

ARTS - ART (ARTS)

ARTS 101 Lumiere - Paris The City of Lights

Credit 1. 1 Lecture Hour. Overview of French art, culture and society in nineteenth-century Paris; focus on the movements of Academicism, Realism and Impressionism; the artists and artworks of the time; exploration of issues in early Modern society; and connections between art and society through the use of the strategy game ARTé: Lumière.

ARTS 102 Mecenas - The World of the Medici

Credit 1. 1 Lecture Hour. Survey of architecture, painting, sculpture and the minor arts from the Italian Renaissance of the 15th and 16th centuries surrounding the Medici family; the intersection with art patronage, economics and politics through the strategy game Arté Mecenas.

ARTS 103 Design I

Credits 3. 2 Lecture Hours. 4 Lab Hours. (ARTS 1311) Design I. Two-dimensional design; fundamentals of line, color, form, texture, shape, space and composition. **Prerequisites:** Graphic Design or Studio Art minor.

ARTS 104 Introduction to Graphic Design

Credit 1. 2 Lab Hours. Exploration of the concepts and techniques utilized in graphic design; layout, typography, use of color, design principles; integration of type and images. **Prerequisites:** Graphic Design or Studio Art minor.

ARTS 111 Drawing I

Credits 3. 2 Lecture Hours. 4 Lab Hours. (ARTS 1316) Drawing I. Principles of composition and form, media, techniques, and subjects; exploration of perceptual and descriptive drawing; mark making as a developmental process in art and design practice. **Prerequisites:** Graphic Design or Studio Art minor.

ARTS 115 Drawing for Visualization

Credits 3. 2 Lecture Hours. 4 Lab Hours. Investigation of and practice with media, methods and techniques in communication of design; observational drawing; proportion, form, line and value. **Prerequisite:** Lower division in Visualization.

ARTS 116 Drawing II

Credits 3. 2 Lecture Hours. 4 Lab Hours. Development and reinforcement of skills established in ARTS 111; measuring methods, composition, proportion, form, line, and value. **Prerequisites:** Grade C or better in ARTS 111 or ARTS 115.

ARTS 149 Art History Survey I

Credits 3. 3 Lecture Hours. (ARTS 1303) Art History Survey I. Survey of architecture, painting, sculpture and the minor arts from prehistoric times to 14th century.

ARTS 150 Art History Survey II

Credits 3. 3 Lecture Hours. (ARTS 1304) Art History Survey II. Survey of architecture, painting, sculpture and the minor arts from the 14th century to the end of the 20th century; also taught at Galveston campus.

ARTS 210 Introduction to Digital Photography

Credits 3. 2 Lecture Hours. 3 Lab Hours. (ARTS 2356) Introduction to Digital Photography. Introduction to photography; digital camera controls; creation, manipulation and critique of the digital image; composition and aesthetics; exposure control; digital work-flow. **Prerequisite:** Non-visualization majors only.

ARTS 212 Life Drawing

Credits 3. 1 Lecture Hour. 6 Lab Hours. (ARTS 2323) Life Drawing. Study of the form, volume, structure and movement of the human figure; emphasis on proportion and anatomy. **Prerequisite:** Grade of C or better in ARTS 111 or ARTS 115.

ARTS 231 Digital Form and Fabrication

Credits 3. 2 Lecture Hours. 4 Lab Hours. Introduction to and development of three-dimensional modeling and prototyping skills for sculptural form. **Prerequisites:** Grade of C or better in VIST 106 or equivalent.

ARTS 234 Body Art of Tattoos

Credits 3. 3 Lecture Hours. History of body art from the Stone Age to present day; aesthetics, sign, symbol, social and cultural significance.

ARTS 255 Typography

Credits 3. 2 Lecture Hours. 4 Lab Hours. Introduction to the art and history of typography; basic understanding of typography; exploration of typography through reading, research, exercises, and design production; the history of typographic forms, principles of typographic composition, and the expressive potential of type. **Prerequisites:** Grade of C or better in VIST 105 or ARTS 104.

ARTS 289 Special Topics in...

Credits 1 to 4. 1 to 4 Lecture Hours. 0 to 4 Lab Hours. Selected topics in an identified area of art history or visualization. May be repeated for credit.

