

Art and Design

General Information

Degrees and Areas of Concentration

The department offers course work leading toward the Bachelor of Fine Arts in Studio Art with emphases in Studio Practice, Graphic Design and Art Education.

The B.F.A. in Studio Art consists of a foundation art program and an emphasis area in the following: art education, graphic design, and studio practice. UMSL has transfer agreements with many local and regional community colleges. For information regarding our agreements, please contact the Office of Transfer Services at transferservices@umsl.edu or 314-516-5162.

To support its teaching and research objectives, the department maintains an extensive and expanding collection of digital images. The collection includes examples of painting, sculpture, architecture, photography and decorative arts, and is under the supervision of a professional visual resource curator, who is available for special assistance to staff and students.

Art history courses can be applied toward minors in Anthropology, American Studies, Philosophy, and Urban Studies, or a certificate in Gender Studies.

Gallery 210 @FAB

Gallery 210 offers visual arts programming of regional, national, and international importance. The gallery's exhibitions and related arts programming have enjoyed a long and distinguished history of service to the university and to the St. Louis community.

Gallery FAB

Located in the Fine Arts Building, Gallery FAB exhibits a range of work by artists of regional and national significance. The exhibitions are curated by members of the Studio Art Faculty and complement the teaching emphases of the Fine Arts program.

Scholarships/Internships

Several departmental scholarships are available on a competitive basis and the department also sponsors a variety of internships with local arts institutions, including the Saint Louis Art Museum, Contemporary Art Museum St. Louis, Purina, and Laumeier Sculpture Park.

Ferring Travel Study Program

Each year, student majors in their junior and senior year may apply for the competitive Ferring Travel Study Program, which supports the Arts Life Onsite Program, and allows students to travel for free to major art centers in the US, including New York, Chicago, and Los Angeles.

Career Outlook

Students with degrees in art and design find careers in teaching, advertising, public relations, graphic design, illustration, animation, game design, film and video production, arts administration, art restoration, product and industrial design, framing, and commercial photography. Art graduates with a humanities interest have found career opportunities in

teaching, museums, galleries, libraries, historical societies, sales and auction houses, the legal professions, and historic preservation.

With over 300 teaching positions in the field in the greater St. Louis region alone, there is a demand for art teachers statewide each year.

Students in each major receive professional practice development with a new attention paid to entrepreneurial skills.

Faculty Overview

The Department of Art and Design has a diverse faculty actively engaged in the production of art, its historical and critical evaluation, and the training of art educators. The department prides itself on its commitments to high standards of teaching and sound research achievements. Individual faculty have been cited for their teaching excellence. Art history faculty members have written books, articles, and critical reviews, and regularly participate in national and international conferences. Art and Design Faculty exhibit nationally and internationally in group and solo shows as well as juried and invited exhibitions; they also curate exhibitions and maintain a high level of professional practice.

Programs

Degrees

Studio Art, Bachelor of Fine Arts

Emphasis Areas:

- Graphic Design
- Art Education
- Studio Practice

Minors

History of Art and Visual Culture

Studio Art

Art Education Courses

ART ED 2179 Visual Art Activities for Elementary School: 3 semester hours

Students will explore the purpose of visual arts in school settings and will encounter various media and materials through hands-on art experiences. Discussion of social, cultural, and historical influences on creative works will be encountered. Course content highlights the integration of visual art in teaching elementary subjects and emphasizes the role of art-making and imaginative experiences in child development. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ART ED 3328 Art Education: Theory to Practice: 3 semester hours

Prerequisites: Completion of Level I requirements and Foundation Art Program; concurrent enrollment in ART ED 4260 is required. Development and application of concepts related to comprehensive art education and standards-based curriculum in art education, with an examination of current theories, trends, publications, and on-line resources in the field.

