

## Table of Contents

Art..... 1

### Art

The School of Art and Design offers two undergraduate degrees, the Bachelor of Fine Arts (B.F.A.) and the Bachelor of Arts (B.A.). The B.F.A., a professional degree, includes five specializations: art education, communication design, industrial design, pre-art therapy, and studio art. Students enrolled in the B.F.A. studio art specialization may pursue an area of emphasis or multiple emphases in ceramics, drawing, glass, metalsmithing, painting, printmaking, or sculpture. The B.A. degree in art includes four specializations: art education, art history, general studio, and photography.

The education of teachers, scholars, artists, and designers requires a comprehensive program in the specializations and a university core program outside of the major. In meeting these objectives, the School emphasizes theory and practice in its specializations. Studies are sequentially planned to facilitate orderly matriculation through the baccalaureate curricula.

Within their first semesters of coursework, all majors are required to complete foundation studies: beginning coursework in art history, drawing, and two- and three-dimensional design. B.F.A. students must participate in a portfolio review of work from previous art studies (at SIUC or elsewhere) upon completion of the foundation studio courses and one or two courses specific to a specialization. This assessment portfolio review will evaluate the students' technical, conceptual and creative abilities, and provide feedback for further improvement.

Students in a design specialization must own a laptop computer and software as specified by Design faculty for subsequent courses. The hardware and software will be utilized throughout the Design course sequence beginning with the 300-level specialization courses. Financial aid may be available to eligible students. Students must consult the SIU Carbondale School of Art and Design website for current details on hardware and software requirements. Information is also available from faculty and the School's advisement office.

Transfer students seeking admission from another program at Southern Illinois University must meet the same requirements as those seeking admission from another institution. Evaluation of a studio course for transfer credit from another institution will be made on the basis of a presentation of the work (or professional quality images of the work) executed in the course to determine whether the course will be considered equivalent to a specific course or accepted as studio elective credit.

Most prerequisite courses must be completed with a grade of C or better before a student may advance into the next course. Students should refer to individual course descriptions for specific information. All specialization-specific courses in the B.F.A. programs must be completed with a C or better.

Courses in art and design have limited enrollment, and enrollment may be canceled for students who do not attend the initial class session of the semester. Courses in some programs must be taken in a certain sequence, and not all classes are offered every semester. Admission to certain courses is restricted, and permission must be obtained prior to registration. For some courses, permission to register is based upon submission of a portfolio.

### Instructional Support Equipment Fee

The School of Art and Design assesses all undergraduate art and design majors an instructional support equipment fee of \$10 per credit hour; a maximum of 12 credit hours will be charged each for fall and spring semesters and six credit hours for summer.

# Bachelor of Arts (B.A.) and Bachelor of Fine Arts (B.F.A.) in Art

## Art Education Specializations

The specialization in art education is offered within a liberal art (B.A.) as well as a professional (B.F.A.) curriculum format. Upon completion of either program, students in art education are prepared and licensed to teach in the public schools. However, the Bachelor of Fine Arts degree program offers the student more studio electives in art and design. With the B.F.A. degree in art education, students are better prepared to teach studio arts in U.S. schools or go on for advanced study either in art or art education.

## B.F.A. Art - Art Education Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
The following must be taken in order to satisfy state teacher licensure requirements: EDUC 211 and EDUC 214.	
AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course	
Two from AD 207A, AD 207B, or AD 207C should be taken as the humanities courses	
Requirements for Specialization in Art Education	(9)+57
Foundation requirements: AD 100A, AD 100B, AD 110, AD 120; two from AD 101 and/or AD 207A, AD 207B, AD 207C	(9)+9
Studio requirements: AD 201, AD 202, AD 203, AD 204, AD 219	15
Art education requirements: AD 208, AD 308, AD 318, AD 328, AD 338	15
Art and Design history elective: AD 300- or AD 400-level	3
Art Education or Studio Electives	15
Professional Education Requirements: EDUC 301, EDUC 302, EDUC 303, EDUC 308, EDUC 313, EDUC 319, EDUC 401A.	24
Total	120

## B.A. Art - Art Education Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
To include EDUC 211 and EDUC 214	
AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course	
Two from: AD 207A, AD 207B, or AD 207C should be taken as the humanities courses	
Requirements for Specialization in Art Education	(9) + 57
Foundation requirements: AD 100A, AD 100B, AD 110, AD 120, and three from AD 101, AD 207A, AD 207B, or AD 207C	(9) + 12
Studio requirements: AD 201, AD 202, AD 203, AD 204, AD 219	15
Art Education requirements: AD 208, AD 308, AD 318, AD 328, AD 338	15
Electives- to include one Art History Elective	15
Professional Education Requirements: EDUC 301, EDUC 302, EDUC 303, EDUC 308, EDUC 313, EDUC 319, EDUC 401A	24
Total	120

## Bachelor of Fine Arts (B.F.A.) in Art

### Communication Design Specialization

The B.F.A. communication design specialization creates, informs, and modifies the world around us. Its curriculum provides students with a thorough understanding of and competence in communication in a digital-based society. It includes broad-based technical instruction along with instruction in typography, digital graphic technology, design concepts, information design, and industry standards required by the communication field. Communication design students learn to combine and develop concepts and employ visualization techniques that instruct, interpret, and persuade. This curriculum focuses on message content and theory in print, web, and interactive/multimedia design. Job titles in the fields of design include Multimedia Design, Web Designer, Web Communication Designer, Graphic Communication, Digital Imaging, Multimedia, Interactive Graphic Design, Internet Communication, Motion Graphics, Art Director, or Creative Director.

## B.F.A. Art - Communication Design Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course. Two from AD 207A, AD 207B, or AD 207C should be taken as the humanities courses.	
Requirements for Specialization in Communication Design	(9)+81
Foundation requirements: AD 100A, AD 100B, AD 110, AD 120, and two from AD 207A, AD 207B, and AD 207C	(9)+9
Major requirements: AD 101, AD 122, AD 219, AD 222, AD 249; one from AD 302A, AD 302B, AD 302C, or AD 302D; AD 322, AD 332, AD 337, AD 352 -AND- 16 credit hours from AD 372A or AD 372B, AD 452, AD 472, and AD 489D 1	46
Art and Design Electives (5 hours at 300-400 level)	12
Electives	14
Total	120

<sup>1</sup> AD courses numbered 322 and above require ownership of a MacIntosh laptop computer.

## Industrial Design Specialization

The B.F.A. specialization in industrial design prepares students with the intellectual, technological, and practical knowledge required in the professional world of design. With a specialization in industrial design, students are prepared to practice in the industrial field of contemporary product development.

## B.F.A. Art - Industrial Design Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course. Two from AD 207A, AD 207B, or AD 207C should be taken as the humanities courses.	
Requirements for Specialization in Industrial Design	(9)+81

Degree Requirements	Credit Hours
Foundation requirements: AD 100A, AD 100B, AD 110, AD 120, and two from AD 101, AD 207A, AD 207B, and AD 207C	(9)+9
Major requirements: AD 101, AD 200, AD 213, AD 219, AD 223, AD 313, AD 323, AD 332, AD 337, AD 363, AD 383, AD 423, AD 489A -AND- 12 credit hours from AD 203, AD 204, AD 205, AD 300, AD 303; AD 304A, AD 304B, or AD 304C; AD 305A, AD 405D, AD 424, or AD 433	55
Art and Design or cognate electives	17
<b>Total</b>	<b>120</b>

### Pre-Art Therapy Specialization

The B.F.A. specialization in pre-art therapy is a pre-professional degree. Upon completion of this degree program, students in pre-art therapy are prepared for admission to graduate programs in the field of art therapy where they will earn an advanced degree and pursue licensure as a Registered Art Therapist (ATR). Careers in Art Therapy include private practice and practice in hospitals, crisis centers, senior centers, detention centers, mental health agencies, and homeless shelters.

### B.F.A. Art - Pre-Art Therapy Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
To include ANTH 202, EDUC 214, and SOC 108 AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course. Two from AD 207A, AD 207B, or AD 207C should be taken as the humanities courses.	
Requirements for Specialization in Pre-Art Therapy	(9) +81
Psychology requirements (fulfills Psychology minor): PSYC 102, PSYC 301, PSYC 303, PSYC 331, PSYC 340	15
Foundation requirements: AD 100A, AD 100B, AD 110, AD 120, and two from AD 101, AD 207A, AD 207B, and AD 207C	(9) +9
Studio requirements: AD 201, AD 202, AD 203, AD 204, AD 219, AD 300; AD 301A, AD 301B, or AD 301C; AD 304A, AD 304B, or AD 304C	24

Degree Requirements	Credit Hours
Art Education requirements (fulfills Art Education minor): AD 208, AD 308, AD 318, AD 328, AD 338, AD 459	21
Art History or Studio Electives	12
	120

## Studio Art Specialization

The B.F.A. studio art specialization prepares students to practice as studio artists, go on to advanced study, or enter a career related to their specialization or area(s) of emphasis. B.F.A. studio art students have the opportunity to forge a degree reflecting their media interests and career aspirations. Interdisciplinary approaches as well as more tightly focused studies in one or more areas of emphasis are welcome and encouraged. Faculty mentor students in the development of strong portfolios and perspectives, equipping students to take on the many facets of contemporary art production and career management.