ARTS 301 Artificial Intelligence in Visual Arts

Credits 3. 2 Lecture Hours. 4 Lab Hours. Examination of the role of AI in the visual arts; exploration of AI technologies including diffusion models, generative algorithms, machine learning; analyzes the impact of AI on creativity, workflow, authorship, and artistic expression. **Prerequisites:** PVFA 201; PVFA 301 or concurrent enrollment; junior or senior classification or approval of instructor.

ARTS 303 Graphic Design I

Credits 3. 2 Lecture Hours. 4 Lab Hours. Principles and elements of graphic design; composition problem solving, conceptual thinking and application to visual communication. **Prerequisites:** Grade of C or better in ARTS 104 or VIST 105.

ARTS 304 Graphic Design II

Credits 3. 2 Lecture Hours. 4 Lab Hours. Continuation of ARTS 303; concepts in advanced graphics as a tool for design solutions for publication and promotion; emphasis on creative thinking over technology. **Prerequisites:** ARTS 303; junior or senior classification.

ARTS 305 Painting I

Credits 3. 2 Lecture Hours. 4 Lab Hours. Traditional and contemporary painting approaches and media; emphasis on form, composition, observational representation. **Prerequisite:** Grade of C or better in ARTS 111 or ARTS 115.

ARTS 308 Sculpture

Credits 3. 1 Lecture Hour. 5 Lab Hours. Principles and processes of form making; space and materials; context and content of three-dimensional form. **Prerequisite:** Grade of C or better in ARTS 111 or ARTS 115.

ARTS 311 Traditional Photography

Credits 3. 2 Lecture Hours. 4 Lab Hours. Photographic image as a medium of visual expression; basic theory and practice of still photography; historic development and aesthetic concern for photographic imagery. **Prerequisites:** Grade of C or better in ARTS 103 or VIST 205.

ARTS 312 Advanced Photography

Credits 3. 2 Lecture Hours. 3 Lab Hours. Advanced photographic image-making; development, control and presentation of the expressive photographic image; traditional and/or new media. **Prerequisite:** Grade of C or better in ARTS 210, VIST 310, or ARTS 311.

ARTS 315 Figure Drawing For Narrative and Concept Development

Credits 3. 2 Lecture Hours. 4 Lab Hours. Exploration of contemporary drawing practices and theory; investigation into the relationship with digital media including animation, photography and other digital technologies; development of personal approaches to media, techniques and thematic content; creation of a creative workflow and visual vocabulary. **Prerequisite:** Grade of C or better in ARTS 212.

ARTS 325 Digital Painting

Credits 3. 2 Lecture Hours. 4 Lab Hours. Theory and practice of digital painting media; exploration of traditional and new forms of art making and creativity; emphasis on color theory; field trip required. **Prerequisites:** Grade of C or better in ARTS 111 or ARTS 115.

ARTS 328 Advanced Painting

Credits 3. 1 Lecture Hour. 5 Lab Hours. Experiments in spatial design; intermediate aspects of creative process; issues in contemporary art; modeling and construction techniques as they may facilitate the generation of new forms and compositions; formal visual analysis and critique. May be taken two times for credit. **Prerequisites:** ARTS 305; junior or senior classification; PVFA major or approval of instructor.

ARTS 329 Texas Art History

Credits 3. 3 Lecture Hours. The development of visual arts in Texas; an examination of art movements, artists and major works exhibiting a broad range of artistic techniques. **Prerequisite:** Grade of C or better in ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 330 The Arts of America

Credits 3. 3 Lecture Hours. Survey of painting, sculpture, crafts and architecture of prehistoric America to the present; emphasis on art as a record of cultural, economic and social evolution. **Prerequisite:** Grade of C or better in ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 335 The Art and Architecture of Rome

Credits 3. 3 Lecture Hours. Rome as a microcosm of western civilization; a survey of western architectural and art history from antiquity through the Baroque; a focus on the Eternal City's buildings, paintings, mosaics and sculptures exploring criteria, methods, goals and results of major architectural and artistic movements and the people involved.

Prerequisite: Grade of C or better in ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 339 Themes in Contemporary Art

Credits 3. 3 Lecture Hours. Thematic survey of art since 1960; exploration of changing roles in art production, performance, presentation and criticism; art and artist in the global context; contemporary theory and criticism. **Prerequisite:** Admission to upper division.

