History: Gods and Monsters--Religion, Myth, and the Supernatural 3 s.h.

This course covers the history of world art from the perspective of world religions, myths, and conceptions of the supernatural. This course introduces key concepts, methods, and vocabulary for the study of art, and treats a range of artistic media in their historical and cultural contexts.

Gen Ed: Arts and Humanities, International Perspectives, Social and Personal Awareness.

ART 1544 Survey of Art History: Body, Gender, and Self 3 s.h.

This course covers the history of world art from the perspective of the human body, issues of gender, and conceptions of self. This course introduces key concepts, methods, and vocabulary for the study of art, and treats a range of artistic media in their historical and cultural contexts.

Gen Ed: Arts and Humanities, Domestic Diversity, Social and Personal Awareness.

ART 1545 Survey of Art History: Power, Propaganda, and the Public Realm 3 s.h.

This course introduces key concepts, methods, and vocabulary for the study of art, and treats a range of artistic media in their historical and cultural contexts.

Prereq.: None, ENGL 1550 is recommended.

Gen Ed: Arts and Humanities, International Perspectives, Social and Personal Awareness.

ART 1591 Idea Development and Creativity in Cultural Context 3 s.h.

This course is centered on creative and equitable strategies in idea development and implementation applicable to innovative and collaborative problem solving in diverse fields and the ability to connect these strategies meaningfully to diverse audiences, specifically subcultures and minority groups within the United States.

Gen Ed: Domestic Diversity, Social and Personal Awareness.

ART 2601 Writing for Artists & Designers 3 s.h.

This course is designed to build competency in those kinds of writing most essential to the working life of artists and designers. Students will practice the skills of argumentation, research, and clarity of expression that will benefit critical pieces as well as the kinds of writing they are likely to have to produce as professional artists and designers in the field.

Prereq.: ART 1503 or Permission of Instructor.

ART 2611 Introduction to Sculpture 3 s.h.

An introductory course for those who have little or no experience with sculpture. Students explore basic sculptural concepts and theories using a variety of materials and methods. Directed readings, writings, technical workshops, and participation in course work exhibitions required.

Prereq.: ART 1503 or Permission of Instructor.

ART 2621 Life Drawing 3 s.h.

Students develop sound composition based upon accuracy of observation of the human figure. Understanding of proportion and the detailed study of skeletal and muscular systems will be addressed.

Prereq.: ART 1502, ART 1522.

ART 2624 Printmaking for Non-Majors 3 s.h.

A survey of basic printmaking processes; including relief, intaglio, and mono-printing techniques. Emphasis on technical, formal, and conceptual exploration related to each technique.

ART 2625 Introduction to Printmaking: Intaglio and Relief 3 s.h.

An introduction to basic intaglio and relief printmaking processes, including etching, collagraph, lino-cut, woodcut, and multiple-block printing. Emphasis on technical, formal, and conceptual issues related to each technique.

Prereq.: ART 1503.

ART 2626 Introduction to Printmaking: Lithography and Screenprinting 3 s.h.

An introduction to basic lithography and screenprinting processes, including stone and plate lithography and photo-mechanical screen-printing. Emphasis on technical, formal, and conceptual issues related to each technique.

Prereq.: ART 1503.

ART 2631 Introduction to Ceramics 3 s.h.

A broad introduction to the basic ceramic building methods, a variety of surfacing techniques, glaze and the electric firing. Class projects will allow students to practice processes and building techniques while developing their personal aesthetic within the realm of ceramic art. One hour lecture and five hours lab.

Prereq.: ART 1503 or permission of instructor.

ART 2635 Design + UX/UI Theory 3 s.h.

This course will cover the theory and methodologies behind UI (user interface) and UX (user experience) design. One hour lecture and five hours lab.

Prereq.: Art 2660.

ART 2640 Ceramics for Non-Art Majors 3 s.h.

