

ART (ART)

Division: Humanities and Bilingual Studies Division

ART 100 Art Appreciation (3 Credits)

This is an introductory course designed to acquaint the student with the greatest achievements of world painting, sculpture and architecture, with works that have inspired people of all cultures throughout time. Art Appreciation will encourage students to question the nature of art and its relevance to daily life; it will introduce students to the elements and principles of design, focusing their attention through both projects and research. This course is for non-Art majors only.

ART 101 Art History I (3 Credits)

This course is a study of world historical contributions in painting, sculpture, architecture and the minor arts of all cultures from prehistoric times up to circa 1400.

Pre-requisites: TRANSFERRED ENG 101 with a score of 889 or Pre-reg. Eng 101 waiver only with a score of 906 or COLLEGE DEGREE with a score of 988 or Transf. Eng 101 Mth 100 with a score of 999

ART 102 Art History II (3 Credits)

This course is a study of world historical art from the Renaissance up to the present.

Pre-requisites: TRANSFERRED ENG 101 with a score of 889 or Pre-reg. Eng 101 waiver only with a score of 906 or COLLEGE DEGREE with a score of 988 or Transf. Eng 101 Mth 100 with a score of 999

ART 103 Fundamentals of Art I (3 Credits)

This is the first of two design courses dealing with problems involving the elements of design: line, form, color, texture and space. Students are introduced to various media in solving the design problems posed.

ART 104 Fundamentals of Art II (3 Credits)

This is the second part of the fundamentals of art course which utilizes problem solving creations in the elements of design, (line, form, color, texture, space) with a particular emphasis on color theory.

Pre-requisites: ART 103 with a minimum grade of C

ART 107 Drawing I (3 Credits)

This course is an introduction to drawing techniques and materials with emphasis on the development of observational skills.

ART 108 Drawing II (3 Credits)

This course features fundamental and advanced drawing from life. It uses the skeleton, live models and a variety of drawing media. Anatomy and proportion are emphasized.

Pre-requisites: ART 107 with a minimum grade of C

ART 110 Introduction to Sculpture (3 Credits)

This is an introductory course to the 3-dimensional fine art medium of sculpture. The focus will be on additive and subtractive media, especially clay.

ART 111 Fundamentals of Painting I (3 Credits)

This course is a studio exploration of various painting techniques using the medium of acrylic.

ART 140 Introduction to Photography (3 Credits)

This course is an introductory studio course in the fundamentals of black and white photography with emphasis on design, composition and techniques of photography.

ART 161 Com. Enhanced Layout & Design (3 Credits)

This course focuses upon the elements and principles of design with the computer as the major production tool. Line, shape, color, textures, space, light, balance, rhythm, unity, harmony, emphasis, and contrast are applied to the digitally-produced documents, presentations, videos, web page designs, and advertisements. Design elements and principles, conceptualization of ideas, and the use of digitally-created effects are all featured.

ART 163 Digital Video Graphic Design (3 Credits)

The course emphasizes the artistic production of hard copy, film, slides, video and animation created by digital photography, digital video imaging, scanning, and desktop editing techniques. Design elements and principles are combined with computer skills to produce portfolio and production video clips necessary for employment placement or advanced study in the computer graphics field.

Pre-requisites: ART 161 with a minimum grade of C or ART 167 with a minimum grade of C or ART 168 with a minimum grade of C

ART 167 Intro. to Computer Graphics (3 Credits)

This introductory course covers the basics of computer graphic applications for design, commercial reproduction of art work, mechanicals, comprehensives, and the use of the computer as a graphic design tool. Scanning line art, copy, half tones, modifying half tones, and techniques for graphic design using the computer are emphasized.

The student makes a part of his/her portfolio a multiplicity of design and camera-ready projects, transparencies, four color art, and multilevel drawings. Laboratory fee.

ART 168 Desktop Publishing/Graphics (3 Credits)

This is an introductory course focusing on the fundamental theories, practices, and computer applications of presentation graphics. The course places a major emphasis upon computer-generated graphics including project schedules, spreadsheets, financial data, brochures, flyers, effective communications, slides, transparencies, animation, and page design.

ART 169 Advanced Computer Graphics (3 Credits)

This course focuses on the continued development of individual design skills using the elements and the principles of design while enhancing individual computer proficiency. Students perfect their ability to creatively use Adobe Photoshop, Adobe Illustrator, Quark Xpress, and other design software to produce original graphic design for print and Web-based media. Instruction is given on Windows or MacIntosh. Laboratory fee.

Pre-requisites: ART 167 with a minimum grade of C or ART 168 with a minimum grade of C

ART 170 Basic Web Page Design (3 Credits)

This course prepares the novice Web designer for the complex task of Web page design. The course focuses on learning the essential elements and principles of design and applying them to page layout, design of text, and graphics for the Web. Topics covered include simple graphics and links, navigational controls, the basics of HTML, as well as planning cognitive content and artistic effects that would be dynamic in the global marketplace of the World Wide Web. Students are required to create three Web sites: personal, business and educational. Laboratory fee.

Pre-requisites: ART 167 with a minimum grade of C or ART 168 with a minimum grade of C

ART 171 Cyberspace Gra. & Begin. Anim. (3 Credits)

Using the elements and the principles of design, this course instructs the student in the principles of creating and preparing GIFs (Graphic Interface Formats) and basic animation for the World Wide Web. Students learn about the two basic graphic types (bit maps and vectors), graphic formats supported by popular software programs, and those used for graphic design on the Web. A variety of software programs for both platforms (Windows and Macintosh) are used. Laboratory fee.

Pre-requisites: ART 167 with a minimum grade of C or ART 169 with a minimum grade of C or ART 170 with a minimum grade of C

ART 200 The Art of the African-American (3 Credits)

This is an introduction to and exploration of works and styles of African-American artists, especially the values expressed in their art. It also includes concepts generated by the African Diaspora.

ART 205 Two Dimensional Design (3 Credits)

With a focus on the elements of line, form, color, texture, and space, students will work towards completing two-dimensional design projects within the realms of fine, commercial, and applied arts within traditional and digital modalities.

ART 206 Three Dimensional Design (3 Credits)

In this course, the elements and principles of design are explored in three-dimensional space. Functional as well as aesthetic utilization of space and form, along with skill in manipulation of new materials, are emphasized.