

ARST 10201 Drawing I

BA/BFA Core

01 Hannah Freeman	M/W/F	10:30-12:25	RILY 300
02 TBD	T/R	12:30-03:15	RILY 300
03 Austin Brady	M/W/F	12:50-02:50	RILY 300

MATERIALS FEE 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 10601 3-D Foundations - Basic Sculpture

BA/BFA Core

01 TBD	T/R	03:30-06:20	RILY 108A
02 Emily Beck	T/R	12:30-03:15	RILY 108A
03 Justin Barfield	M/W	02:00-04:45	RILY 108A

MATERIALS FEE The fundamentals of three-dimensional design consist of the strategies and tools an artist or designer uses to generate ideas for and execution of form in space. Through research, conceptualization and production students discover the power of making sculptural objects- how they function or change function, how they make a viewer move through and engage a space, how they transform ordinary objects into the extraordinary, and transform perception and environment. Students will create projects using a variety of traditional and contemporary sculptural mediums, techniques, and tools and be exposed to industrial applications and visual vocabularies. 3D Foundations is for students entering the art and design program to provide the foundation of personal creative practices for visual communication, conceptualization, process and technique that will continue to evolve and refine in upper level studio and design courses. 3 credits

ARST 20101 Ceramics I

01 William Kremer	T/R	09:30-12:15	RILY 122
02 Jennifer Dwyer	M/W/F	10:30-12:25	RILY 122
03 Mitch Springer	M/W/F	12:50-02:50	RILY 122
04 Zach Tate	M/W/F	08:20-10:15	RILY 122
05 Suzanne Hill	T/R	12:30-03:15	RILY 122

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

ARST 20301 Painting I

01 Maria Tomasula	T/R	09:30-012:15	RILY 309
02 Jason Lahr	M/W	02:00-04:45	RILY 309

MATERIALS FEE 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 20401 Photography I

BA Core Option/BFA Core

01 Martina Lopez	M/W	11:00-01:45	RILY 201
02 Melonie Mulkey	M/W/F	03:30-05:30	RILY 201
03 Justin Trupiano	T/R	03:30-06:20	RILY 201

Open to junior or sophomore majors and freshmen intended majors. *MATERIALS FEE*

This course is an introduction to the tools, materials, and processes of black and white photography. Lectures and demonstrations expose students to both traditional and contemporary practices in photography. Critiques of ongoing work encourage students to begin discovering and developing their individual strengths and interests in the medium. A 35mm camera with manual shutter speed and "F" stop is needed. 3 credits

ARST 20501 Silkscreen I

01 Jasmine Graf	T/R	12:30-03:15	RILY 316
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MATERIALS FEE This course is an introduction to stencil processes & printing. Hand-drawn & photographic stencil-making techniques are explored. Mono-printing & 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 20505 Artists Books and Papermaking

Jean Dibble M/W 02:00-04:45 RILY 316

MATERIALS FEE This introductory course explores the making of artists' books and papermaking. Students learn basic bookbinding techniques for books and printing techniques for postcards and posters. They also learn how to make hand-made papers. Part of the focus is on historical books, as well as on what contemporary artists are doing with books. 3 credits

ARST 20506 Relief Printing: Studio Class

Heather Parrish T/R 09:30-12:15 RILY 316

MATERIALS FEE In this course students will be introduced to relief printmaking processes, learning traditional techniques of carving and printing both wood and linoleum relief blocks. The contemporary approaches to relief processes through digital media experimentation via inkjet printers, a laser cutter, or a CNC router will be introduced. The course will be administered through lecture, process demos, in class work time, and peer/individual critiques. 3 credits

ARST 20602 Wood Sculpture

Thomas Cornell M/W/F 10:30-12:25 RILY 108A

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

ARST 20603 Metal Foundry

Robin Baker T/R 03:30-06:20 RILY 108A

Open to all students. MATERIALS FEE 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 20604 Metal Sculpture I

01 Austin Collins, CSC T/R 09:30-12:15 RILY 108A

02 Steven Lemke M/W/F 12:50-02:50 RILY 108A

Open to all students. MATERIALS FEE 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. 3 credits