ART ED 4260 Art Museum as Teaching Resource: 3 semester hours

Prerequisites: Completion of Level I requirements, 9 hours of ART HS, and completion of Foundation Art Program; concurrent enrollment in ART ED 3328 is required. Students will learn how to strengthen K-12 Art Education by utilizing the collections and resources of the St. Louis Art Museum. A variety of teaching approaches and learning activities for galleries and classrooms will be employed, focusing on art from around the world and throughout history.

ART ED 4273 Curriculum and Methods of Teaching Art: 3 semester hours

Prerequisites: ART ED 3328 and completion of, or concurrent enrollment in, TCH ED 3312, SPEC ED 3318, or TCH ED 4391. A study of the scope and sequence of art education in the school curriculum, with emphasis on the preparation, selection, organization and application of materials and methods of instruction and assessment. Attention is also given to learning the research tools of the scholar in the field of art education. Not available for graduate credit.

ART ED 4290 Special Study in Art Education: 1-6 semester hours

Prerequisites: Junior, senior, or graduate standing and consent of instructor. Independent study through readings, reports, field research, or special projects. May be repeated for credit, up to a maximum of 6 credit hours.

ART ED 5228 Foundation and Classroom Application of Art Education: 2 semester hours

Prerequisites: Graduate standing, admission to the Teacher Education Program, a passing score on the Missouri Content Exam (MoCA) in Art on file, and consent of instructor; concurrent enrollment in ART ED 5260 is required. Development, application, and research of concepts related to comprehensive art education and standards-based curriculum in art education, with an in-depth examination of current theories, trends, publications, and on-line resources in the field.

ART ED 5260 Museum Collections in the K-12 Curriculum: 2 semester hours

Prerequisites: Graduate standing. Students will research the value and application of utilizing the collections and resources of the St. Louis Art Museum to strengthen K-12 education. A variety of research-based teaching strategies and learning activities for galleries and classrooms will be employed; a broad cultural perspective and historical understanding of art will be used.

ART ED 5273 Advanced Methods and Curriculum Development of Teaching Art: 2 semester hours

Prerequisites: ART ED 5260 and ART ED 5228. An in-depth study of the scope and sequence of art education in the school curriculum, highlighting the preparation, selection, organization and application of materials and methods of instruction and assessment. Emphasis is placed on learning the research tools of the scholar in the field of art education and the role of the teacher as researcher on curriculum development.

ART ED 5334 Topics in Contemporary Art Education: 3 semester hours

Prerequisites: Graduate standing or permission of instructor. Intensive study for advanced students and art teachers, emphasizing specialized techniques and innovative concepts. Topics to be announced. May be repeated for credit, up to a maximum of 12 credit hours.

ART ED 5590 Special Study in Art Education: 1-6 semester hours

Prerequisite: Graduate standing and consent of instructor. Independent study through readings, reports, field research, or special projects. May be repeated for credit.

Art History Courses**ART HS 1100 Introduction to Western Art (MOTR ARTS 100): 3 semester hours**

An introduction to major historical movements in Western art.

ART HS 1120 Global Art and Visual Culture (MOTR ARTS 101): 3 semester hours

This course explores transcultural perspectives in Art History. Students will be introduced to creative visual traditions from across the globe. The course examines themes such as death and the afterlife, religious practice, visual persuasion, and design aesthetic in historical Europe, Africa, Asia, the Indigenous Americas and Oceania. This course satisfies the Cultural Diversity requirement.

ART HS 1150 Introduction to the Art and Visual Cultures of Africa: 3 semester hours

This course surveys major art forms of Africa and the African Diaspora. It addresses traditional media, such as architecture, masquerade, regalia, sculpture, metalwork, ceramics, and textiles, as well as contemporary sculpture, painting, photography, and performance. This course satisfies the Cultural Diversity requirement.

ART HS 1160 Introduction to the Art and Visual Cultures of Asia: 3 semester hours

This course surveys major achievements in architecture, sculpture, and painting of India, China, Japan, and Southeast Asia, with an emphasis on religious, historical, and social context of the arts. This course satisfies the Cultural Diversity requirement.