## B.F.A. Art – Studio Art Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course. Two from: AD 207A, AD 207B, or AD 207C should be taken as the humanities courses.	
Requirements for Specialization in Studio Art	(9) + 81
Foundation requirements: AD 100A, AD 100B, AD 110, AD 120, two from AD 101, AD 207A, AD 207B, and/or AD 207C	(9) + 9
Studio requirements: AD 219, AD 389	6
Introductory Level Course Requirements: Choose 4 AD 200, AD 201, AD 202, AD 203, AD 204, AD 205, AD 214	12
Intermediate Level Course Requirements: Choose 6 AD 300, AD 301A, AD 301B, AD 301C, AD 302A, AD 302B, AD 302C, AD 302D, AD 303, AD 304A, AD 304B, AD 304C, AD 305A, AD 305B, AD 305C, AD 305D, AD 314A, AD 314B, AD 314C	18
Advanced Level Course Requirements: Choose 4	12

Degree Requirements	Credit Hours
AD 400A, AD 400B, AD 401A, AD 401B, AD 402A, AD 402B, AD 403A, AD 403B, AD 404A, AD 404B, AD 405A, AD 405B, AD 414A, AD 414B	
Thesis: Choose 1 AD 400C, AD 401C, AD 402C, AD 403C, AD 404C, AD 405C, AD 414C	3
AD History Electives (AD300- or AD400- level)	6
Studio Art Electives (AD200-, AD300-, or AD400- level):	15
<b>Total</b>	<b>120</b>

## Bachelor of Arts (B.A.) in Art

### Art History Specialization

The B.A. in art history specialization is a study of visual culture in its historical contexts. The art history specialization provides rigorous liberal arts training in analytical and critical viewing, reading, thinking, speaking, and writing. It prepares students for graduate study, professional school, and careers in museums, auction houses, publishing, among others. Majors take courses in art history, studio art, and the University's Core Curriculum. Majors also enjoy a wide range of electives.

### B.A. Art - Art History Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course. Two from AD 207A, AD 207B, or AD 207C should be taken as the University Core Curriculum humanities courses.	
Requirements for Specialization in Art History	(9)+81
Foundation requirements: AD 100A or AD 100B; AD 207A, AD 207B, AD 207C	(9)+3
Studio Courses <sup>1</sup>	(3)+6
Major requirements: Two from AD 497A, AD 497B, AD 497C, and AD 497D (topical seminars, may be repeated when topic varies) One from AD 310A, AD 310B, AD 310C, AD 311, AD 312, AD 316, AD 330, AD 497A, AD 497B, or other approved pre- or early-modern course	12

Degree Requirements	Credit Hours
One from AD 317I, AD 320, AD 358, AD 368, or other approved non-Western course	
Art History electives	18
Foreign language (French or German recommended)	6
Humanities electives (classics, east Asian, English, French, German, history, linguistics, or philosophy)	9
Approved electives (studio arts, design, museum studies, humanities, social sciences, foreign language, architecture, and other approved areas) <sup>2</sup>	27
<b>Total</b>	<b>120</b>

<sup>1</sup> AD 100A or AD 100B counts towards University Core Curriculum requirements.

<sup>2</sup> At least 27 credit hours of art history electives and approved electives must be: AD 300- or 400-level.

## General Studio Specialization

The B.A. in general studio specialization is the most flexible program. By means of requirements and elective options, students plan interdisciplinary programs in art or develop programs leading toward a specific career objective.

### B.A. Art - General Studio Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course. Two from AD 207A, AD 207B, or AD 207C should be taken as the humanities courses.	
Requirements for Specialization in General Studio	(9)+81
Foundation requirements: AD 100A, AD 100B, AD 110, AD 120, AD 207A, AD 207B, AD 207C	(9)+12
Major requirements: Five courses from AD 200, AD 201, AD 202, AD 203, AD 204, AD 205, AD 213, AD 214, or AD 249	15
AD 219	3
AD 300- and 400-level studio courses in at least three disciplines	27



Degree Requirements	Credit Hours
AD 400C, AD 401C, AD 402C, AD 403C, AD 404C, AD 405C, or AD 414C	3
Art and Design History elective (AD 300- or AD 400-level)	3
Electives (at least six credit hours must be AD 300- or AD 400-level)	18
<b>Total</b>	<b>120</b>

## Photography Specialization

The B.A. in photography specialization includes study of fine art and commercial photography. Fine art photography instruction encourages you to realize your own personal vision. Study topics include digital imaging, large format photography, and advanced color photography. The courses all allow for experimental digital and wet chemistry darkroom techniques. There are opportunities for individual artistic expression through studio workshops and advanced courses. Commercial photography courses offer the chance to learn professional skills in areas including large format photography and digital imaging. The program explores advertising, illustration and publication/editorial photography.

## B.A. Art – Photography Specialization Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
AD 100A or AD 100B should be taken as the University Core Curriculum fine arts course. Two from AD 207A, AD 207B, or AD 207C should be taken as the humanities courses.	
Requirements for Specialization in Photography	(9) + 39
Foundation requirements: AD 100A, AD 100B, AD 110, AD 120, and two from AD 207A, AD 207B, or AD 207C	(9) + 9
Major requirements: AD 360A, AD 360B, AD 360C, AD 360D, AD 460A	18
9 credit hours from AD 460B, AD 460C, AD 460D, AD 460E, AD 460G, AD 460H	9
Capstone requirement: AD 460C or AD 489E	3
Electives	42
SoAD Electives, at least 9 at 300-400 level (to reach 42)	15
General Electives	27

Degree Requirements	Credit Hours
Total	120

## Art Education Minor

A total of 21 credit hours is required for the minor. The student must complete AD 100A, AD 100B, AD 208, AD 318 and AD 459 for 15 credit hours and may then select one art education elective from AD 308, AD 328, or AD 338 in addition to one studio elective of their choice.

## Art History Minor

A minor consists of 18 credit hours of art history coursework. Students are strongly encouraged to take AD 207A, AD 207B, and AD 207C, which serve as prerequisites for many 300- and 400-level art history courses. Transfer students must have taken at least nine credit hours of art history coursework at SIU Carbondale in order to obtain a minor.

## Communication Design Minor

A total of 15 credit hours is required for the minor. The student must complete AD 122, AD 219, AD 222, AD 249 and AD 322. Students enrolled in the Communication Design minor will need to purchase computer hardware and /or software to meet minimum course requirements. All courses for this minor must be complete with a grade of C minus or better.

## Industrial Design Minor

A total of 15 credit hours is required for the minor. The student must complete AD 101, AD 213, AD 223, AD 313, and AD 337. Students enrolled in the Industrial Design minor may need to purchase computer hardware and/or software to meet minimum course requirements.

## Studio Art Minor

A total of 15 hours is required for the minor. The Student must complete either AD 100A or AD 100B and complete the remaining 12 hours in studio art classes of the student's choosing. At least 3 hours need to be completed at or above the AD 3XX level. Transfer students must have taken at least 9 credit hours of art coursework at SIU in order to obtain a minor. All courses for this minor must be complete with a grade of C minus or better.

## Art Courses

**AD100A - Foundation Studio A** (University Core Curriculum) A fundamental class with emphasis on contemporary and traditional two-dimensional processes, concepts and materials. Students will also experiment with digital and time-based work. Projects are designed to introduce and fuse content, skill and composition. Emphasis will be placed on solving visual problems and thinking critically and creatively. Incidental expenses will be incurred. Studio fee: \$30. Credit Hours: 3

**AD100B - Foundation Studio B** (University Core Curriculum) A fundamental class with emphasis on contemporary and traditional three-dimensional processes, concepts and materials. Projects are designed to introduce and fuse content, skill and the principles of design and composition. Emphasis will be placed

on solving visual problems and thinking critically, analytically and creatively. Incidental expenses will be incurred. Studio fee: \$30. Credit Hours: 3

**AD101 - Introduction to Visual Culture** (University Core Curriculum) [IAI Course: F2 900] This course teaches students how to analyze the visual world around them. The focus is on contemporary visual culture-from art to advertising, from the moving image to cyberspace. Students will interrogate many varieties of visual forms and consider the different viewing contexts, historical antecedents and cultural differences that condition their experience of the visual world. Credit Hours: 3

**AD110 - Introduction to Drawing I** Designed to help the student experience the concepts and processes that constitute the language of graphic expression. The goal is a working understanding of the still life. Incidental expenses required. Studio fee: \$20. Credit Hours: 3

**AD120 - Introduction to Drawing II** Designed to help the student experience the concepts and processes that constitute the language of graphic expression. The goal is a working understanding of inanimate and animate forms in space. Incidental expenses required. Prerequisite: C or better in AD 110. Studio fee: \$20. Credit Hours: 3