Introduction to the basic building and forming methods in clay, a variety of surfacing techniques, glaze and firing technology. Class projects will allow students to learn techniques and build skills while developing a personal aesthetic within the realm of ceramic art. One hour lecture and five hours lab.

ART 2641 Ceramics for Non-Majors- Wheel and Alternative Processes 3 s.h.

Introduction to the basic wheel throwing technology, mold making, and slip casting process. A variety of surfacing techniques, glaze and kiln firing will be covered. Class projects will allow students to practice techniques while developing their personal aesthetic within the realm of ceramic art.

ART 2648 Experience Art: Social and Behavioral Perspectives 3 s.h.

An introductory course incorporating art education research methods to investigate social and behavioral influences on visual art learning. Classic and contemporary studies of artistic development and aesthetic response will be introduced. Learning encounters with art from early childhood through late adulthood will be addressed. Intended for education majors.

Gen Ed: Arts and Humanities.

ART 2650 Introduction to Painting 3 s.h.

This course is designed to introduce students to the fundamentals of painting. Through a variety of hands-on painting processes, exercises in color theory, painting experiments and surface treatments, variety of painting techniques and expressive use of the materials, the course will focus on developing students understanding of painting as critically and visually engaging process. One hour lecture, 5 hours lab per week.

Prereq.: ART 1503 or permission by instructor.

ART 2660 Design + Applications 3 s.h.

This course will explore visual theory, image creation, vocabulary, and applicable software needed for the graphic design profession. One hour lecture and five hours lab.

Prereq.: Art 1529 and Art 1531 and Art 1532 and Art 1533 and Art 1534.

ART 2661 Print Design 1 3 s.h.

A basic understanding of the concepts of graphic design that include layout, typography, image-making, and theme. Students will create work from thumbnails through completed projects. One hour lecture and five hours lab.

Prereq.: ART 1503 or by permission of instructor.

ART 2663 Design + Photography 1 3 s.h.

This course will cover camera settings/use along with basic photographic and artistic principles and concepts. One hour lecture and five hours lab.

Prereq.: Art 2661.

ART 2670 Photography for Non-majors 3 s.h.

An introduction to fine art photography emphasizing visual literacy and technical skills for non-art majors. Course content focuses on digital camera operation, composition and design, lighting, ethics, basic computer editing, and outsourced printing. Student must provide camera.

ART 2674 Introduction to Photography 3 s.h.

Introduction to black and white digital photographic image capture emphasizing visual literacy, creative possibilities and critical awareness of the medium as an art form. Course content focuses on DSLR camera operation, composition and basic computer editing. A digital SLR camera is required.

Prereq.: ART 1503 or permission of instructor.

ART 2691 Introduction to Digital Media 3 s.h.

This course is designed to give students a technical and theoretical overview of digital media as a means of personal and cultural expression, strengthening visual literacy. Students will explore static and dynamic digital methods.

Prereq.: ART 1503 or permission of instructor .

ART 3701 Professional Preparedness / Artist Business Practices 3 s.h.

This course provides a comprehensive and integrated examination of key components in artistic career development, along with practical skill-building, to navigate the changing art and design landscape professionally. This course will aid in gaining insights and skills to sustain a successful artistic career after graduation.

Prereq.: ART 1503 or Permission of Instructor.

ART 3702 Community Engagement Internship 2 s.h.

Through this Community Engagement Internship, students embark on a transformative journey designed to merge academic learning in the field of Studio Art with hands-on experience of working with the community. This dynamic internship extends beyond traditional classroom settings, allowing students to actively engage with local communities. By fostering meaningful connections, students gain practical insights into community dynamics and social impact while putting their creative making into practice.

Prereq.: ART 1503 or Permission of Instructor.

ART 3703 Junior Portfolio Review 1 s.h.

A mandatory review of work within each studio concentration. Students must pass to continue in the program.

Prereq.: Junior standing.

ART 3713 Sculpture Studio 3 s.h.

This course examines contemporary sculptural issues, techniques and media. Students explore alternative sculptural approaches. Individual student projects determined by faculty consultation and critiques. Directed readings, writings, group discussions. One hour lecture and five hours lab. May be repeated up to 12 semester hours.