ARST 30102 Ceramics II

William Kremer T/R 03:30-06:20 RILY 122

Prerequisite: Ceramics I. MATERIALS FEE

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

ARST 30402 Extreme Photography

Richard Gray T/R 09:30-12:15 RILY 201

MATERIALS FEE. Today's innovative technologies offer photographers exciting new ways to image the world we live in. Extreme Photography is a course that will explore several exciting picture-making technologies to produce creative still photographs and video. Photographic projects will explore various technologies including GoPro action video, aerial drone photography, time-lapse photography, 3d scanning, photogrammetry, computer vision and computational photography. The course will also include presentations and discussions about the creative and commercial applications of these technologies and the impact they are having on media and culture. Students who do not meet the Photo 1 prerequisite will need to demonstrate equivalent knowledge with digital cameras, software and workflow in advance of enrollment in the course. 3 credits

ARST 30502 Poster Shop

Jean Dibble M/W 11:00-01:45 RILY 316

MATERIALS FEE. 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.

ARST 30606 Sculpture II**TBD T/R 12:30-03:15 RILY 108A**

MATERIALS FEE. This course will focus on digital fabrication, and rapid prototyping processes and materials. Students will learn the basics of designing in digital space, creating prototypes on a CNC laser and 3D printer, and finally applying hands-on tools and processes to create sculpture. 3 credits

ARST 40203 Figure Drawing, Multilevel**Jason Lahr M/W 11:00-01:45 RILY 310**

Open to all students. MATERIALS FEE 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 40308 - Multilevel Painting and Drawing**Maria Tomasula T/R 12:30-03:15 RILY 310**

MATERIALS FEE Painting and drawing are the most direct means of visual expression that contemporary artists employ to articulate their concerns. This course extends and develops the skills and concepts initiated in Painting 1 and/or Drawing 1. 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 them. 3 credits

ARST 43701 Senior Seminar**TBD R only 07:00-08:00 PM RILY 215**

Required for senior BFA students; open to seniors registered for BA Thesis. By permission for non-thesis senior BA students. The course will focus on creating a dialogue across disciplines and introducing contemporary issues and practices in art, art criticism, and design. Thematic topics will be introduced in order to present alternative and integrated points of view from all areas of study represented by the art history, studio, and design fields. Critical writing and directed readings will be assigned throughout the semester. A focus on research approaches, exhibitions, and curatorial practices will be central to our approach to the various areas. Lectures, visiting artist interviews, gallery visits, and student presentations will be components of the course. 1 credit

ARST 62704 Professional Practices**Robin Rhodes T/R 06:30-8:30 PM OSHA 106**

Graduate majors only Required of all MFA candidates each semester. This team-taught seminar/critique meets each week to critique ongoing graduate student work and to discuss issues related to contemporary art practice. 1 credit

ARST 63250 Painting/Printmaking Graduate Seminar**Ptg./Prtmkg. Area Tuesdays only 04:00-5:00 PM RILY 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 and to discuss issues related to contemporary art practice. 1 credit

ARST 63450 Photography Graduate Seminar**Photo Area Wednesdays only 02:00-03:00 PM RILY 201**

Graduate majors only Required of all MFA candidates each semester. A team-taught seminar/critique that brings together all the photography faculty and graduate students in a weekly dialogue focusing on issues in contemporary art as they relate to student research. This course is required of all photography candidates each semester leading to and including the M.F.A. thesis year. 1 credit

ARST 63650 Ceramic/Sculpture Grad. Seminar**A. Collins, W. Kremer Mondays only 04:00-05:00 PM RILY 108A**

Graduate majors only This course is required of all ceramic and sculpture MFA candidates during each semester leading to & 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 graduate students through the MFA program. 1 credit

DESIGN COURSES

DESN 20101 VCD 1: Fundamentals of Design

01 Heather Tucker	M/W/F	10:30-12:25	West Lake 226
02 Neeta Verma	T/R	12:30-03:15	RILY 211

What makes a visual image compelling? Why do images engage? This course explores and helps develop an understanding of the delicate balance between these design elements and how they have been skillfully used by designers over time to create some of the most persuasive images and enduring messages.