**AD122 - Communication Drawing** Drawing for communication: theoretical and applied concepts in drawing line, shape, form, perspective and color of images in a representational format. Studio fee: \$30. Credit Hours: 3

**AD200 - Introduction to Drawing III** Concerned with the introduction to various media, compositional devices, spatial investigation, and the human figure. Incidental expenses not to exceed \$75. Prerequisite: C or better in AD 120. Studio fee: \$100. Credit Hours: 3

**AD201 - Introduction to Painting** Emphasizing material, techniques, processes, and ideas fundamental to the discipline of painting. Prerequisite: C or better in AD 110. Studio fee: \$25. Incidental expenses not to exceed \$100. Credit Hours: 3

**AD202 - Introduction to Printmaking** Lectures and demonstrations on the basic printmaking processes of relief, intaglio, lithography and screenprinting. Emphasis on studio lab work. Studio fee: \$60. Incidental expenses not to exceed \$35. Credit Hours: 3

**AD203 - Beginning Sculpture** Emphasis on experience in materials, techniques, processes, and ideas fundamental to the discipline of the three-dimensional making process. Studio fee: \$75. Incidental expenses may be incurred. Credit Hours: 3

**AD204 - Beginning Ceramics** Introduction to ceramic forming techniques of hand building and throwing on the potter's wheel. Students will explore traditional methods of ceramic form construction and will develop fundamental building skills through dialogue, projects, and problem-solving experiences. Studio fee: \$75. Incidental expenses not to exceed \$15. Credit Hours: 3

**AD205 - Beginning Metals: Jewelry/Metals/Blacksmithing Survey** An introduction to the fundamental skills and technology of jewelry, metalsmithing, and Blacksmithing through practical experience. The properties of the medium will be explored and a survey of the field will be made. Prerequisite: C or better in AD 100A,B. Studio fee: \$75. There may be incidental expenses for necessary supplies. Credit Hours: 3

**AD207A - Introduction to Art History I** (University Core Curriculum course) [IAI Course: F2 901] Introduces the history of ancient art from around the world: Mesopotamia and Persia, Egypt and Etruria, Greece and Rome, as well as early art from Asia and Africa. Key examples of art, architecture, and material culture are studied in their social and historical contexts, with consideration of issues of style, subject matter, meaning, technique and aesthetics. Credit Hours: 3

**AD207B - Introduction to Art History II** (University Core Curriculum course) Introduces the history of art around the world from Byzantium to the High Renaissance, as well as North and South America. Key examples of art, architecture, and material culture are studied in their social and historical contexts, with consideration of issues of style, subject matter, meaning, technique and aesthetics. Credit Hours: 3

**AD207C - Introduction to Art History III** (University Core Curriculum course) Introduces the history of art around the world from the seventeenth century to the present in Europe and North America and from 1300 to the present in Asia. Key examples of art, architecture, and material culture are studied in their

social and historical contexts, with consideration of issues of style, subject matter, meaning, technique and aesthetics. Credit Hours: 3

**AD208 - Introduction to Educational and Therapeutic Art** Areas of focus include introduction to the application of expressive arts in non-traditional educational settings and therapeutic settings within the surrounding community. Service learning includes team-teaching six Saturdays at the Saturday Young Artist Workshop and a minimum of two field experiences working with special needs individuals. Additional course activities include reading, writing, discussion and art making. Open to all students interested in lifelong learning through art. Studio and community outreach fee: \$30. Credit Hours: 3

**AD213 - Industrial Design Basic Materials and Processes** This studio and lecture course is an introduction to the Industrial Design process. The first half features basic ID theory and practice via a series of introductory design process assignments. The second half contains increasingly complex assignments. All will utilize 2D and 3D techniques that will include the use of shop equipment and various materials. Portfolio review at course end. Prerequisites: C or better in AD 100A and AD 100B. Lab fee: \$100. Credit Hours: 3

**AD214 - Glass Survey** Introduction to a variety of glass techniques, including hot glass blowing, cold working, and kiln forming. This beginning-level studio course is essential to understanding the artistic, architectural, design, and industrial application of glass. The course surveys the history of glass, modern and contemporary glass techniques, and contemporary art utilizing glass. This course is a hands-on studio course that includes demonstrations and exercises. Prerequisites: AD 100A, AD 100B with a grade of C, or consent of instructor. Studio fee: \$60. Credit Hours: 3

**AD219 - Beginning Digital Art and Design** This class will introduce students to the computer as a tool for both creative visual production and for professional self-promotion. All aspects of the course are centered on improving the quality of the individual's artwork. Students will employ digital applications to utilize, improve and apply their 2-dimensional design fundamentals and conceptual thinking. Workshop fee: \$75. Credit Hours: 3

**AD222 - Typography I** Introduction to digital typography through letterforms, spacing, layout and communication. Theoretical exercises in spatial and textural qualities of type. Problems in tension, activation and balance. Simple typographical applications, basic history of typography, and portfolio preparation. Prerequisite: C or better in AD 122 and AD 219. Studio fee: \$30. Credit Hours: 3

**AD223 - Rendering and Graphics** An introduction to the techniques and materials used by industrial designers to two-dimensionally represent three-dimensional conceptual ideas. Students develop skills in drawing and rendering with pencils, markers, pastels, and airbrush. Emphasis is placed on understanding the significance of color and graphic applications for industrial design. Studio fee: \$50. Credit Hours: 3

**AD227 - History of African American Art** (Same as AFR 227) (University Core Curriculum) [IAI Course: F2 906D] A history of African American visual arts, with a brief examination of the arts of various nations of Africa and how they affected art in America. Craft arts, architecture, painting and sculpture will be considered from the slave trade era to the Civil War era; the Harlem Renaissance and other 20th Century movements to the present day. Credit Hours: 3

**AD249 - Design Process and Presentation** Emphasis on basic design principles, design process, terminology, methods and presentation. Transition from theoretical to applied problems. Portfolio preparation. Overview of professional realities (social, ethical and legal) in communication design. Prerequisite: C or better in AD 122 and AD 219. Studio fee: \$30. Credit Hours: 3

**AD257 - Work Experience** Credit for concurrent or non-structured work performed which is related to the student's educational objective. Credit to be granted by school evaluation. Mandatory Pass/Fail. Credit Hours: 1-30

**AD258 - Work Experience** Credit for past work performed which is related to the student's educational objective. Credit to be granted by school evaluation. No grade for past work experience. Credit Hours: 1-30

**AD267 - Picturing Difference: Identity and Representation in Visual Culture** (University Core Curriculum) This course examines how individual and group identities such as gender, sexuality, race, and ethnicity are represented and resisted in visual culture. Credit Hours: 3

**AD300 - Intermediate 2-D Studio - Drawing** This course is designed to develop an inventive and experimental approach to a variety of media, subjects, and topics in drawing (instructor defines the topic); to explore more advanced problems with an emphasis on creative interpretation; to guide students in the process of developing ideas; and to build skill with a variety of media and subjects in drawing. Studio fee: \$100. Credit Hours: 3

**AD301A - Intermediate 2-D Studio - Painting** An inventive and experimental approach to a variety of media, subjects, and topics (instructor determines topic); to explore more advanced problems with an emphasis on creative interpretation; to guide students in the process of developing ideas; and to build skill with a variety of media and subjects. Studio fee: \$110. Credit Hours: 3

**AD301B - Intermediate 2-D Studio - Painting** An inventive and experimental approach to a variety of media, subjects, and topics (instructor determines topic); to explore more advanced problems with an emphasis on creative interpretation; to guide students in the process of developing ideas; and to build skill with a variety of media and subjects. Studio Fee: \$25. Expenses may exceed \$100. Credit Hours: 3

**AD301C - Intermediate 2-D Studio - Painting** An inventive and experimental approach to a variety of media, subjects, and topics (instructor determines topic); to explore more advanced problems with an emphasis on creative interpretation; to guide students in the process of developing ideas; and to build skill with a variety of media and subjects. Studio fee: \$25. Expenses may exceed \$100. Credit Hours: 3

**AD302A - Beginning Etching** Introduction to the basic processes of intaglio printmaking, including etching, aquatint, engraving, and drypoint. Emphasis will be placed on black and white printing. Studio fee: \$75. Incidental expenses not to exceed \$50. Credit Hours: 3

**AD302B - Beginning Lithography** Introduction to the history and basic processes of lithography, including use of stone and plate. Emphasis will be on black and white printing. Studio fee: \$85. Incidental expenses not to exceed \$45. Credit Hours: 3

**AD302C - Beginning Screen Printing** Introduction to the basic processes and history of screen printing, including hand and photographic stencil-making techniques. Studio fee: \$95. Incidental expenses not to exceed \$45. Credit Hours: 3

**AD302D - Beginning Woodcut** Introduction to the basic processes and history of woodcut printmaking; including single color (block) printing, reduction printing, multiple block printing and intaglio/relief printing. Studio fee: \$75. Credit Hours: 3