Prereq.: ART 2611 or permission of instructor.

ART 3722 Interdisciplinary Art Practice 3 s.h.

Investigation of experimental, collaborative and interdisciplinary art practice-extending outward to include a variety of creative fields; including technology. Projects challenge students to redefine traditional approaches to art making utilizing concepts, processes and performative actions inherent to drawing in a wide context of materiality, surface, space, site-specific, collaborative and ephemeral methodologies. May be repeated a total of two times for 6 semester hours.

Prereq.: Two of the following ART 2625, ART 2626, ART 2611, ART 2674, ART 2691, ART 2669.

ART 3723 Drawing Studio 3 s.h.

Continued exploration of contemporary drawing practices with a focus on advancing creative and alternative extensions to traditional image making. Students develop personal, perceptual, conceptual, and interpretive solutions to a variety of drawing problems employing both traditional and unconventional processes and materials. Directed readings, research, writing, group discussions and critique. One hour lecture and five hours lab. May be repeated up to 12 semester hours.

Prereq.: ART 1522.

ART 3733 Ceramics Studio 3 s.h.

Explore alternative ceramic processes, midrange clay, glaze and firing technology while strengthening craft, technical, and conceptual skills. A variety of techniques, applications, technology, and the use of various interdisciplinary tools and methodologies will be covered. Class projects will allow students to build skill while developing a personal aesthetic within the realm of ceramic art. One hour lecture and five hours lab. May be repeated up to 12 semester hours.

Prereq.: ART 2631 or by permission of instructor.

ART 3737 Pre-K-4, Visual Arts Education 3 s.h.

Cognitive and interdisciplinary arts activities for multiple age levels to meet the developmental needs of learners at diverse ages. Curriculum development, long- and short-range planning, motivational procedures, assessment processes, field-based activities.

Prereq.: Junior standing (63 s.h.).

ART 3740 Topics in Ancient Art 3 s.h.

The art and architecture of the ancient cultures of the Mediterranean region and the Near East. Topics vary by semester, and include Egypt, the Ancient Near East, Greece, and Rome. May be taken twice if content is different.

Prereq.: ENGL 1550 or permission of the instructor.

ART 3740A Topics in Ancient Art: Roman 3 s.h.

The art and architecture of the ancient cultures of the Mediterranean region and the Near East. Topics vary by semester, and include Egypt, the Ancient Near East, Greece, and Rome. May be taken twice if content is different.

Prereq.: ENGL 1550 or permission of the instructor.

ART 3741 Topics in Medieval Art 3 s.h.

Topics in European Art from the beginnings of Christianity through the Gothic period (500 and 1500 A.D.). Specific content varies by semester and may include a general survey of Medieval art, or in-depth topics such as Early Christian and Byzantine art or Medieval sculpture. May be taken twice for credit if content differs.

Prereq.: ART 1541 or consent of instructor.

ART 3742 Topics in Renaissance Art 3 s.h.

The art and architecture of Europe during the 15th and 16th centuries. Examines the work of Michelangelo, Leonardo da Vinci, Durer, and others. Topics vary by semester and include the Renaissance in Italy and the Renaissance in Northern Europe. May be repeated if the content is different.

Prereq.: ART 1542 or consent of instructor.

ART 3743 Baroque and Rococo Art 3 s.h.

Art and architecture of the 17th and early 18th centuries, an era of world exploration and scientific investigation. The works of such artists as Bernini, Velazquez, and Rembrandt are included.

Prereq.: ART 1542 or consent of instructor.

ART 3745 Nineteenth Century Art 3 s.h.

Arts of the long 19th century, including painting, sculpture, architecture, and photography are considered in terms both of broad stylistic movements (Neoclassicism, Romanticism, Realism, Impressionism, and Post-Impressionism) and within social and political contexts. European art is a central focus, but American art and the impact of the West on non-Western cultures are also within the scope of the class.