The course will be an exercise in deconstruction and reconstruction of visual images using design elements as a tool. Through assignments, students will work digitally to explore color, form, composition, texture and typography; first individually and then in conjunction with other elements. Initial assignments will be short and will focus on the understanding of a singular element. As the course progresses, students will be expected to use experiences from these short assignments and use them as building block for more complex projects demonstrating and applying the understanding gathered in the previous assignments. No pre-requisites. 3 credits.

DESN 20115 VCD 2: Type & Icon

Brian Edlefsen	M/W	02:00-04:45	West Lake 226
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Prerequisites: DESN 20101. MATERIALS FEE This second course in Visual Communication Design sequence focuses on the art of typography, its history, and the use of type as a critical element in the visual world by building on key concepts introduced in Fundamentals of Design. Students will gain a fluency in typography and its systematic application to traditional and modern media. This studio-based design course is structured as a series of projects exploring message-making and type as image. Students will learn the origins and constructions of typography; how the visual translation of type influences human perception and understanding; and how textual messaging is evolving to include iconographic elements by exploring a variety of applications such as icons, symbols, alphabets, posters, animations, and non-traditional books.

This course is intended primarily for students majoring in Visual Communication Design who satisfy the requirements to enroll. Undergraduates and graduate students with a strong interest, aptitude and the rigor to engage in five and a half hours of in-class studio work and critique, as well as considerable time preparing for class, may contact the Department of Art, Art History & Design (art@nd.edu) to be placed on the course wait list. If seats remain open after open registration ends, non-majors will be considered for enrollment. 3 credits

DESN 20120 VCD 3: Web Design

01 Miriam Moore	M/W/F	10:30-12:25	West Lake 219
02 Andre Murnieks	T/R	12:30-03:15	West Lake 219

Prerequisites: DESN 20101. MATERIALS FEE

Exploration of on-line interactive communications for web enabled platforms including desktop and mobile devices. Application of user-centered design principles to hierarchical and navigational structures, interface, web typography, imagery, sound, and motion through a series of exercises and projects. Survey of technological aspects to web site design, development and production. 3 credits

DESN 20200 ID: Rapid Visualization

01 Michael Elwell	M/W	02:00-04:45	West Lake 224
02 Michael Elwell	T/R	09:30-12:15	West Lake 224

Open to all students. MATERIALS FEE

This cross-disciplinary course in rapid sketching and rendering technique serves studio art, design, and architecture. The course is intended for students entering studio practice for the first time as well as for advanced students who wish to deepen their visualization & illustration skills. . 3 credits

DESN 20201 ID: Intro. To Product Development**Robbin Forsyth****T/R****12:30-03:15****West Lake annex**

MATERIALS FEE This foundation 3-D design studio begins as a natural extension of Basic Design. Students are encouraged to think and work in three-dimensional media. A series of fundamental design problems are assigned during the course of the semester. Emphasis is placed on the transformation of imagination from mind to paper to model. Computer-aided design (CAD) is also introduced into assignments. 3 credits

DESN 20203 - Design Matters: Introduction to Design Thinking**01 Ann-Marie Conrado****T/R****02:00-03:15****RILY 200****03 Ann-Marie Conrado****T/R****09:30-10:45****RILY 200**

Traditionally, design has been used to connote the process by which the physical artifacts of the objects and communications around us come into being. But over the last decade, design has come more and more to describe not only the development of objects but the process by which one shapes the interactions and experiences of people with the systems, services and organizations around us. A deeply human approach to problem solving, design thinking highlights one's ability to intuitive This course will follow a series of overlapping modules that will introduce the student to the various iterative steps employed in the design thinking process and becoming familiar with the tools and methodologies employed. The course will feature a hybrid seminar format with lectures and case studies followed by hands-on exercises and practical applications of the theories in the form of team projects. At the conclusion of the course, students should be able to articulate the tenants of the design thinking process and apply those methodologies to problems of a variety of disciplines from science and engineering to business and the liberal arts. 3 credits