**AD303 - Intermediate Sculpture** A studio approach and orientation to tools, techniques, materials, and problems involved in historical and contemporary sculpture. Metal fabrication, hot and cold casting, woodworking, and non-tradition modes of dimensional emphasis will be explored. Studio fee: \$90. Incidental expenses may be incurred. Credit Hours: 3

**AD304A - Intermediate Ceramics: Pottery** This course builds on handbuilding and wheel throwing skills learned in AD 204, Beginning Ceramics, while introducing new methods of forming and decorating functional pots. Assignments and demonstrations will focus on an investigation into traditional and contemporary approaches to pottery and vessels, allowing students to expand their appreciation for utilitarian ceramics and their techniques while engaging in discussions about function, material culture and ceramic history. Development of advanced firing skills will also be covered in this class. Prerequisite: C or better in AD 204. Studio fee: \$75. Credit Hours: 3

**AD304B - Intermediate Ceramics: Sculpture** Building on the handbuilding and wheel throwing techniques learned in AD 204, Beginning Ceramics, this class introduces new methods of imagining and fabricating ceramic sculpture. Assignments and demonstrations in this course emphasize the development of conceptual skills, while fostering advanced technical approaches to creating work through experimentation. A variety of approaches to sculptural ceramics will be covered, including but not limited to the figure, performance, mixed media and installation. Development of advanced firing skills will also be covered in this class. Prerequisite: C or better in AD 204. Studio fee: \$75. Credit Hours: 3

**AD304C - Intermediate Ceramics: Special Topics in Ceramics** Building on the handbuilding and wheel throwing techniques learned in AD 204, Beginning Ceramics, this class introduces students to a semester long exploration into one of a variety of ceramic topics including but not limited to: kiln building, glaze and clay chemistry, digital applications for ceramic rendering, architectural applications, ceramic image transfer, large scale ceramics. Prerequisite: C or better in AD 204. Concurrent enrollment allowed in AD 304A or AD 304B. Studio fee: \$80. Incidental expenses not to exceed \$20 for each section. Credit Hours: 3-9

**AD305A - Intermediate Metals A** Exploration of various processes emphasizing the diversity of the technical possibilities within the discipline of art jewelry and metalsmithing. Prerequisite: C or better in AD 205. Studio fee: \$80. There may be incidental expenses for necessary supplies. Credit Hours: 3

**AD305B - Intermediate Metals B** Exploration of various processes emphasizing the diversity of the technical possibilities within the discipline of art jewelry and metalsmithing. Prerequisite: C or better in AD 205. Studio fee: \$80. There may be incidental expenses for necessary supplies. Credit Hours: 3

**AD305C - Intermediate Blacksmithing C** This course will be taught in a hands-on studio environment. Intermediate skills for contemporary blacksmithing, such as fire management, basic forging, and hammer control will be taught through demonstrations and focused projects as assigned by the instructor. Prerequisite: C or better in AD 205, Beginning Metals. Credit Hours: 3

**AD305D - Intermediate Blacksmithing D** Building on skills learned in section C, this hands-on studio course explores tool making, fabrication, as well as decorative and architectural ironwork as it applies to contemporary blacksmithing. Learning is project based and will emphasize topics on a rotating basis as assigned by the instructor. Prerequisite: C or better in AD 305C. Credit Hours: 3

**AD307I - Women in Visual Arts: Social and Educational Contexts** (Same as WGSS 307I) (University Core Curriculum) This interdisciplinary course examines women's lives as artists, visual representations of women, and issues of gender distinction in the history of Western art from the medieval period to the present. From perspectives that include social history and cultural anthropology as well as both traditional and feminist art history, the course considers the ways in which the experiences of women and opportunities available to them have historically differed from those of men. The course examines how such differences have affected the emphases, subject matter, and traditions of women's art as well as the ways in which women have been represented. Credit Hours: 3

**AD308 - Philosophies, Trends, and Contemporary Practices in Art and Design Education** Students examine the history of major theoretical and philosophical issues in art and design education and analyze contemporary trends and voices in the field. Students formulate a personal philosophy of art and design education and initiate professional practices. Requirements include reading, writing, research, discussion, presentations, and group exhibition. Prerequisite: AD 208 with a grade of C or concurrent enrollment. Studio supply fee: \$30. Credit Hours: 3

**AD309 - Independent Study** To be used by majors in the School of Art and Design to pursue independent research activities. Prerequisite: AD 100A, 100B, 110, 120, 207A, 207B, and 207C. Credit Hours: 1-12

**AD310A - History of Greek Art** This course explores the art, architecture, and archaeology of the ancient Greek world. Its chronological scope is vast, covering a span from the 8th to the 2nd century BC and beyond. Equally extensive is its geographical sweep: although materials from the Greek-speaking lands centered on the Aegean Sea will receive the most attention, our objects will take us all over the Mediterranean. Traditional art historical concerns of style, technique, and aesthetics will play some role in our analysis; but our driving concern will be to approach these physical remains of the Greeks as a means of gaining insight into their own history and experience of the world: their changing political and communal identities, their gender roles and social practices, their conceptions of the gods, their views of life, their attitudes towards death, and their beliefs about what most mattered. Credit Hours: 3

**AD310B - Greco-Roman Art and Archaeology: Ancient Rome** (Same as CLAS 310B, CLAS 310HB) This course introduces students to the art, architecture, and other physical means of the ancient Greeks and Romans as a means of gaining insight into their culture: their conceptions of gods and heroes, their social identities and political values, their everyday rhythms of work and leisure, their views of life, their attitudes towards the afterlife. This will require that we turn our eye to a wide variety of objects-statues

and sarcophagi, paintings and pottery, buildings public and private-and consider everything from the most imposing and bombastic forms of art to the most whimsical and quirky: from cult images in majestic temples to raunchy paintings in notorious brothels, from monumental theaters and amphitheaters to secluded private interiors and family tombs, from epic historical scenes glorifying human conquerors to fantastic mythological scenes celebrating gods and heroes, satyrs and nymphs, the divine and the dead. Topics will vary. Credit Hours: 3

**AD310C - Greco-Roman Art and Archaeology: Ancient Greece and Rome** (Same as CLAS 310C, CLAS 310HC) This course introduces students to the art, architecture, and other physical remains of the ancient Greeks and Romans as a means of gaining insight into their culture: their conceptions of gods and heroes, their social identities and political values, their everyday rhythms of work and leisure, their views of life, their attitudes towards the afterlife. This will require that we turn our eye to a wide variety of objects-statues and sarcophagi, paintings and pottery, buildings public and private-and consider everything from the most imposing and bombastic forms of art to the most whimsical and quirky: from cult images in majestic temples to raunchy paintings in notorious brothels, from monumental theaters and amphitheaters to secluded private interiors and family tombs, from epic historical scenes glorifying human conquerors to fantastic mythological scenes celebrating gods and heroes, satyrs and nymphs, the divine and the dead. Topics will vary. Credit Hours: 3

**AD311 - Medieval and Gothic Art** Medieval art from the 4th to the 15th Century in Western Europe. Examination of selected art objects in terms of media and techniques, iconography, function and cultural milieu. Credit Hours: 3

**AD312 - Renaissance Art** This course will introduce students to paintings, sculpture, and architecture created in Europe between 1300-1600. Credit Hours: 3

**AD313 - Computer-Aided Industrial Design** A computer course focused on learning and utilizing two- and three-dimensional data, drawing and modeling software and applications in the industrial design process. Includes: programming theory, 3-D modeling, design for manufacturing assembly and disassembly, product planning, graphics, detailing, assembly drawings, and bill of materials. Prerequisites: C or better in AD 213, AD 219, and AD 223. Studio fee: \$60. Credit Hours: 3

**AD314A - Intermediate Glass: Hot Glass I** Introduction to fundamental techniques of glassblowing and a variety of hot glassmaking. Students will apply basic glassmaking skills on creating works that are both functional and sculptural. Prerequisite: C or better in AD 214. Studio fee: \$100. Credit Hours: 3

**AD314B - Intermediate Glass: Hot Glass II** Intermediate level glassblowing techniques and a variety of hot glassmaking. Students will apply these glassmaking skills on creating works that are both functional and sculptural with individual's creative interpretations of assignments. Must be taken in A,B sequence. Prerequisite: C or better in AD 314A. Studio fee: \$100. Credit Hours: 3

**AD314C - Intermediate Glass: Hot Glass III** Intermediate to advanced level glassblowing techniques and a variety of hot glassmaking. Students will apply these advanced glassmaking skills on creating works that are both functional and sculptural with individual's creative interpretations of assignments. Must be taken in A,B,C sequence. Prerequisite: C or better in AD 314B. Studio fee: \$120. Incidental expenses not to exceed \$40 for each section. Credit Hours: 3

**AD315 - Native North American Art** Arts and material culture of traditional Native North American cultures, including the Northeast, Woodland and Mississippian areas, Plains, Southwest, West, Northwest Coast, Arctic and Sub-Arctic. Fiber arts, sculpture, architecture, ceramics, metals, beads, role of the arts. Credit Hours: 3