Prereq.: ENG 1550 or permission of the instructor; an art history survey at the 1500 level is recommended but not required.

ART 3746 Nineteenth Century American Art 3 s.h.

Covering all aspects and media of painting, sculpture, architecture and the decorative arts of the 19th century.

Prereq.: ART 1542 or consent of instructor.

ART 3748 Special Topics in Studio Art 3 s.h.

Study in one of the many areas of the visual process that focuses on specific content or technical methods.

Prereq.: ART 1503 or consent of instructor.

ART 3748C CE Special Topics Studio Art 3 s.h.

Study in one of the many areas of the visual process that focuses on specific content or technical methods.

Prereq.: ART 1503 or consent of instructor.

ART 3750 Twentieth Century Art and Architecture 3 s.h.

This course is a survey of the arts of the global 20th century. Major monuments of Modernism and Post-Modernism are considered. This course treats a range of artistic media in their historical and cultural contexts and requires students to think critically about the role art played in the era leading up to our own. A 1500 level art history course is recommended but not required. 3.0 s.h.

Prereq.: ENGL 1550 or permission of the instructor.

ART 3754 Design + Prepress 3 s.h.

This course introduces the technical requirements of preparing a design for production. Course will include an understanding of pre-press software, printing technology, and printing specifications. One hour lecture and five hours lab.

Prereq.: Art 3761.

ART 3756 Design + Photography 2 3 s.h.

This course will explore the use of digital technologies to compose, shoot, scan, and alter images and consider how computer use has changed photographic meaning. One hour lecture and five hours lab.

Prereq.: Art 3761.

ART 3759 Interactive Design 1 3 s.h.

An Investigation of the aesthetic and practical processes, philosophies, and history behind the field of interactive design for on screen applications. Students employ various hardware/software tools available to designers for visual interactive design. One hour lecture and five hours lab.

Prereq.: ART 2661 or permission of instructor.

ART 3760 Typography 1 3 s.h.

An Investigation of typographic design within a system over a variety of formats with a focus on a technical understanding of the principles of typography, including classification, legibility, readability, use of a grid, alignment, mood, audience and visual hierarchy as well as an understanding of typography as an art form. One hour lecture and five hours lab.

Prereq.: ART 2661 or permission of instructor.

ART 3761 Print Design 2 3 s.h.

The interaction of type and images in visual communication. Students will be introduced to typographic grid as an organizing principle as well as the relationship of form to content. One hour lecture and five hours lab.

Prereq.: ART 3760 or permission of instructor.

ART 3762 Typography 2 3 s.h.

The development of sensitivity for specific typefaces and their effective use in communications. Emphasis will be directed toward the expressive use of type in interpretive, symbolic, and metaphoric solutions. One hour lecture and five hours lab.

Prereq.: ART 3703 or by the permission of instructor.

ART 3763 Illustration 3 s.h.

Visual expression through various media, both electronic and traditional. Emphasis is on problem-solving through the exploration of technique, creative process and the development of personal styles.

Prereq.: ART 1503.

ART 3764 Typeface Design 3 s.h.

An investigation of typeface design. Students will engage in developing one or more unique typefaces, and the promotional materials used to market them. Students will engage in research related to the history of type design, and current type trends and cultural inspirations.

Prereq.: ART 2661 or by the permission of instructor.

ART 3765 Motion Design 3 s.h.

Students will engage current technologies to create dynamic motion for screen-based design. One hour lecture and five hours lab.

Prereq.: ART 3703 or permission by instructor.

ART 3769 Interactive Design 2 3 s.h.

A further investigation of interactivity/screen design. Students will encounter projects ranging from web design to interactive screen-based publications. One hour lecture and five hours lab.

Prereq.: ART 3759 or permission of instructor.

ART 3771 Analog Photography Studio 3 s.h.

This course focuses on photographic analog printing emphasizing photography as an expressive art form. Course content focuses on lighting, film development and black and white enlargement and printing. Directed readings and group discussion. One hour lecture and five hours lab. May be repeated up to 12 semester hours.