DESN 20204/60204 Design Research Practices**Wendy Uhlman****T/R****09:30-12:15****West Lake 230**

Prerequisite: Design Matters (DESN 20203)

With an orientation towards problem identification and the translation of research insights into implications informing the design process, students will learn how to develop a research plan and deploy an array of research methods including interviews, observation, shadowing, contextual inquiry, participatory observation and co-creative development. The course combines lecture with studio practice, with student teams engaging in human-centered, project-based work, sponsored by outside corporate organizations and non-profit social entities. *This course is offered every semester and is open to Collaborative Innovation Minors and Design Majors.*

DESN 21102 VCD Software Tutorial**Heather Tucker****Tuesdays only****06:00-07:00 PM****West Lake 219**

Co-requisites: DESN 21101. This one-credit course will focus on Adobe Creative Suite software. The class will meet one evening per week throughout the course of the semester. Programs and topics to be covered will be Adobe Photoshop, InDesign, Adobe Illustrator, proper file preparation, font access & usage. 1 credit

DESN 21202 ID: Digital Visualization Lab**TBD****Mondays only****05:00-6:00 PM****West Lake 224**

Co-requisites: DESN 21200. This one-credit course will focus on Adobe Creative Suite software. The class will meet one evening per week throughout the course of the semester. Programs and topics to be covered will be Adobe Photoshop, InDesign, Adobe Illustrator, proper file preparation, font access and usage as well as others. 1 credit

DESN 21203 - D Think Lab**01 Ann-Marie Conrado****Mondays only****07:00-09:00 PM****West Lake 226****03 Ann-Marie Conrado****Tuesdays only****07:00-09:00 PM****West Lake 226**

This once weekly lab session is a mandatory requirement for students enrolled in the Design Thinking course. These sessions focus on practical application of the topics and materials presented in class with students working in teams to employ techniques and methodology on assigned projects. This hands-on lab will having students exploring the research, brainstorming, ideation, iterative prototyping and presentation techniques that lead to creative innovation and disruptive breakthroughs applicable to students of any discipline. 3 credits

DESN 30140 (CDT 31130) VCD 7: Interaction Design of device user interfaces**Andre Murnieks** T/R **03:30-06:15** **West Lake 204**

Prerequisites: DESN 20101 or DESN 20201. MATERIALS FEE Evaluation, design and simulation of user interaction with a computer or product interface. Development of interfaces through wireframes, sketches, renderings, illustrations, modeling and animatic sequences. Exploration of user testing and research methods for generative, participatory and evaluative stages of design. 3 credits

DESN 30204 ID2: Intermediate Product Development**Scott Shim** T/R **12:30-03:15** **West Lake 226**

Prerequisites: DESN 30209 (Can be taken concurrently) MATERIALS FEE This course exposes Art and Design students to common low and high production manufacturing processes. Students use these methods to execute their own original designs. Students are introduced to plastic thermoforming, injection molding, sheet and profile extrusion, blow-molding, rotational molding, reaction-injection, molding and open mold laminating. Metal processes include roll forming, foundry sand casting, die-casting, extrusion, stamping, anodizing, and plating. 3 credits

DESN 30209 ID: Digital Solid Modeling**Shreejan Shrestha** M/W **11:00-01:45** **West Lake 204**

Co-requisite: DESN 31212 MATERIALS FEE This course is an introduction to various digital design techniques and workflows used by industrial designers. Students will explore design processes integrating digital tablet sketching and computer-aided design (CAD) in order to develop and effectively communicate design concepts. The course is aimed at students seeking to expand their 3-D visualization skills into a digital medium. Software introduced will include Autodesk Sketchbook Pro and Solidworks 3-D. 3 credits

DESN 31212 ID: Rapid Prototyping Lab**Shreejan Shrestha** **Mondays only** **06:00-07:00 PM** **West Lake 204**

Co-requisite: DESN 30209 The Rapid Prototyping evening tutorial sessions will enable students making physical 3D prototypes from digital files that are virtually modeled in the ID: Digital Solid Modeling or ID: Digital 3D courses. Instruction in file preparation and safe machine operation will lead to prototype output from a CNC milling machine, 3D printer and digital laser cutter. 1 credit.