**AD316 - Eighteenth-Century Art** This course explores an extraordinary period in the arts in which experimentation and innovation produced some of the most peculiar objects in the history of art. We shall study a wide range of media, from painting, sculpture and architecture to porcelain, furniture, wax, and shells, as well as the art historical styles of the Rococo, Neoclassicism, and Romanticism. Since the 18th Century was an age of global expansion and cross-cultural contact, this course examines the visual and material culture of Europe specifically in relation to other parts of the world, particularly Asia and the Americas. Credit Hours: 3

**AD317I - Contemporary Native American Art: Anthropological Perspective** (University Core Curriculum) This interdisciplinary course considers contemporary Native American art and the social forces that have shaped it. Native American artistic traditions and the centrality of art to Native American life and culture will be addressed with an emphasis on 20th-century artists who have shaped the contemporary Native American art movement. Credit Hours: 3

**AD318 - Curriculum Building through Art and Design** Prepares students to organize art and design resources, materials, and concepts into effective art and/or design learning experiences. Requirements include readings and discussions of contemporary curriculum frameworks, the building of sequential and differentiated unit plans in art and/or design, and the development of authentic assessment models. Prerequisite: C or better in AD 208 or concurrent enrollment. Studio fee: \$30. Credit Hours: 3

**AD319 - Introduction to Museology** A survey of museum and gallery techniques (emphasis upon practical exhibit development) which will involve answering questions concerning contractual agreements, taxes, insurance, packing, shipping, exhibit design and installation, record systems, general handling, public relations, and sale of art works directed toward problems encountered by the artist outside the privacy of the studio. Credit Hours: 3

**AD320 - African Arts** (Same as AFR 315) Covers a broad range of the arts primarily of west and central Africa, as well as north, south, and east Africa. Includes sculpture, masking and performance, body decoration and textiles, and architecture. Shows how arts are used in the daily life of traditional village societies in these areas. Credit Hours: 3

**AD322 - Print Technology** Emphasis on preparing design concepts to digital format for production or digital output for a variety of different purposes. Includes pre-press methods, file formatting, trapping, color separations and current reproduction methods. Prerequisite: C or better in AD 222 and AD 249. Studio/software fee: \$30. Credit Hours: 3

**AD323 - Industrial Design Analysis** An introduction to the full industrial design process including ideation, consumer safety, environmental impact, and consumer research with an emphasis on human interface issues. Students learn to apply the ID process through a series of specific projects, including participation in a national design competition. Prerequisite: C or better in AD 213 and AD 223. Material fee: \$50. Credit Hours: 3

**AD328 - Artistic Growth of Children** Prepares students to understand the artistic growth of the learner (0-12 years) through readings, discussion, and studio practice. Areas of focus include teaching strategies and methods and lesson plan development in conjunction with clinical field experiences and/or service learning. Prerequisite: C or better in AD 208 or concurrent enrollment. Studio fee: \$45. Credit Hours: 3

**AD330 - Greek Myth in Ancient Art** (Same as CLAS 330) Ancient Greeks and Romans lived in a visual world—a world flooded with mythological imagery. This course examines how Greeks and Romans themselves processed their own mythology, inhabited it, and gave it visual form. This will involve reading some of the most important mythological narratives to survive from the ancient world (from Homer's *Odyssey* to Ovid's *Metamorphoses*). But our main focus will be on how these epic stories were translated into artistic terms, structuring the everyday consciousness of the women and men who dwelled amidst these images and imagined their own lives through them. Objects examined include racy Greek painted pottery, epic Greek architectural (especially temple) sculpture, bombastic Greek and Roman civic monuments, intimate Roman wall paintings, and astonishing Roman sarcophagi. Prerequisites: a previous course in the mythology, history, philosophy, civilization, or art of the ancient world (passed with a C or better), or consent of instructor. Credit Hours: 3

**AD332 - Computer Graphics** Design and development of interactive media for the web through technical and design projects. Covers core concepts of web production, web design standards, and interactive and multimedia design with a primary focus on web delivery. Students will become proficient with web authoring tools through building block exercises, classroom demonstrations, and readings. Students will complete and launch a portfolio website with text, image gallery, and animated elements. Prerequisite: C or better in AD 219. Software fee: \$75. Credit Hours: 3

**AD337 - The History of Things: Design and Material Culture** How did the things we live with come to look the way they do? What do those things say about us and our cultures? This course traces the history



of designed objects from furniture, ceramics, and metalwork to advertisements, automobiles, and iPhones from around the world from the early modern period to the present day. Credit Hours: 3

**AD338 - Artistic Growth of Adolescents and Adults** Prepares students to understand the artistic growth of the learner through research, readings, discussion, and studio practice. Areas of focus include application of social justice and culturally responsive practices in art and design education as they pertain to adolescent and adult learners. This course includes field experiences and/or service learning projects. Prerequisite: C or better in AD 208 or concurrent enrollment. Studio fee: \$45. Credit Hours: 3

**AD347A - Survey of 20th Century Art: 1900 to 1945** A survey of the major developments in painting, sculpture, architecture, and other selected areas of the visual arts from the late 19th century to 1945. These developments are studied in relation to other significant cultural, political, scientific, and philosophical events and ideas. Covers late 19th to mid-20th century. Credit Hours: 3

**AD347B - Survey of 20th Century Art: 1945 to the Present** A survey of the major developments in painting, sculpture, architecture, and other selected areas of the visual arts from 1945 to the present. Credit Hours: 3

**AD347C - Contemporary Art** An examination of the style and meaning of contemporary art in relation to the current political, social, and cultural issues. Will include visual arts, architecture, and new media. Credit Hours: 3

**AD348 - Art for Classroom Teachers** A studio-based course that includes reading and discussion for non-art majors. Especially applicable to early childhood, elementary, inclusive, and special education programs. Introduction to uses and applications of art media, approaches to teaching art, artistic awareness, adaptation, and creative expression. Studio fee: \$45. Credit Hours: 3

**AD350 - Ancient Artistic Practices** This course explores the materials, tools, techniques, and other physical components of Greco-Roman artistic and other manufacturing practice, with an eye to the cultural values that Greeks and Romans attached to these physical components. We will examine the various materials that Greek and Roman artists had at their disposal; the tools and techniques used to work them; and the culturally-embedded symbolic associations that these carried in the ancient imagination. Topics covered will include terracotta vessels, bronze statues, the physical and visual properties of various Mediterranean stones, the quarrying and transport of marble, the toolkit of ancient sculptors, and the materials and techniques used in Roman painting. Credit Hours: 3

**AD352 - Typography II** Problems in composition; combining of typefaces, formats and their applications to a variety of design projects. Emphasis on grid development, multi-page documents. Basic introduction and hands-on experience with interaction/web graphics using creative processes and solutions. Portfolio preparation. Skill and content based. Prerequisite: C or better in AD 322 or concurrent enrollment. Studio fee: \$30. Credit Hours: 3

**AD353 - From Frida Kahlo to Chicano Art: Modern and Contemporary Latin American Art** This course examines key aspects of Latin American art in the 20th-century to help establish a wider and more complex vision of Modern Art. This class looks at how Latin American artists negotiated issues of identity, reacted to political upheavals, and participated in social justice activism. Students will explore the impact of colonialism on art and culture, engage with the vestiges of the Spanish Empire, and assess the contributions of indigenous communities and identities to Latin American art. This course also examines the music of 20th century Latin America. Credit Hours: 3

**AD354 - Golden Age of Spain & Colonial Latin America** This course covers the history and culture of the Spanish Empire during its Golden Age (16th-17th centuries) and focuses on the other cultures in the Empire, namely those in the Americas and Asia. This course covers the broad scope of the Empire and includes introductions to the cultures of the Americas before European contact. Credit Hours: 3

**AD355 - Seventeenth-Century Art** Art made in Europe in the seventeenth century was part of significant early-modern cultural trends including globalization, the rise of commercial culture, the theatrical and affective role of art, and the rise of scientific culture. These themes shall be explored through Italian and Spanish Baroque painting, sculpture, and architecture as well as Dutch portraiture, still life, and genre scenes, French and Italian landscape painting, and art produced for international courts. Credit Hours: 3

**AD357 - Nineteenth-Century Art** This class focuses on the dual tendencies of tradition and progress that define the nineteenth century through a survey of its artistic, visual, and material culture. Radical social and technologic innovations were accompanied by profound changes in the arts. The discussion of specific artistic trends, from Romanticism, the Pre-Raphaelites and Arts and Crafts, to Realism, Impressionism, Post-Impressionism, and Symbolism, will be framed by examination of the changing conditions of art-making and art-selling, the shift from academic to studio-based art practice, as well as growing importance of the city and the urban experience. Credit Hours: 3

**AD358 - Art of Small Scale Cultures** (University Core Curriculum course) Covers a broad range of arts of Africa, Native North America, Pre-Columbian America, Oceania, primarily sculpture in wood, metal and shell, body decoration and fibers, ceramics, architecture, masking and performance arts of small scale villages; role of the artist, ancient technologies. Credit Hours: 3