Prereq.: Art 2674 or permission of instructor.

ART 3773 Digital Photography Studio 3 s.h.

This course continues the examination of contemporary digital photography issues, techniques, media, and concept. Students explore digital photography in terms of advanced image manipulation, lighting technique, various camera formats, and large-scale printing. Directed readings, writings, and group discussions. One hour lecture and five hours lab. May be repeated up to 12 semester hours.

Prereq.: ART 2674 or permission of the instructor.

ART 3783 History and Theory of Graphic Design 3 s.h.

A chronological survey of graphic design from ancient to modern times. An emphasis on critical visual theory, specific designers who influenced the field as well as the relationship between visual communication and historical/cultural events.

Prereq.: ART 1542 or permission by instructor.

ART 3784 Art of China 3 s.h.

The art of China from prehistory to the present day. Media including ceramics, stone carving, bronzes lacquer, wood, architecture, painting, and new media will be placed in cultural, religious, political and social contexts.

Prereq.: ENGL 1550 or permission of instructor.

ART 3785 Art of Japan 3 s.h.

Japanese art from prehistory to the present including ceramics, bronzes, lacquer, wood, architecture, painting, photography and new media. Emphasis will be placed on putting works into cultural, religious, political, and social context.

Prereq.: ENGL 1550 or permission of instructor.

ART 3789 Arts of South and Southeast Asia 3 s.h.

Arts of greater India and both maritime and mainland Southeast Asia from prehistoric to contemporary, including ceramics, stone carving, architecture, painting, and photography in their cultural, religious, political and social context.

Prereq.: ENGL 1550 or Permission of Instructor.

ART 3792 Video and Animation Studio 3 s.h.

An introduction and/or continued development of the student's ability to use both digital video and animation as an expressive form of communication ranging from a variety of narrative structures. Students will gain technical knowledge by working individually and in small teams. One hour lecture and five hours lab. May be taken up to 6 semester hours.

Prereq.: ART 2691 or permission of instructor.

ART 3794 Advanced 2D Animation 3 s.h.

A forum for further study of methods, procedures, and results attainable with 2D animation software translating storyboarding into digital animations and motion graphics. Discussion of exemplary works, historical background, and technological trends. One hour lecture and five hours lab.

Prereq.: ART 3792 or permission of instructor.

ART 3795 Advanced Digital Audio/Video Production 3 s.h.

A project-oriented advanced study in digital audio/video production. A forum for further study of methods, procedures, and results attainable with video editing software, advanced editing techniques, digital compositing, and tilting software.

Prereq.: ART 3792 or permission of instructor.

ART 3796 Ideation 3 s.h.

This course focuses on learning about and practicing creative strategies that improve communication of content and ideas. While emphasis will be on strategies related to digital culture, outcomes can be in digital or non-digital mediums. This course is studio based with additional emphasis on reading, writing and discussion of related topics.

Prereq.: ART 2691.

ART 3797 Interactive Art Studio 3 s.h.

An introduction and/or continued development of creative coding and interactive digital skills within art context emphasizing the development of a creative and critical artistic practice while covering practical technical skills. One hour lecture and five hours lab. May be taken up to 6 semester hours.

Prereq.: ART 2691 or permission of instructor.

ART 3798 Transmedia Art and Visual Storytelling 3 s.h.

In the digital age, storytelling has evolved into a dynamic and interconnected art form that transcends traditional boundaries. Transmedia Art and Visual Storytelling explores narrative creation that extends beyond a single medium or platform. Through a combination of theory, practice, and analysis, students will gain a deep understanding of how to craft compelling narratives that span multiple channels, engaging audiences in new and innovative ways. One hour lecture and five hours lab.

Prereq.: ART 3792, 3794 or 3797 or permission of instructor.

ART 4800 Studio Problems 1-3 s.h.