ART HS 1190 Ideas in the History of Art and Visual Culture: 3 semester hours

Prerequisites: ART HS 1100 or consent of instructor. This course studies selected works of art, with attention to the social and cultural factors surrounding their creation.

ART HS 2211 Art and Archaeology of The Ancient World: 3 semester hours

Prerequisite: ART HS 1100. A survey of art in Egypt, the ancient Near East, Greece, and Rome, beginning in the Neolithic era (8000-4000 BC) and ending with the Barbarian invasions of Italy in the fifth century A.D. The major highlights of architecture and city planning, sculpture, painting, pottery, and the minor arts will be covered.

ART HS 2212 Greek Myths and Monuments: 3 semester hours

Same as ANTHRO 2212 and HIST 2212. This course provides an overview of Greek myths and legends, as well as their reception in architecture, the visual arts, and literature. Particular emphasis will be given to: 1) the theology and the creation myths of the Greeks and how these relate to the Bible; 2) heroic myths from the Trojan War to Atlantis, and their historicity; 3) famous monuments, works of art, and texts from Greek and world literature, that advance our understanding of Greek myths and the culture that created them.

ART HS 2225 Medieval Art: 3 semester hours

A survey of the art and architecture of the Mediterranean World and northern Europe from late antiquity to the late Gothic period (300-1300 A.D.). Focus on new styles and subject matter in painting, sculpture and architecture.

ART HS 2235 Renaissance and Baroque Art: 3 semester hours

Prerequisites: ART HS 1100 or consent of instructor. This course is an introduction to art and architecture in Europe from the fifteenth through the seventeenth centuries.

ART HS 2260 History of Design: 3 semester hours

Prerequisites: ART HS 1100 or consent of instructor. This course is a survey of the history of design and may include topics such as book arts, graphic design, furniture, and architecture.

ART HS 2261 History of Graphic Design: 3 semester hours

This course examines the rapport of word, image, artist, client, and viewer that is unique to the genres of book arts and graphic design as studied in their historical and contemporary contexts.

ART HS 2265 History of Photography: 3 semester hours

Prerequisite: ART HS 1100 or consent of instructor. A study of photography: its historical development, an examination of it as an art medium, and its influence on the development of modern art.

ART HS 2270 Art of the United States: 3 semester hours

Prerequisites: ART HS 1100 or consent of instructor. This course is an overview of art and architecture in the United States from the colonial era through the twentieth century.

ART HS 2275 History of Illustration: 3 semester hours

Prerequisites: ART HS 1100 or consent of instructor. This course will analyze the work of artists who specialized in illustration for prints, books, newspapers, magazines, and advertisements, emphasizing the 19th and 20th centuries in the United States. The course will cover topics such as idealizations of the American West and changing roles of women in society, as well as iconic characters and images that continue to inspire artists today.

ART HS 2276 History of Comics and Cartoons: 3 semester hours

Prerequisites: ART HS 1100 or consent of the instructor. In this course, students investigate the artistic and historical context of cartoons and comics from the 19th century through today's graphic novels, webtoons and zines.

ART HS 2280 Modern to Contemporary Art: 3 semester hours

Prerequisite: ART HS 1100 or consent of the instructor. This course presents an overview of avant-garde modern art in Europe and the United States from the mid-nineteenth century to the contemporary era. It explores traditional media such as painting and sculpture as well as newer forms such as performance and installation art in the context of changing ideas about art's traditions, social functions, and philosophical concerns.

ART HS 2291 Issues and Ideas in the History of Art and Visual Culture: 3 semester hours

Prerequisites: ART HS 1100 or permission of instructor. This course is an intensive studies of a few selected works from various eras and cultures, with special attention to the particular social and cultural factors surrounding their creation. This course may be repeated for credit with the permission of an advisor as long as the topic different.