**AD360A - Foundations of Photography** Foundations of photography provides instruction on the fundamental use of digital cameras and compositional strategies to make accurate exposures and aesthetically refined photographs. With the integration of Adobe Lightroom and Photoshop, students will utilize a digital image workflow to organize, to edit and to publish their own photographs. Students will supply personal digital still camera recording devices, laptop computer and Adobe Lightroom & Photoshop software. Lab fee: \$60. Credit Hours: 4

**AD360B - Analog Photography** Intermediate level course that introduces students to analog film and print processes in photography. The course will include technical and aesthetic fundamentals of traditional photographic practice that can include small and large camera formats. Students will gain experience with a range of black and white and color materials in both camera and darkroom applications. Prerequisite: AD 360A with a grade of C or better and pass portfolio review or consent of school. Lab fee: \$60. Credit Hours: 4

**AD360C - Intermediate Photography** Intermediate Photography builds upon the foundations of the digital software tools, camera functions and visual design principles gained in Basic Photography. Advancement of creative photographic expression and vision is explored through the production and analysis of singular, combined and manipulated images. Integration of film and digital processes via digital scanning technologies will supplement instruction on digital capture, color management and advanced printing strategies. Students will supply DSLR camera, laptop computer and Adobe Lightroom and Photoshop software. Prerequisite: AD 360A with C or better. Lab fee: \$60. Credit Hours: 4

**AD360D - History of Photography** A survey of the important images, ideas, people, and processes that constitute the history of still photography. Covers photographic pre-history through modernity. Prerequisite: ENGL 102 with a grade of C or better. Screening fee: \$30. Credit Hours: 3

**AD363 - Product Development** Investigation into project management; in-depth analysis of materials and processes; cost estimating; life cycle analysis as related to product environmental impacts; human factors and product interface content. Course parallels specific project work in AD 383 and must be taken concurrently. Corporate sponsored projects may be incorporated. Prerequisites: C or better in AD 313 and 323. Concurrent enrollment in AD 383. Studio fee: \$60. Credit Hours: 3

**AD368 - Pre-Columbian Art** (University Core Curriculum course) Considers stone sculpture and architecture, fiber arts, ceramics, metal and 2-D arts of Meso-, Central, and South America of the Pre-Columbian era. Considers ancient technologies, hieroglyphic and calendrical systems; and some post contact arts. Credit Hours: 3

**AD372A - Graphic Design I** Problems in promotional and graphic design applications including: campaigns, visual communication, infographics, packaging and advertising graphics, and promotional activities using augmented reality and projection mapping. Emphasis is placed on professional realities, problem solving, and further development of creative design abilities. Prerequisite: C or better in AD 322, 352, or concurrent enrollment, or by consent of instructor. Studio fee: \$60. Credit Hours: 3

**AD372B - Graphic Design I** Problems in physical game design applications including games ideation methods, game construction, playtesting, packaging, sales and promotional campaigns, and advertising graphics. Emphasis on professional realities, problem solving, and further development of creative design abilities. Studio fee: \$75. Credit Hours: 3-6

**AD383 - Practicum in Industrial Design** Advanced and comprehensive product design projects focusing on innovation and user needs. Projects may include corporate sponsors and/or interdisciplinary teams. Students will integrate research and 2D and 3D process documentation with additional focus on human factors and product interface. Course parallels work in AD 363 and must be taken concurrently. Prerequisites: C or better in AD 313 and 323. Concurrent enrollment in AD 363. Studio fee: \$60. Credit Hours: 3

**AD388 - Study Abroad** Provides credit toward the undergraduate degree for study at an accredited foreign institution or approved overseas program. Final determination of credit is made on the student's completion of work. Credit Hours: 1-36

**AD389 - BFA Seminar** Class helps prepare BFA majors for life after school in the art world. Portfolio enhancement covered; work on resume, autobiographical, aesthetic and educational statements. Slide quality and gallery discussions also covered. Credit Hours: 3

**AD400A - Advanced 2D Studio - Drawing** Individual problem solving emphasizing technique and conceptual synthesis. Not for graduate credit. Prerequisite: C or better in 6 hours of AD 300. Studio fee: \$70. Expenses may exceed \$100 per course. Credit Hours: 3-6

**AD400B - Advanced 2D Studio - Drawing** Individual problem solving emphasizing technique and conceptual synthesis. Not for graduate credit. Prerequisite: C or better in 6 hours of AD 400A. Studio fee: \$70. Expenses may exceed \$100 per course. Credit Hours: 3-6

**AD400C - Advanced 2D Studio - Drawing - Senior Thesis** Individual problem solving emphasizing technique and conceptual synthesis. Not for graduate credit. Special approval needed from the instructor. Studio fee: \$80. Expenses may exceed \$100 per course. Credit Hours: 3

**AD401A - Advanced 2D Studio - Painting** Individual problem solving emphasizing technique and conceptual synthesis. Not for graduate credit. Prerequisite: C or better in 6 hours of AD 301. Studio fee: \$4 per credit hour. Expenses may exceed \$100 per course. Credit Hours: 3-6

**AD401B - Advanced 2D Studio - Painting** Individual problem solving emphasizing technique and conceptual synthesis. Not for graduate credit. Prerequisite: C or better in 6 hours of AD 401A. Studio fee: \$4 per credit hour. Expenses may exceed \$100 per course. Credit Hours: 3-6

**AD401C - Advanced 2D Studio - Painting - Senior Thesis** Individual problem solving emphasizing technique and conceptual synthesis. Not for graduate credit. Special approval needed from the instructor. Studio fee: \$80. Expenses may exceed \$100 per course. Credit Hours: 3

**AD402A - Advanced Printmaking I** Advanced techniques in printmaking to include intense work in color printing. Not for graduate credit. Prerequisite: C or better in AD 302-6 hours. Studio fee: \$20 per credit hour enrolled. Incidental expenses may exceed \$50 for each section. Credit Hours: 3-6

**AD402B - Advanced Printmaking I** Individual research with emphasis on history, processes, and ideas which lead to the formation of personal content. Not for graduate credit. Prerequisite: 6 hours of C or better in AD 402A. Studio fee: \$20 per credit hour enrolled. Incidental expenses may exceed \$50 for each section. Credit Hours: 3-6

**AD402C - Advanced Printmaking I-Senior Thesis** Not for graduate credit. Studio fee: \$30 per credit hour enrolled. Special approval needed from the instructor. Incidental expenses may exceed \$50 for each section. Credit Hours: 3

**AD403A - Advanced Sculpture I** Foundry techniques and direct metal fabrication. Not for graduate credit. Prerequisite: C or better in AD 303-6 hours. Incidental expenses will be incurred. Studio fee: \$20 per credit hour. Credit Hours: 3-6

**AD403B - Advanced Sculpture I** Individual research with emphasis on history, materials, processes, and ideas that form personal content. Not for graduate credit. Prerequisite: 6 hours of C or better in AD 403A. Incidental expenses will be incurred. Studio fee: \$20 per credit hour. Credit Hours: 3-6

**AD403C - Advanced Sculpture I-Senior Thesis** Not for graduate credit. Special approval needed from the instructor. Incidental expenses will be incurred. Studio fee: \$30 per credit hour. Credit Hours: 3

**AD404A - Advanced Ceramics I** In Advanced Ceramics I students will expand on techniques developed in Intermediate Ceramics AD 304A, 304B and 304C. They will be presented with assignments, demonstrations and individual research to enhance their level of artistic inquiry, strengthen their studio practice, and deepen both their technical and conceptual skills. Coursework for this class is designed to challenge perceived ceramic approaches, and covers issues relating to ceramic history, contemporary material culture, and craft theory. Assignments allow for individual approaches to interpretation while teaching advanced understanding of ceramic processes. Prerequisite: C or better in AD 304A, AD 304B and AD 304C. Concurrent enrollment allowed in AD 404B. Studio fee: \$50 per credit hour enrolled. Credit Hours: 3-6

**AD404B - Advanced Ceramics II** This course expands on techniques developed while in Advanced Ceramics, AD 404A, with an increased emphasis on the development of individual approaches to creative work. Students will gain a heightened understanding of ceramics by using a variety of advanced rendering approaches and materials as they progress towards defining their aesthetic style and gain a better understanding of what it is to be an artist. In this class, students will be challenged to review their assumptions about ceramic art and to experiment with different strategies as they develop their work and move towards their thesis exhibitions. Prerequisite: C or better in AD 404A. Studio fee: \$40 per credit hour enrolled. Credit Hours: 3-6

**AD404C - Advanced Ceramics III-Senior Thesis** Under the guidance of a faculty advisor, students create individually driven work for their thesis project. Ongoing critique experiences with faculty and advanced students in ceramics will guide project progress. Students will address problems involved in planning, fabricating, finishing and installing their work by preparing for and participating in an exhibition. This capstone project includes a project proposal, an artist's statement and an exhibition project statement. Must be taken concurrently with AD 404B. Prerequisite: AD 404A with a grade of C or better. Special instructor approval required. Studio fee: \$55 per credit hour enrolled. Credit Hours: 3

