
ART STUDIO COURSES

ARST 11201 Drawing I

BA/BFA Core

01 Jason Lahr	12:30-03:15	T/R	Riley 300
02 Jason Cytacki	4:05-6:00	M/W/F	Riley 300
03 Jackson Zorn	01:55-03:50	M/W/F	Riley 300

MATERIALS FEE - \$40.00 This course deals with form depiction in its many aspects and modes, and is intended for beginning students as well as advanced students who need additional experience in drawing. 3 credits

ARST 11601 3-D Foundations - Basic Sculpture

BA/BFA Core

01 Molly Morin	03:30-06:15	T/R	Riley 105
02 Molly Morin	12:30-03:15	T/R	Riley 105
03 Walter Early	08:30-10:25	M/W/F	Riley 105

MATERIALS FEE-\$60.00 *Permission Required. NO SENIORS.*

This required core course for all art majors introduces the student to three-dimensional art by producing sculptures (both figurative and abstract) in a variety of media. Contemporary movements in sculpture are examined through slide lectures and attendance at visiting artist lectures and visits to exhibitions. 3 credits

ARST 21101 Ceramics I

BFA Core Option

01 William Kremer	09:30-12:15	T/R	Riley 122
02 S. Wolochowicz	08:30-10:25	M/W/F	Riley 122
03 Jessica Zekus	01:55-03:50	M/W/F	Riley 122
04 Chad Hartwig	10:40-12:35	M/W/F	Riley 122

MATERIALS FEE-\$75.00 This course examines basic techniques of wheel-thrown and hand-built clay structures for sculpture and pottery. 3 credits

ARST 21301 Painting I

BA/BFA Core Option.

01 Maria Tomasula	09:30-12:15	T/R	Riley 309
02 Jason Lahr	08:30-11:30	M/W	Riley 309

MATERIALS FEE-\$50.00

This course is an introduction to oil painting techniques and to stretcher and canvas preparation. The emphasis is on finding a personal direction. 3 credits

ARST 21401 Photography I

BFA Core Option

01 Martina Lopez	12:30-03:15	T/R	Riley 207
02 Pavel Romaniko	11:45-2:45	M/W	Riley 207
03 Christine Lenzen	08:30-11:30	M/W	Riley 207

Open to juniors, sophomores, or freshmen.

MATERIALS FEE-\$50.00 This course is an introduction to the theory and practice of still photography. It is designed for all students interested in developing their photographic skills and serves as the entry-level sequence for the photo major in studio art. The course will focus on the use of digital cameras, film scanning and high quality inkjet printing. Presentations cover historical and contemporary approaches to the medium. Creative assignments encourage students to begin discovering their individual strengths and interests in the medium. A digital SLR with manual focus and exposure controls or an optional 35mm film camera is required. Film will be scanned and converted to digital files. Software is taught on the Apple platform. Offered every semester. 3 credits

ARST 21501 Silkscreen I**Benjamin Good** **09:30-12:15** **T/R** **Riley 316**

MATERIALS FEE \$200.00 This course is an intro-duction to stencil processes & printing. Hand-drawn & photographic stencil-making techniques are explored. Mono printing and discovery of unique aspects of serigraphy are encouraged. Emphasis is on exploration of color and development of student's ideas and methodologies. 3 credits

ARST 21506 Relief Printing: Studio Class**Joseph Segura** **12:30-03:15** **T/R** **Riley 316**

MATERIALS FEE \$95.00 Students will learn the technical skills associated with relief printmaking processes such as linocut, woodcut, and wood engraving. There will be a historical component where students will learn the essential history of early relief printmaking thru to contemporary uses of the process. Students will also take part in critical analysis of artwork produced for this class. 3 credits

ARST 21508 Experimental Printmaking**V. Hungate-Hawk** **08:30-11:30** **M/W** **Riley 316**

Materials Fee \$100.00. This course is designed to introduce the student to the unique ways prints can be though of. Prints can be produced traditionally or can be made using alternative techniques. Prints can be 2-dimensional or constructed as 3-dimensional installations. This class will cover several different approaches to using print as a method to communicate, inform, and experience. 3 credits

ARST 21602 Wood Sculpture**Benjamin Funke** **01:55-03:50** **M/W/F** **Riley 114**