ART HS 3350 Studies in Design: 3 semester hours

Prerequisites: Minimum of one 2000-level course in Art History and ENGL 3100, or consent of instructor. The course examines selected topics in the history of design, and may include genres such as architecture, material culture, or graphic design. May be repeated for credit with a different topic, for a maximum of 6 credit hours.

ART HS 3387 Professional Internship: 1-6 semester hours

Prerequisites: Minimum of two 2000-level courses in Art History and ENGL 3100 and consent of instructor. The internship provides experience in museums, historical societies, galleries, design firms, or visual resource collections. Students will assist in the diverse duties associated with the day-to-day functions of the institution, under the joint direction of a faculty advisor and a supervisor at the institution. Course requirements may include readings, research assignments, and/or a paper. This course may be counted for art history or studio art credit with the department's consent.

ART HS 3390 Special Study: 1-4 semester hours

Prerequisite: Junior or senior standing. Consent of instructor and Art History advisor. Independent study through readings, reports or field research. May be repeated one time with consent of Art History advisor. May not be used for internship credit.

ART HS 3395 Selected Themes in the History of Art and Visual Culture: 3 semester hours

Prerequisites: Two 2000-level courses in Art History or consent of instructor. This course is a study of a selected topic in visual culture. It may be repeated for credit with a different topic.

ART HS 4400 Topics in the History of Art and Visual Culture: 3 semester hours

Prerequisites: One 3000-level course in Art History or consent of instructor. This course is the study of a selected topic in the history of art and visual culture. It may be repeated for credit with a different topic.

ART HS 4455 Topics in Modern Art: 3 semester hours

Prerequisites: ART HS 2280 and ENGL 3100, or one 3000-level course in Art History, or consent of instructor. Intensive study of selected topics in art of the nineteenth and/or twentieth centuries. May be repeated for credit with permission of instructor and advisor.

ART HS 4490 Special Study: 1-4 semester hours

Prerequisite: Junior or senior standing, consent of instructor and Art History advisor. Independent study through readings, reports, or field research. May be repeated one time with consent of Art History advisor. May not be used for internship credit.

ART HS 5590 Special Study in Art History: 1-6 semester hours

Prerequisites: Graduate standing and consent of instructor. Independent study through readings, reports, discussions, and/or special projects. May be repeated for credit with consent of instructor.

ART HS 5593 Museum Management and Curatorial Practice: 3 semester hours

Prerequisites: Consent of the instructor and graduate standing. Museum Management and Curatorial Practice is designed to give students overlapping theoretical and practical experience that will be useful after entry into the museum profession. While exhibitions are at the core of the museum mission, it takes a broad range of skills from different team members to bring shows to fruition. The course provides students with grounded knowledge on how to curate an exhibition for their museum and understand all the elements that serve the mission-driven goals for that institution, and the obligation to uphold best practices as established by the American Alliance of Museums [AAM] and the Association of Art Museum Directors [AAMD] that provide guidance for the field. Students will become familiar with the different types of roles and functions that make museums run (although staffing levels will vary based on the size and budget of the organization), including: executive management, advancement, marketing, curatorial, collections management, education, and others (e.g., archivist, librarian, security, maintenance, groundskeeping, restaurant staff, parking).

Studio Art Courses

ST ART 1020 Expanded Artforms: 3 semester hours

This course introduces students to contemporary art theories in practice that include exercises in research, content, material, and form. Projects may include multimedia, performance, installation, and other new genres. Basic computer lab equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 1140 Drawing I (MOTR PERF 105D): 3 semester hours

This course introduces students to observational and technical skills, such as mark making, value scale, line, and shapes that produce the illusion of volumes in space. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 1150 2D Design: Surface: 3 semester hours

This course uses tactile and digital methods to introduce students to imaging in black and white, color, and principles of 2D pictorial space. Using a variety of media, students will explore and understand the foundations of visual thinking. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 1151 3D Design: Space: 3 semester hours

Prerequisites: ST ART 1150 or consent of instructor. This course introduces students to the fundamentals and technical principles of working three dimensionally. Students will experiment with a number of construction methods and materials used to create, represent, respond to, and reflect on form and space. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2000 Entrepreneurship and the Arts: 3 semester hours

This course will help students interested in the fine and performing arts to develop an idea for an arts organization or product and turn it into a functioning, sustainable enterprise. The course will focus on identifying and defining mission, community relevance, product or event development, services and public programs and organizational management.