**AD405A - Advanced Metals I** Emphasis will be placed on advanced processes to develop individual style and expression. Content of this course may vary in different sections. Prerequisite: 6 hours of C or better in AD 305A, B or C, D. Studio fee: \$30/hour. Incidental expenses not to exceed \$75 for each section. Credit Hours: 3-6

**AD405B - Advanced Metals I** Independent media exploration to develop individual concept, expression, and style. Content of this course may vary in different sections. Prerequisite: 6 hours of C or better in AD 405A. Studio fee: \$30 per credit hour enrolled. There may be incidental expenses for necessary supplies. Credit Hours: 3-6

**AD405C - Advanced Metalsmithing-Senior Thesis** Not for graduate credit. Special approval needed from the instructor. Studio fee: \$40 per credit hour enrolled. Incidental expenses may exceed \$75 for each section and may be slightly higher for blacksmithing. Credit Hours: 3

**AD414A - Advanced Glass A** Introduction to contemporary studio glass art with a variety of glass techniques and fabrication. Development of advanced level understanding on various material, technical skills, and concept with assignments. Not for graduate credit. Prerequisite: C or better in AD 314C. Incidental expenses will be incurred. Studio fee: \$60 per credit hour enrolled. Credit Hours: 3-6

**AD414B - Advanced Glass B** Emphasis on development of individual work with glass medium and exercises on high degree of commitment and independence. Students will be expected to explore and expand their skills and concepts. Students will exercise a variety of glass techniques and hands-on skills. The course will also emphasize on learning essential skills to be successful studio artists, including resource research, presentation, and critiques. Not for graduate credit. Prerequisite: C or better in AD 414A. Studio fee: \$80 per credit hour enrolled. Credit Hours: 3-6

**AD414C - Advanced Glass I-Senior Thesis** Not for graduate credit. Must be taken concurrently with AD 414B. Special approval needed from the instructor. Studio fee: \$65 per credit hour enrolled. Credit Hours: 3

**AD423 - Industrial Design Research and Professional Practice** This studio course develops the student's ability to conduct in-depth design research and to explore new needs and trends relating design to society. Additionally, students explore professional practice issues of designer/client, specific design business practices, and ethics. Graduate students will contextualize and execute multifaceted, research-driven problems, requirements include: creation/incorporation of design briefs and professional proposals with outcome solutions to include written research documentation. Undergraduates are restricted to senior standing or consent of instructor, with prerequisite: C or better in AD 363, 383. Studio Fee: \$50. Credit Hours: 6

**AD424 - Ceramic Design** Ceramic Design focuses on three-dimensional design principles concerning form, surface, and function. The objective of this course is to serve as an introduction to the basic fundamentals of design through working with the ceramic medium. A series of demonstrations will provide basic exposure to technical aspects related to prototyping, plaster mold-making, slip-casting, glazing, and firing. The ideas and activities presented here are meant to develop facility in visualization, organization, and creative problem solving; to gain a greater appreciation for the broad visual culture we call art. Material fee: \$65. Credit Hours: 3

**AD432 - 3D Modeling and Visualization** Studio art course focusing on 3D software for modeling, rendering, and visualizing objects and environments. Projects include various 3D modeling methods and rendering techniques for 2D and 3D output for print, screen, and rapid prototyping equipment. Studio fee: \$85. Credit Hours: 3

**AD433 - Understanding and Working with Wood** An exploration of wood as material through the use of traditional and digital technologies using hand tools, woodworking machines, and 3D software. Applications include functional as well as art objects. Repeatable for a maximum of 6 hours toward degree. Studio fee: \$75. Incidental expenses will be incurred. Credit Hours: 3

**AD442 - Moving Image Art** Time-based media art course covering topics and skills in 2D animation, motion graphics, video editing, compositing, and visual effects. Studio fee: \$85. Credit Hours: 3

**AD451 - CAD & S.A.M. Lab** This course instructs participants how to use software and hardware required for rapid prototyping and the fabrication equipment currently available in the S.A.M. Lab (Subtractive Additive Maker Lab). Students will learn 2D and 3D modeling, with the objective to create physical outcomes. Credit Hours: 3

**AD452 - Graphic Design II** Multifaceted problems with emphasis on continuity of design in more than one medium or format. Client-based projects, environmental graphics and identity issues in design. Professional proposals and portfolio preparation. Graduate student requirements include multifaceted problems incorporating design briefs/professional proposals with outcome solutions to include written research documentation; no text requirements. Undergraduate prerequisites: C or better in AD 322, 337, and 352. Studio fee: \$30. Credit Hours: 3-6

**AD459 - Internship** Supervised work experience related to student's academic program and career objectives. Not repeatable for credit. Not for graduate credit. Special approval needed from design area head. Mandatory Pass/Fail. Credit Hours: 1-6

**AD460A - Lighting for Photography** Basic concepts and essential principles of lighting techniques will be thoroughly explained and investigated. Fundamental challenges in lighting arrangements and aesthetic considerations of both studio and location applications will be explored. Students will use a required text and provide photographic materials. Prerequisite: AD 360C with a grade of C or better or concurrent enrollment. Special approved needed from the school. Lab fee: \$60. Credit Hours: 3

**AD460B - Applied Photography 1** An introduction to professional photographic camera and lighting technique, applied theory and business responsibilities. Students will explore a range of commercial, editorial, industrial and fine art topics that will include architecture, portrait, product and fashion. Self-promotional elements: Web portfolios, publications of all types and gallery exhibitions will be introduced. Prerequisite: AD 360C with grade of C or better or concurrent enrollment and pass faculty portfolio review or consent of the instructor. Lab fee: \$60. Credit Hours: 3

**AD460C - Applied Photography 2** A second, advanced phase of applied photographic investigation based on the introduction outlined in AD 460B. Students pursue their selected area(s) of photographic

specialization and create a complete portfolio. Students will receive critical feedback from professionals during off-campus trips to photographic facilities in St. Louis and Chicago. Prerequisite: AD 460B with a grade of C or better or concurrent enrollment. Lab fee: \$60. Credit Hours: 3

**AD460D - Contemporary Photographic Criticism and Practice** Through screenings, readings, writings, field trips, and practical exercises, students will gain a broad-based knowledge of critical approaches to contemporary photography. Prerequisite: AD 360D with a grade of C or better. Screening fee: \$30. Credit Hours: 3

**AD460E - Experimental Photographic Techniques** Experimental approaches to the creation of photographic images. Specific course content may include experimental techniques utilizing the camera, the darkroom, and wide range of media. Techniques may include Ortho-litho printing, Wet-Plate Collodion photography, Modern Dryplate photography, Van Dyke Printing, Cyanotype + Digital Negative, and etc. Prerequisite: AD 360C with a C or better or concurrent enrollment and pass portfolio review. Lab fee: \$60. Credit Hours: 3

**AD460F - Topics in Photography** A topics course in photography. Sample topics: the Business of Photography, Environmental Portrait, Image and Text. May be repeated if topics differ. No more than twelve (12) credit hours of AD 460F may be counted toward an undergraduate degree. Prerequisite: AD 360A with a grade of C or better or consent of the school. Lab fee: \$60. Credit Hours: 3-6

**AD460G - Intermediate Topics in Photography** An advanced topics course in photography. Sample topics: Expanded Range Photography, Advanced Digital Printing, Mobile Photography. May be repeated if topics differ. No more than twelve (12) credit hours of AD 460G may be counted toward an undergraduate degree. Prerequisite: AD 360C with a grade of C or better or consent of instructor. Lab fee: \$60. Credit Hours: 3-6

**AD460H - Advanced Topics in Photography** An advanced topics course in photography. Sample topics: Medium Format Photography, Zone System, Large Format Photography. May be repeated if topics differ. No more than twelve (12) credit hours of AD 460H Advanced Topics courses may be counted toward an undergraduate degree. Lab fee: \$60. Credit Hours: 3-6

**AD472 - Graphic Design III** Special study in current communication design topics. Selected topics will vary with emphasis on studio problems and concept development. Applied problems in advanced digital technologies may include interaction/motion and/or web design. Portfolio preparation. Graduate student requirements: Prepare and present a paper on a specific digital technology, interaction, motion, or web design topic of their choosing. Prerequisites: C or better in AD 322, 337, and 352. Studio fee: \$30. Credit Hours: 3-6

**AD488A - Pre-Art Therapy Practicum A** This clinical placement is limited to Art majors in the Pre-Art Therapy specialization in their penultimate semester of the Pre-Art Therapy program. Student placement will be provided by one of the SIU Pre-Art Therapy community partner institutions working with individuals with a range of disabilities. Student work will be supervised by a licensed art therapist in the application of expressive arts in therapeutic practice. Credit Hours: 3