ARTS 340 History of the Photographic Image

Credits 3. 3 Lecture Hours. History of photography; social, cultural, political, scientific and artistic contexts; important photographic themes and photographers. **Prerequisite:** ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 341 History of Animation

Credits 3. 3 Lecture Hours. History of the animated image in the nineteenth-century through the twenty-first century ; developments, theories and ideologies in computer animation. **Prerequisites:** Grade of C or better in ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, ARCH 350, or FILM 299.

ARTS 342 History of Graphic Design

Credits 3. 3 Lecture Hours. History of graphic design; understanding visual language, semiotic theory, technological developments associated with graphic design production, social, cultural, political and artistic influence on visual communication. **Prerequisite:** ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 343 History of Illustration

Credits 3. 3 Lecture Hours. History of illustration; early scrolls, codexes and manuscript illumination; print culture; commercial processes of the 19th and 20th centuries. **Prerequisite:** ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 345 History of Gaming

Credits 3. 3 Lecture Hours. Modern game creation and play; theory, history, and development. **Prerequisites:** ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 349 The History of Modern Art

Credits 3. 3 Lecture Hours. Chronological development of late 19th through 20th century art; emphasis on key artists, paintings, sculpture, photography and architecture. **Prerequisite:** Junior or senior classification or approval of instructor and undergraduate program coordinator.

ARTS 350 The Arts and Civilization

Credits 3. 3 Lecture Hours. Investigation of the image of work of selected periods in terms of criticism, aesthetic rationale, specific masters and social significance by going beyond historical chronology. **Prerequisites:** Grade of C or better in ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 353 Color Theory

Credits 3. 2 Lecture Hours. 4 Lab Hours. Examination of color and color theory including optical phenomena, color theory and perception; application and principles with respect to art and design; two-dimensional and three-dimensional projects examining color theories. **Prerequisites:** Junior classification in Visualization major; Graphic Design or Studio Art minor.

ARTS 356 Motion Graphics

Credits 3. 2 Lecture Hours. 4 Lab Hours. Investigation of visual communication and commercial art as time-based media; including skill development in the use of software to develop storyboards and animation including creating, importing, and sequencing media elements; focus on the effective use of graphic design elements in motion including type, logos, infographics, and color. **Prerequisites:** Grade of C or better in ARTS 104 or VIST 105; grade of C or better in ARTS 303.

ARTS 403 Graphic Design III

Credits 3. 2 Lecture Hours. 4 Lab Hours. Advanced graphic design concepts and practices; development of unified graphic campaigns to promote a product, an organization, a publication, a service, or business; advanced problem-solving techniques based on the design process through research, analysis, and presentation; systematic approach to visual development. **Prerequisites:** ARTS 303 and ARTS 304; junior or senior classification or approval of instructor and undergraduate program coordinator; knowledge of industry-standard software (Adobe Photoshop, InDesign and Illustrator) is expected.

ARTS 435 Digital Sculpture

Credits 3. 2 Lecture Hours. 4 Lab Hours. Instruction in advanced digital workflows and aesthetic techniques for the creation of narrative and non-objective sculpture. **Prerequisites:** Junior or senior classification; grade of C or better in ARTS 231 and VIST 106.

ARTS 445 Byzantine Art and Architecture

Credits 3. 3 Lecture Hours. A critical and historical investigation of Mediterranean art and architecture from the third century to the middle of the fifteenth century; emphasis on the artistic achievements from the late antique Mediterranean and the Byzantine Empire; investigation of architectural decoration, public monuments, cultural diversity and controversies over images. **Prerequisite:** Grade of C or better in ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

ARTS 455 Experimental Typography

Credits 3. 1 Lecture Hour. 5 Lab Hours. Investigation of typography in three-dimensional space; exploration of typography in its traditional and experimental forms; exploration of how typography lives in public spaces and how typography can be an interactive and hands-on experience. May be taken for credit up to 6 hours. **Prerequisites:** Grade C or better in ARTS 255, ARTS 303 and ARTS 304.

ARTS 485 Directed Studies

Credits 1 to 4. 1 to 4 Other Hours. Special problems in the fine and applied visual and plastic arts. May be repeated for up to 12 credit hours. **Prerequisite:** Approval of instructor and undergraduate program coordinator.

ARTS 489 Special Topics in...

Credits 1 to 4. 1 to 4 Lecture Hours. 0 to 4 Lab Hours. Selected topics in an identified field of the fine or applied visual and plastic arts. May be repeated for up to 9 credit hours. **Prerequisite:** Approval of instructor and undergraduate program coordinator.