ST ART 2010 Design Thinking for the Creative Professional: 3 semester hours

This course is intended for students interested in the socio-cultural and professional implications of artistic creativity and design. Students will investigate the design process, visual analysis, design theories and the global impact of design thinking. Students will learn to critically assess the processes, outcomes and effects of design engagement. Students will explore the concepts of design thinking through hands-on opportunities and small-group design projects.

ST ART 2020 Making Games: Design and Theory: 3 semester hours

This course introduces students to the primary concepts, theory, and practice of game design. Students will encounter the history, systems, and practical process of creating games for play, gamification, and game-based learning/serious games. Students will design, iterate and playtest the mechanics, aesthetics and rules behind different types of games.

ST ART 2074 Special Topics in Studio Art: 3 semester hours

This course addresses selected topics in studio art studies. Basic studio equipment will be arranged for and provided for on-campus delivery or distance delivery as available, though students may need to supply some personal equipment and supplies. It may be repeated for credit with a change of topic.

ST ART 2205 Graphic Design I: 3 semester hours

This course introduces students to graphic design with an emphasis on fundamentals of space, emotion, shape, form, and concept. Projects in design, layout and typography will be addressed. The course is recommended to be taken concurrently with ST ART 1150, Design I. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 2210 Typography: 3 semester hours

Prerequisites: ST ART 3305 or consent of instructor. Course intends to instill a sense of responsibility relative to typographic and production design, while developing the student's capacity for critical thinking and general typographic rules, visual hierarchy of typographic elements, classical typographic tradition, book design, awareness of typographic aesthetic.

ST ART 2211 Typography II: 3 semester hours

Prerequisites: ST ART 2210, ST ART 2221, ST ART 3311. This course teaches advanced typographic skills for the graphic designer, including moving type.

ST ART 2220 Computer Design I: 3 semester hours

Prerequisites: ST ART 1150 and ST ART 2205, concurrent enrollment in ST ART 3305 recommended. This course introduces students to the use of computer graphics for the creation of artwork applicable to the graphic design industry. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 2221 Computer Design II: 3 semester hours

Prerequisite: ST ART 2220. Designed to familiarize students with the methods processes, software, and computer functions used in graphic design and illustration. The course is recommended to be taken concurrently with ST ART 3310, Graphic Design III. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2225 3D Printing: 3 semester hours

Prerequisites: ST ART 1151 or consent of instructor. This course introduces students to the basics of working in a 3D digital/machine-based environment, including scanning, editing and printing 3D objects. Through lectures, demonstrations and hands-on studio practice, students will learn how 3D printers function and about their many applications. Students will learn the fundamentals of thinking and making in three dimensions and apply the learned concepts in engaging hands-on exercises. This course is appropriate for all students, especially those interested in digitally-aided 3D production.

ST ART 2230 Drawing II: 3 semester hours

Prerequisites: ST ART 1140 or consent of the instructor. This course facilitates the development of drawing skills through continued observation and problems of invention. Student will explore and use varied drawing materials and techniques including graphite, charcoal, conte crayon, and inks. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2231 Figure Drawing I: 3 semester hours

Prerequisites: ST ART 1140 or consent of instructor. This course involves basic studies of the human form and anatomy in a variety of drawing media. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2233 Introduction to Illustration: 3 semester hours

Prerequisites: ST ART 1140 or permission of instructor. This course provides a hands-on introduction to current commercial illustration methods and techniques in both digital and analog mediums. Emphasis will be placed on gaining and strengthening artistic and technical skills, developing an understanding of professional objectives (the clients' needs), and creating thoughtful and original responses to illustration projects.