**AD488B - Pre-Art Therapy Practicum B** This clinical placement is limited to Art majors in the Pre-Art Therapy specialization in their final semester of the Pre-Art Therapy program. Placement will be provided by one of the SIU Pre-Art Therapy community partners working with individuals with a range of disabilities. Student work will be supervised by a licensed art therapist in the application of expressive arts in therapeutic practice. This course will culminate in a Capstone Project synthesizing clinical experience and coursework with future goals in art therapy. Prerequisite: successful completion of AD 488A with a grade of B- or better. Credit Hours: 3

**AD489A - Senior Thesis-Industrial Design** The culminating experience for majors. Creative project development individualized by the student with a professional sponsor. Develops students' portfolios and professional practice contacts and prepares students for interviewing, etc. Not for graduate credit. Prerequisite: C or better in AD 423. Restricted to senior standing. Studio fee: \$40. Credit Hours: 4

**AD489B - Senior Thesis-Art History** Substantial research paper written in consultation with an art history faculty member. Not for graduate credit. Permission of the instructor required. Credit Hours: 3

**AD489C - Senior Thesis** The culminating experience for majors. Thesis for general design. In-depth design project chosen by student in consultation with a faculty member. Not for graduate credit. Restricted to senior standing. Credit Hours: 3-6

**AD489D - Senior Thesis-Communication Design** Design capstone for communication design. Development of senior thesis project with formal promotion and documentation. Exhibition. Not for graduate credit. Restricted to senior standing. Special approval needed from the instructor. Credit Hours: 4

**AD489E - Photography Portfolio** Preparation of a portfolio directed at a specific arena of professional practice or in preparation for application to graduate study. Completion of the course requires public exhibition of portfolio. The course will include a series of seminar style presentations imparting important career skills (self-marketing and business practices). Required for all photography students not taking AD 406C. To be taken during the last year in residence. Prerequisites: AD 460A or AD 460B with grades of C or better and pass faculty portfolio review. Lab fee: \$60. Credit Hours: 3

**AD497A - Research Seminar in Art History-Ancient or Medieval Art** A close examination of the history of art and visual culture from Ancient or Medieval periods and regions. In addition to reading and discussion on a specific topic, this class also focuses on the methods and process of conducting a research project. May be repeated for credit as topics will vary. Prerequisites: AD 207A; graduate status; or permission of instructor. Credit Hours: 3-6

**AD497B - Research Seminar in Art History-Early Modern Art (1400-1800)** A close examination of the history of art and visual culture from Early Modern (1400-1800) periods and regions. In addition to reading and discussion on a specific topic, this class also focuses on the methods and process of conducting a research project. May be repeated for credit as topics will vary. Prerequisites: AD 207B and AD 207C; graduate status; or permission of instructor. Credit Hours: 3-6

**AD497C - Research Seminar in Art History-Modern and Contemporary Art** A close examination of the history of art and visual culture from Modern and Contemporary periods and regions. In addition to reading and discussion on a specific topic, this class also focuses on the methods and process of conducting a research project. May be repeated for credit as topics will vary. Prerequisites: AD 207C and either one of AD 207A or AD 207B; graduate status; or permission of instructor. Credit Hours: 3-6

**AD497D - Research Seminar in Art History-Selected Topics** A close examination of the history of art and visual culture from selected periods and regions. In addition to reading and discussion on a specific topic, this class also focuses on the methods and process of conducting a research project. May be repeated for credit as topics will vary. Prerequisites: Two from either AD 207A, AD 207B, or AD 207C; graduate status; or permission of instructor. Credit Hours: 3-6

**AD499 - Individual Problems** Art studio course directed toward individual research in the student's major field. Emphasis is placed upon the history, materials, processes, and ideas that form the content and experience of the student's major field. Designed to adapt to students' individual needs in problem research. Restricted to senior standing in the School of Art and Design. Prerequisite: an overall 3.0 GPA. Special approval needed from the instructor. Credit Hours: 1-21

## Art Faculty

**Abdul-Musawwir, Najjar**, Professor, Art, M.F.A., Southern Illinois University Carbondale, 1997; 2001. Drawing and painting, art history; cross-appointed with Africana Studies.

**Alarcón, Carolina**, Assistant Professor, Art History, Ph.D., Florida State University, 2018; 2020. Early modern.

**Chalmers, Patricia**, Professor, M.F.A., University of Minnesota, 2001; 2006. Ceramics.

**Farthing, Haley**, Assistant Professor of Practice, Art, M.F.A., University of Washington, 2009; 2012. Drawing, 2D foundations.

**Fredrickson, Laurel Jean**, Associate Professor, Ph.D., Duke, 2007; 2014. Contemporary and modern art with a global emphasis; Cross-appointed with Women, Gender and Sexuality Studies.

**Hawkins, Jackson**, Assistant Professor of Practice, Art, M.F.A., Temple University, 2020; 2021. Glass.

**Janssen, Travis**, Associate Professor, Art, M.F.A., Arizona State University, 2007; 2008. Printmaking.

**Kim, Sun Kyoung**, Associate Professor, Art, M.F.A., University of Illinois Urbana/Champaign, 2008; 2008. Metals/jewelry.

**Lee, Jiyong**, Professor, M.F.A., Art, Rochester Institute of Technology, 2001; 2005. Glass.

**Lopez, Alex**, Associate Professor, Art, M.F.A., Alfred University, 1998; 2005. Sculpture.

**Lopez, Robert A.**, Associate Professor and Interim Director of the School of Art and Design, Design, M.F.A., University of Illinois Urbana/Champaign, 2000; 2008. Communication design and industrial design.

**Martinez, Antonio**, Associate Professor, Art, M.F.A., East Carolina University, 2005; 2005. Photography.

**Netherton, Carey**, Assistant Professor of Practice, Art, M.F.A., Southern Illinois University Carbondale, 2008; 2014. Sculpture, 3-D foundations.

**Palmer, Erin**, Associate Professor, Art, M.F.A., Yale University, 1993; 1993. Drawing and painting.

**Paulson, Jody**, Lecturer, Art Education, M.I.S., University of Montana, 2003; 2018. Art and design education.

**Pease, Mark**, Associate Professor, Art, M.F.A., University of Pennsylvania, 2003; 2009. Digital media.

**Reinoehl, Angela**, Senior Lecturer, Art History, M.A., School of the Art Institute of Chicago, 2001; 2001. Twentieth century american art and fine craft, feminist art and theory.

**Scott, Aaron**, Associate Professor, Design, M.F.A., Purdue University, 2008; 2008. Communication design and industrial design.

**Shang, Xuhong**, Professor, Art, M.F.A., Temple University, 1992; 2004. Painting.

**Smith, Richard E.**, Professor, Art, M.F.A., Southern Illinois University Carbondale, 1992; 2001. Metalsmithing, blacksmithing.

**Tester, Corey**, Lecturer, Design, B.F.A., Southern Illinois University Carbondale, 2002; 2008. Communication design.

**Wonnell, Jason**, Assistant Professor of Practice, Design, M.F.A., Indiana University, 2016; 2017. Communication design.

## **Emeriti Faculty**

**Addington, Aldon M.**, Associate Professor, Emeritus, M.F.A., Cranbrook Academy of Art, 1966.

**Belletire, Steven P.**, Professor, B.F.A., Emeritus, University of Illinois, 1971.

**Bickel, Barbara A.**, Associate Professor, Emerita, Ph.D., The University of British Columbia, 2008.

**Busch, W. Larry**, Associate Professor, Emeritus, M.S., Southern Illinois University, 1970.

**Deller, Harris**, Professor, Emeritus, M.F.A., Cranbrook Academy of Art, 1973.

**Feldman, Joel B.**, Professor, Emeritus, M.F.A., Indiana University, 1967.

**Gradle, Sally A.**, Associate Professor, Emerita, Ed.D., University of Illinois, Urbana-Champaign, 2004.

**Mavigliano, George J.**, Associate Professor, Emeritus, M.A., Northern Illinois University, 1967.

**Mawdsley, Richard**, Professor, Emeritus, M.F.A., University of Kansas, 1969.

**Monteith, Jerry Carlis**, Professor, Emeritus, M.F.A., Cranbrook Academy of Art, 1978.

**Onken, Michael O.**, Associate Professor, Emeritus, M.A., Northern Illinois University, 1966.

**Overturf, Daniel V.**, Professor, Emeritus, M.F.A., Southern Illinois University Carbondale, 1983.

**Paulson, Robert L.**, Professor, Emeritus, M.F.A., University of Wisconsin, 1967.

**Shay, Edward Holden**, Professor, Emeritus, M.F.A., University of Illinois, 1971.

**Walsh, Thomas J.**, Professor, Emeritus, M.F.A., University of Michigan, 1962.

**Youngblood, Michael S.**, Associate Professor, Emeritus, Ph.D., University of Oregon, 1975.

**Zivkovich, Kay M.**, Professor, Emerita, M.F.A., Southern Illinois University Carbondale, 1973.



Last updated: 02/06/2024