Open to all students. MATERIALS FEE-\$60.00

This course uses wood as a primary medium. Emphasis is placed on individual concept & design. Students learn the use of hand and power tools as well as techniques of joining, laminating, fabricating, and carving. 3 credits

ARST 21603 Metal Foundry**01 Garrett Krueger** **10:40-12:35** **M/W/F** **Riley 101**

Open to all students. MATERIALS FEE-\$100.00

The course focuses on work in cast aluminum and cast bronze sculptures. Students learn basic welding techniques using oxygen and acetylene, arc and heliarc welding. Mold making, work in wax, and metal finishing techniques are also explored. 3 credits

ARST 21604 Metal Sculpture I**01 Austin Collins** **09:30-12:15** **T/R** **Riley 101**

Open to all students. MATERIALS FEE-\$100.00

Metal is the medium of choice in this course designed to explore three-dimensional design with a variety of projects grounded in historical precedents. Students become familiar with as many metalworking techniques as time and safety allow, such as gas and arc welding, basic forge work, and several methods of piercing, cutting, and alternative joinery.

ARST 31102 Ceramics II**William Kremer** **03:30-06:15** **T/R** **Riley 122**

Prerequisite: Ceramics I. MATERIALS FEE-\$75.00

This course explores advanced processes in clay for pottery & sculpture plus techniques of glazing. 3 credits

ARST 31403 Moving Media I**Richard Gray****09:30-12:15****T/R****Riley 207***Pre-requisite ARST 21401 Photo. I* MATERIALS FEE - \$50.00

This is an introductory course in creating time-based imagery with digital still cameras and video cameras. Students will work with their own photographs, video footage and recorded sound to create works that blur the boundaries of photography and video. Assignments will explore a variety of visual possibilities including non-traditional narratives, sound-works and conceptual constructions. Students will be responsible for producing several assigned projects using Final Cut Express including an independently designed final project. Final projects will be screened publicly at the end of the semester. 3 credits

ARST 31404 Big Cameras Shiny Pictures**Martina Lopez/Joe Small 11:45-2:45****M/W****Riley 205***Pre-requisite Photo. I* MATERIALS FEE

This course will be an introduction to the use of large format cameras and the daguerreotype process. Students will engage in a thorough exploration of large-format camera techniques that includes film exposure/development through the use of basic zone system principles and the advantages of large film. Students will have the opportunity to make daguerreotypes through the contact printing process in the darkroom and shooting live plates in camera. Discussions and readings will include history, culture, and technological in contemporary time. Demonstrations will be given to fine tune large format inkjet printing, incorporate digital technology and maximize the use of the darkroom. This course emphasizes independent and original work through portfolio development. Cameras will be available for check out. 3 credits

ARST 31502 Poster Shop**Jean Dibble****11:45-2:45****M/W****Riley 316**

LAB FEE \$100.00 Students will create posters and broadsides using relief, silkscreen and inkjet printing. These media offer powerful imaging techniques that range from hand-drawn/cut stencils to digital impressions. A variety of surfaces and applications will be explored. Art historical sources such as propaganda and political posters, concert promotions and urban graphics will propel creative projects. 3 credits

ARST 31606 Sculpture II**Austin Collins, CSC****TBA****RILEY 101**

Pre-requisite (any one of the following): ARST 11601, ARST 21602, ARST 21603, ARST 21604. This course is designed for independent research. Sculptural projects will be self-directed with group critiques.

ARST 31650 Emerging Formats for Digital Art**Molly Morin****08:30-11:30****M/W****Riley 104**

Computer programming has been used in Fine Art since the middle of the twentieth century, and contemporary technology has fostered rapid growth in this field. Fine Art Computing will introduce students to the skill sets and historical background that will enable them to use computer coding within their studio art or design practice. While learning the programming language Processing, students will be introduced to contemporary trends in computer-based art and concerns that arise with the advent of information technology. Students will use programming to assist in the production of images, animations, and sculpture that explore the expressive potential of computer-based media.