ST ART 2235 Comics and Cartoon Illustration: 3 semester hours

This is a course in creating and appreciating the world of comics and cartoons. Students will investigate and learn the tools and techniques for creating cartoons and cartoon illustrations to create their own cartoons through the use of traditional media and computers. While designed for beginners, experienced artists will be encouraged to perfect their personal styles. The class will create and print its own comic book. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2245 Painting I: 3 semester hours

Prerequisites: ST ART 1140 and ST ART 1150, or consent of instructor. This course is an introduction to the use of oil and/or acrylic painting media. Students will address studio problems to develop technical and expressive skills on various surfaces. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2252 Printmaking I: 3 semester hours

Prerequisites: ST ART 1150 and ST ART 2230, or consent of instructor. This course provides an introduction to printmaking techniques, materials, and theories. The course will include work in a variety of print materials. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2260 Photography I: 3 semester hours

This course is an introduction to the techniques and aesthetics of digital photography, along with photo editing software and printing techniques. Students must provide a digital camera. Basic computer lab equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 2269 Commercial Application in Photo: Photojournalism, Documentary, and Public Relations Photography: 3 semester hours

Prerequisite: ST ART 2263 or consent of instructor. Exploration of issues and applications within the field of photojournalism, documentary, and public relations photography. The class will concentrate on a variety of photographic applications focusing on news and editorial imagemaking, as well as training the student in public relations assignments. This class will involve both learning exercises and the creation of original computer-aided photographic art. Students must provide a digital camera. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 2270 Ceramics I: 3 semester hours

This course is an introduction to the basic methods and theory of ceramics including work with hand-built construction, wheel techniques and glazing. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2275 Sculpture I: 3 semester hours

This course is an introduction to traditional and contemporary materials, aesthetics, and theories of three-dimensional art. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2278 Introduction to Fibers and Textiles: 3 semester hours

This course provides an exploration of a variety of on- and off-loom weaving and other fiber and textile media and techniques. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 2285 Entrepreneurship for the Visual Arts: 3 semester hours

Prerequisites: ST ART 1150 or consent of the instructor. In this course, students will explore ways of establishing, promoting, and sustaining a creative practice. The basics of arts entrepreneurship, which may include marketing, branding, portfolio development, valuing work, and routes to market, are investigated through case studies and practice.

ST ART 2288 Ceramics II: 3 semester hours

Prerequisites: ST ART 2270. This course is a continuation of ST ART 2270. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 2290 Special Study: 1-10 semester hours

Prerequisites: Junior/Senior standing and consent of department and instructor. Independent study through readings, reports or field research. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3074 Special Topics in Studio Art: 3 semester hours

Prerequisites: Minimum completion of 18 hours in Studio Art. Selected topics in studio studies. May be repeated for credit with a change of topic. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3305 Graphic Design II: 3 semester hours

Prerequisites: ST ART 1150, ST ART 2205. This course is a continuing introduction to graphic design, focusing on developing concepts and design process, typographic systems and layout systems. The course is recommended to be taken concurrently with ST ART 2220, Computer Design I. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3310 Graphic Design III: 3 semester hours

Prerequisites: ST ART 2220, ST ART 3305. The course considers advanced studio problems to further the understanding of design and its relationship to typographic elements, illustration, and communication. The course will encourage both conceptual and technical development of the designer. The course is recommended to be taken concurrently with ST ART 2221, Computer Design II. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3311 Graphic Design IV: 3 semester hours

Prerequisites: ST ART 2221 and ST ART 3310. This more advanced course further explores studio problems in the graphic arts. The course is recommended to be taken concurrently with ST ART 2210, Typography. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3312 Advanced Topics in Graphic Design: 3 semester hours

Prerequisites: ST ART 3311 or permission of instructor. Studies of selected topics, which will vary. May be repeated for credit with a different topic, for a maximum of 9 credit hours. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3313 Introduction to Motion: 3 semester hours