Advanced, independent study in any two- or three-dimensional studio discipline. May be repeated for a maximum of 9 s.h.

Prereq.: Senior standing and/or permission of instructor.

ART 4801 Interdisciplinary Studies in the Visual Arts 1-4 s.h.

Interdisciplinary courses developing areas of self-interest using the most suitable range of visual strategies, media and methods of artistic production. Students select faculty from different visual disciplines to form team of two mentors. Directed readings, structured research initiatives and individual projects. Experience in selected disciplines required.

Prereq.: ART 3703.

ART 4802 Senior Project 3 s.h.

A studio concentration intended as preparation and production of work for the Senior Show graduation requirement.

Prereq.: Senior status and permission of instructor.

ART 4803 Senior Seminar 3 s.h.

Capstone course for studio majors integrating writing, oral, and critical reasoning skills specific to the student's discipline within the larger framework of the visual arts.

Prereq.: Senior standing in Art.

Gen Ed: Capstone.

ART 4824 Printmaking Studio 3 s.h.

Intermediate through advanced study within printmaking to include technical and conceptual research, refinement of technique utilizing a variety of processes, and the development of personal imagery through a portfolio of work. Emphasis on invention, experimentation, and concept development. One hour lecture/five hours lab. Repeatable to 12 credit hours.

Prereq.: ART 2625 or ART 2626.

ART 4836 Professional Practices in Middle and High Schools 3 s.h.

This course provides an overview of teaching methods in secondary school art education, grades 5-12 (middle school, early adolescents 5-8 and high school, middle adolescents 9-12). Students will explore art education content (e.g., studio art, art criticism, art history, aesthetics, visual culture, art and technology, etc.) as well as pedagogical approaches. They will gain understanding of adolescent characteristics, curriculum design, assessment, and implement art lessons to middle and high school age youths in educational settings. Students will be required to complete 24 preclinical hours of intensive teaching experience in two field placements at the secondary school. 1 hour lecture and 5 hours of lab per week.

Prereq.: ART 3737 or permission of instructor.

ART 4851 Painting Studio 3 s.h.

Painting Studio course will expand students' knowledge and practice of painting processes beyond introductory assignments, and in relation to both historical and contemporary painting practices. Use of variety of materials, mixed media painting processes as well as a range of technical and conceptual strategies, the course will provide avenues for divers investigation of painting practice and a solid foundation for personal expression. Students focus on critical thinking, research and enhancement of individual painting methodologies. Introduction to professional development strategies including proposals writing, exhibiting and promoting artwork. One hour lecture and five hours lab. May be repeated up to 12 semester hours.

Prereq.: ART 2650 or permission of instructor.

ART 4860 Design + Illustration 2 3 s.h.

This course is a further exploration of digital illustration in a narrative format. Emphasis is on problem-solving through utilizing technique, the creative process, and the development of personal styles. One hour lecture and five hours lab.

Prereq.: ART 4861.

ART 4861 Publication Design 3 s.h.

The use of type and visual elements in publication formats including newspaper design, newsletters, magazines, annual reports, book design and specialty publications.

Prereq.: ART 3703 and ART 3761.

ART 4863 Logo + Branding Design 3 s.h.

The development of logos and their applications within an identity system. How corporate signatures are the fulcrum of an identity program and how its systemic usage impacts on the corporate image. One hour lecture and five hours lab.

Prereq.: ART 3703 or by the permission of instructor.

ART 4864 Package Design 3 s.h.

The application of graphic design concepts to three-dimensional problems in the creation of packaging design. Students will consider form, visual impact, and environmental concerns related to the creation of packaging.

Prereq.: ART 3703 and ART 3761 or by the permission of instructor.

ART 4866 Design + Persuasion 3 s.h.

This course will utilize persuasive strategies and research-based methods throughout the design process while exploring a variety of design formats. One hour lecture and five hours lab.

Prereq.: Art 4861.

ART 4867 Graphic Design Internship 3 s.h.