This course will utilize the Digital Print Studio, the Digital Visualization Theatre and the Sculpture Studio in order to present works outside of the computer lab, and may employ rapid prototyping technologies for the "printing" of sculpture. In addition students will gain the skill sets necessary to produce work in a range of formats including internet-based interactive art, animation, installation, and CNC modeling. **Required Text:** Shiffman, Daniel. 2008. *Learning Processing: a beginners' guide to programming images, animation, and interaction.* 3 credits

ARST 41203 Figure Drawing, Multilevel**Jason Lahr 11:45-2:45 M/W Riley 310***Open to all students.* MATERIALS FEE - \$40.00

The emphasis is on drawing in all its aspects: materials, methods, techniques, composition, design, and personal expression. The human figure is the subject matter. While anatomy is studied, the course is not an anatomy class. Male and female models, clothed and nude, are used. 3 credits

ARST 41307 Painting, Multilevel**Maria Tomasula 12:30-03:15 T/R Riley 309**

MATERIALS FEE-\$50.00

This course extends and develops the skills and concepts initiated in Painting I. Students are engaged in projects that allow them to hone their technical skills while they define and develop their individual concerns as well as the formal means through which to communicate those concerns. 3 credits

ARST 41407 Studio Lighting for Photography**01 Richard Gray 03:30-06:15****T/R****Riley 208***Prerequisite: Photography I.* LAB FEE \$50.00

Introduction to the tools, techniques and creative possibilities for producing images with studio lighting equipment. Skills taught include artificial lighting techniques, studio flash, digital capture, set building and working collaboratively on a group fashion project. Work is produced using digital cameras and software. The course is ideal for students interested in advertising, commercial photography or development of a personal portfolio of creative images. Offered fall or spring semester. 3 credits

ARST 41506/61506 Advanced Printmaking &Books**Jean Dibble****03:00-06:00****M/W****Riley 316**

Pre-requisite: Any printmaking course. Repeatable course. This course offers advanced experience in making artist's books, lithography, photolithography, etching, silkscreen and relief. Emphasis is on developing personal work and imagery. 3 credits

ARST 43702 B.F.A. Seminar**Austin Collins****TBA****TBA****Riley 200****BFA Core** *BFA majors only. Required of all BFA studio and design majors.*

This 2-credit course is designed to broaden the context of the student's chosen major in the department by introducing the student to alternative and integrated points of view from all areas of study that are represented by the studio and design field. This course will help first semester senior BFA majors to orient toward their chosen direction and project for the BFA thesis. Critical writing and directed readings will be assigned throughout the semester. Slide lectures, visiting artist interviews, gallery visits, student presentations, portfolio preparation and graduate school application procedures will supplement the course.

ARST 48X03 BFA Thesis*BFA majors. Prerequisite: B.F.A. Candidacy.*

The B.F.A. Thesis is defined by an independent thesis project, continuing for two semesters during the senior year. The B.F.A. Thesis is a personal visual statement that is the culmination of a student's collective development within the department. The B.F.A. Thesis can be the extension of an ongoing body of work or a defining project. The thesis project is supported by a written statement defining the project, which is due at the end of the first senior semester. The thesis project culminates in the second senior semester with a B.F.A. Thesis Exhibition. The B.F.A. Thesis student signs up with a faculty member working in the student's area of interest, who serves as an advisor for the thesis project.

ARST 63150 Ceramic/Sculpture Graduate Seminar

Collins/Morin/Kremer

04:00-05:00

M

Riley 105

Graduate majors only This is a course required of all ceramic and sculpture MFA candidates during each semester leading to and including the MFA thesis year. This team-taught seminar brings together all of the ceramic and sculpture faculty and graduate students in a weekly dialogue focusing on contemporary issues as they pertain to student research. Discussions originating from directed readings, art criticism & methods of conceptual presentation will address pertinent issues that help guide grad. students through the MFA program.

ARST 63350 Painting/Printmaking Graduate Seminar

area faculty

04:00-05:00

T

Riley 316

Graduate majors only Required of all MFA candidates each semester. This team-taught seminar/critique meets each week to critique ongoing graduate student work & to discuss issues related to contemporary art practice.

ARST 63450 Photography Graduate Seminar

Lopez/Gray

03:00-04:00 PM

W

Riley 207

Graduate majors only Required of all MFA candidates each semester. This team-taught seminar/critique meets each week to critique ongoing graduate student work & to discuss issues related to contemporary art practice.