Prerequisites: ST ART 2220 and basic knowledge of Photoshop and Illustrator. This course explores the fundamentals of motion design for the graphic designer. Students will learn the basics of animating, using After Effects software. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3315 Image Making for Graphic Design: 3 semester hours

Prerequisites: ST ART 3305 or consent of instructor. This course teaches skills of making images and custom type for use in visual communication. Topics covered may include a survey of traditional and experimental illustration techniques with an emphasis on creation of original imagery. The class will explore how hand images are further developed and combined on the computer for use in design; creativity, discovery, and craft are highly emphasized. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3317 Art of 3D Animation II: 3 semester hours

Prerequisites: ST ART 3316. In this production course, students will work on advanced techniques of animation and the mechanics of spatial graphics software, and will study the storytelling and visual techniques central to creating a successful animated presentation. Each student will produce an animated video presentation during the class. Basic computer lab equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3320 Advanced Problems in Graphic Design I: 3 semester hours

Prerequisites: ST ART 3311 or consent of the instructor. This course is focused on professional-level art and portfolio production. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3321 Advanced Problems in Graphic Design II: 3 semester hours

Prerequisites: ST ART 3320. This course is a continuation of professional-level art and portfolio production. The course includes the preparation of a faculty-reviewed portfolio. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3323 Fundamentals of Researching User Experience: 3 semester hours

Prerequisites: ST ART 3322. In this course, students will discover in greater detail the methods for researching user experiences within interactive systems. This will include basic tools like interviews, surveys, and usability studies. The course will demonstrate how to translate user research into personas, use-case scenarios, and functional requirements for software and other uses, such as implementation in marketing and product design. Course work will include readings, research papers, and user research. Basic equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3330 Drawing III: 3 semester hours

Prerequisites: ST ART 2230 or consent of instructor. This course offers studio problems designed to further the development of drawing skills in various media. Limited color will also be introduced. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3333 Figure Drawing II: 3 semester hours

Prerequisites: ST ART 2231 or consent of instructor. This course is a continuation of the study of human form and anatomy in a variety of drawing media. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3342 Painting II: 3 semester hours

Prerequisites: ST ART 2245 or consent of instructor. This course is a continuation of basic studio problems in painting media. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3343 Painting III: 3 semester hours

Prerequisites: ST ART 3342 or consent of instructor. The course is an advanced exploration of studio problems in painting media. Attention paid to individual development of theory, expression, and technique. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3344 Watercolor Painting: 3 semester hours

Prerequisites: ST ART 1150 and ST ART 2230 or consent of the instructor. The course explores beginning problems in watercolor painting. Content includes the study of traditional and contemporary approaches to color, color techniques, and treatment of papers. It may be repeated for credit. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3350 Studio Art Internship: 1-6 semester hours

Prerequisites: Junior/Senior standing in studio art and consent of the faculty advisor. The internship provides experience in design firms, professional art studios, or comparable settings. Students will assist professionals in the diverse duties associated with studio art activities. Course assignments may include research assignments and/or reports to be reviewed by the faculty advisor and/or supervisor. May be repeated for credit, up to a maximum of 6 credit hours.

ST ART 3351 Printmaking II: 3 semester hours

Prerequisites: ST ART 2252 or consent of instructor. This course is a continuation of introductory printmaking techniques, materials, and theories. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3352 Printmaking: Screenprinting: 3 semester hours

Prerequisites: ST ART 2252 or consent of instructor. This course provides an introduction to the techniques, methods, and aesthetics of screenprinting. Studio problems involving uses and approaches will be emphasized. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3354 Printmaking: Lithography: 3 semester hours

Prerequisites: ST ART 2252 or consent of instructor. This course provides an introduction to printmaking skills and theory in stone and plate lithography and examines studio problems in the use of materials and equipment. Attention will be given to students' individual development. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3356 Printmaking: Etching: 3 semester hours