An application of graphic design theory and practices within a professional work experience. Students are selected on the basis of preparation, portfolio, GPA, and competitive interview. Enrollment is contingent upon the availability of internship positions.

Prereq.: ART 3703 and ART 3761.

ART 4868 Graphic Design Practicum 3 s.h.

Students will work with faculty members, and a real world client to produce promotional materials from concept to print. This course will offer a full service design firm-to-client experience that will allow the student to engage in all levels of the creative/production process.

Prereq.: Permission of instructor.

ART 4869 Interactive Design Studio 3 s.h.

Continued investigation of interactivity/screen design. Students will engage in developing a more specific and individualized body of work in the area of web design or interactive screen-based publications. One hour lecture and 5 hours lab. May be repeated up to 6 semester hours.

Prereq.: ART 3759 or permission by instructor.

ART 4880 Special Topics in Art History 3 s.h.

Study in one of the many areas of art history. May be taken for up to three times for credit if the topic is not repeated.

Prereq.: ART 1541, ART 1542, or consent of instructor.

ART 4880I Special Topics in Art History: Islamic Art 3 s.h.

This course will examine major developments in the art and architecture of the Islamic world from the founding of the Islamic faith to the seventeenth century.

Prereq.: ART 1541, ART 1542, or consent of instructor.

ART 4880J Special Topics in Art History Arts for the Table 3 s.h.

Study in one of the many areas of art history. May be taken for up to three times for credit if the topic is not repeated.

Prereq.: ART 1541, ART 1542, or consent of instructor.

ART 4884 Museum Internship 3 s.h.

Practical experience in the museum working with the professional staff of The Butler Institute of American Art and/or other museums of the region. Students observe and assist in virtually every phase of museum operations from care of the collections through exhibition design and implementation. May be repeated up to three times.

Prereq.: ART 4883.

ART 4891 Multimedia Design 3 s.h.

Exploration of non-linear digital presentation involving compilation of still and moving images, live video, text, and sound. An overview of multimedia in the fields of web design, interactive programming and onscreen visual communication.

Prereq.: ART 2691.

ART 4893 Advanced Digital Media/Photography Studio 3 s.h.

1 hr. lecture and 5 hrs. lab. (May be repeated up to 12 s.h.).

Prereq.: ART 3773, ART 3792, or ART 3796, or ART 3797 or permission of instructor.

ART 4896 Art and Technology Internship 3 s.h.

An application of theories and practices in the field of art and technology within a professional work environment. Admission is based on preparation, portfolio, GPA, competitive interview, and the availability of internship location.

Prereq.: ART 2691.

ART 4898 Design + Senior Project 3 s.h.

Prereq.: Art 3764 and Art 3765 and Art 3769 and Art 4860 and Art 4861 and Art 4863 and Art 4866.

ART 4899 Design + Senior Seminar 1 s.h.

This course will prepare graphic + interactive students by integrating critical thinking into creating resumes and websites for their work to prepare for the transition into the job market.

Prereq.: ART 4861.

ART 5840 Topics in Ancient Art 3 s.h.

The art and architecture of the ancient cultures of the Mediterranean region and the Near East. Topics vary by semester, and include Egypt, the Ancient Near East, Greece, and Rome. May be taken twice if content is different.

Prereq.: Junior standing.

ART 5881 Twentieth Century Art to 1960 3 s.h.

A survey of the visual arts history of the 20th century beginning with its 19th century roots. The influential artists, movements, and motivating theories will be covered against a backdrop of world events. Primary emphasis is placed upon French Impressionism, German Expressionism, Fauvism, Surrealism, and American Abstract Expressionism.

Prereq.: ART 1542 or permission of instructor.

ART 5882 Twentieth Century Art from 1960 3 s.h.

A survey of the visual arts history of the late 20th century beginning with those ideas and trends which followed Abstract Expressionism. Beginning with the late 1950s every principle artistic movement from Pop through post-Modernism will be explored against a backdrop of Post-War world events.

Prereq.: ART 1542 or permission of instructor.