DESN 33208/63208 (ANTH 33208) Global Visual Culture**Christopher Ball** M/W **02:00-03:15** ?

Visual anthropology involves the cross-cultural study of images in communication and the use of images as a method for doing anthropology. This course proceeds through a non-linear integration of visual themes including water, earth, light, fire, flesh and blood with analytical themes including aesthetics, poetics, violence, history, materiality and subjectivity. We explore still photography, film, and popular media in domains from ethnography, social documentary, war photojournalism, to high art. Students watch, read and write about, and generate visual products of their own in multiple media.

DESN 40100 VCD 8: Social Design: Initiatives, Challenges & Innovation**Neeta Verma** T/R **09:30-12:15** **West Lake 219**

MATERIALS FEE This advanced course in visual communication is for students to understand social advocacy within both a global context (India) and local context (South Bend). Students understand their role as designers/ collaborators/ catalysts through real life experiences. Students from diverse discipline are encouraged to come together to create a multi-disciplinary cohort that focuses on 'blue-sky problems' that combines and delicately balances strategic thinking with innovation. During the initial part of the course, in July 2017, students will travel to India for 3 weeks to work with students from India and then return here to commence the course during the Fall semester.

Working with students from India, the goal would be to understand social problems within a new paradigm and socio-economic parameter of a rapidly evolving country and its pluralistic culture and returning to Notre Dame with renewed and re-energized perspectives on those very same issues to examine and address them locally. DESN 20101 (VCD1) is recommended, but not required. 3 credits

DESN 40101 VCD 9: Packaging Design: Professional Practice**Brian Edlefson****M/W****11:00-01:45****West Lake 224***Prerequisite:* VCD2 or VCD3 MATERIALS FEE

Package design plays a vital role in grafting content, imagery, and messages onto beautiful and functional objects. The projects in this studio-based course will involve visual systems that inform—and dimensional forms that inspire—people to make purchasing decisions. Students will become proficient at blending two- and three-dimensional ideas; consider cultural and multi-lingual needs; and learn to address shopping habits as they shift between physical and on-line environments. Students will research the social aspects tied to consumerism and evaluate the environmental impact of material choices and production decisions. 3 credits

DESN 40200 ID3: Advanced Product Development: Entrepreneurship**Michael Elwell****T/R****03:30-06:20****West Lake 224***Prerequisite:* Intro to Product Development MATERIALS FEE

MATERIALS FEE In this studio-based course, students create both the business plan and proof-of-concept visuals necessary to inspire confidence in investors. Topics include, but are not limited to, barriers to entry, social media, storytelling, intellectual property protection, crowd funding, and manufacturing constraints. The final deliverable is a funding proposal that may take the form of a crowd funding campaign, grant application, investment proposal, or McCloskey Business Plan Competition entry. It is preferred, but not required, that students who enter the course have already identified a potential market opportunity, as it will allow them to work at a pace needed to meet the project milestones. 3 credits

DESN 40201/60201 ID: Collaborative Design Development**Scott Shim****T/R****09:30-12:15****West Lake 226**

This cross-disciplinary course will develop and harness useful innovation through an association of expertise from business/marketing, management entrepreneurship, chemistry, engineering, anthropology, graphic design, and industrial design. Collaborating teams of graduate and undergraduate students will engage several product development cycles, beginning with an identification of need or opportunity and concluding with comprehensive proof of concept, tests of function, specified manufacturing processes, and an appropriately resolved, aesthetically pleasing product or system. All collaborative team members will be engaged throughout the research and developmental process. Each participant will share in rotating leadership responsibilities, providing direction within their specific areas of expertise and in the context of a sequential course outline.

Note 1: In addition to the structured projects, students may propose other opportunities for collaboration.

Note 2: This course will build process portfolio by addressing real challenges.

DESN 63350 Design Graduate Seminar**Design Area Faculty****W only****8:00-9:15****West Lake 226**

Graduate majors only

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