Prerequisites: ST ART 2252 or consent of instructor. This course is an introduction to printmaking skills and theory of contemporary etching practices. It involves the development of skills and aesthetic judgements in the media using non-toxic etching processes. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3360 Photography II: 3 semester hours

Prerequisites: ST ART 2260 or consent of instructor. The course is a continued introduction to the techniques and aesthetics of black and white photography and the darkroom. Students must provide a film camera with adjustable speeds and aperture. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3361 Photography III: 3 semester hours

Prerequisite: ST ART 3360. An exploration into contemporary theories and trends in photography. Advanced projects, portfolios and techniques will be expected from those enrolled. Basic equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3365 Non-Silver Photography: 3 semester hours

Prerequisites: ST ART 2260 or consent of the instructor. This course is an introduction to the aesthetics and techniques of nontraditional photographic processes. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3366 Commercial Applications in Photography: 3 semester hours

Prerequisites: ST ART 2260 or consent of instructor. This course explores issues and applications within the field of commercial photography. Topics may include event photography, product photography, or portrait photography. Techniques of lighting, posing, and studio equipment are discussed. This class involves both learning exercises and the creation of original computer-aided photographic art. Students must provide a digital camera. Basic equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3382 Advanced 2D Practices: 3 semester hours

Prerequisites: ST ART 1150 and two 2000 level courses in 2D art practice. This course will afford students the opportunity to continue to explore and develop advanced technical and conceptual strategies in two-dimensional media. This course may be offered with varying themes, and may be repeated for credit with a different topic. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3385 Advanced 3D Practices: 3 semester hours

Prerequisites: ST ART 1151 and two 2000 level courses in studio art, one of which must be in 3D practice. This course will afford students the opportunity to continue to explore and develop advanced technical and conceptual strategies in three-dimensional media. This course may be offered with varying themes, and may be repeated for credit with a different topic. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies.

ST ART 3390 Special Study: 1-10 semester hours

Prerequisite: Junior/senior standing and consent of department chairperson and instructor. Independent study through readings, reports, or field research. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 3395 Scale Model Design and Construction: 3 semester hours

Prerequisites: ST ART 1151, ST ART 2270 or ST ART 2275, or consent of instructor. This course covers the art and craft of scale modeling for exhibits, the entertainment industry and architecture. Students in the course will learn the art and craft of scale model building through hands on projects. The course explores different construction methods and methodologies for various industries that use scale models. Construction methods will include molding and casting, 3D printing, styrene construction, plastics, lighting and wood production.

ST ART 4495 Senior Studio Seminar: 3 semester hours

Prerequisites: Senior standing and four ST ART courses at the 3000 level. This course consists of critiques and discussions of the methods of studio portfolio development, including display, documentation, gallery representation, grant writing and professional preparation. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies. Offered only during Fall Semester.

ST ART 4496 Senior Studio Seminar: 3 semester hours

Prerequisites: Senior standing and ST ART 4495. Weekly critiques and discussions of technical and professional issues. Will instruct students in methods of portfolio display, documentation, gallery representation, grant writing, and professional preparation. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies. Offered only during Winter Semester.

ST ART 4497 Senior Seminar in Graphic Design I: 3 semester hours

Prerequisites: Senior standing and ST ART 3321. This course consists of critiques and discussions of technical and critical issues during the development of a professional graphic design portfolio. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies. Offered only during Fall Semester. Students must pass the junior portfolio review to enroll.

ST ART 4498 Senior Seminar in Graphic Design II: 3 semester hours

Prerequisites: ST ART 4497. Continuation of ST ART 4497. Will instruct students in the methods of professional preparation. Basic studio equipment will be provided though students will need to supply some personal equipment and supplies.

ST ART 5590 Special Study: 1-6 semester hours

Prerequisites: Graduate standing and consent of instructor. Independent study through art making, readings, reports, or field research. Basic studio equipment will be provided, though students will need to supply some personal equipment and supplies. May be retaken for credit with consent of instructor.