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 arrangement.  

ARTS 104 Introduction to Graphic Design  
Credit 1. 2 Lab Hours.  
Introduction to the concepts and techniques utilized in the layout of graphic presentations; basic digital camera operations, typography, use of color, design principles; integration of type, graphic elements and images.  
Prerequisite: Major in visualization or minor in art.  

ARTS 111 Drawing I  
Credits 3. 2 Lecture Hours. 4 Lab Hours.  
(ARTS 1316) Drawing I. Variety of media techniques and subjects, exploring perceptual and descriptive possibilities; drawing as a developmental process as well as an end in itself; freehand.  

ARTS 115 Drawing for Visualization  
Credits 3. 2 Lecture Hours. 3 Lab Hours.  
Investigation of and practice with tools, methods and techniques available for communication of designs; drawing, graphics, rendering and color.  
Prerequisite: Visualization majors only.  

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 19th century.  

ARTS 210 Introduction to Photography  
Credits 3. 2 Lecture Hours. 3 Lab Hours.  
(ARTS 2356) Introduction to Photography. Introduction to the digital camera, creation, manipulation and critique of the digital image; composition and aesthetics; exposure control; digital work-flow; post-processing techniques; layering and compositing; history of the photographic image.  
Prerequisite: Non-visualization majors only.  

ARTS 212 Life Drawing  
Credits 3. 1 Lecture Hour. 6 Lab Hours.  
Emphasis on structure and action of the human figure.  
Prerequisite: ARTS 111 or ARTS 115 or equivalent, or approval of instructor and undergraduate program coordinator.  

ARTS 303 Graphic Design I  
Credits 3. 2 Lecture Hours. 4 Lab Hours.  
Introduction to the principles of graphic design; composition and their application for printed and digital media.  
Prerequisites: ARTS 104, VIST 105, ENDS 105 or approval of instructor and undergraduate program coordinator.  

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.  
Exploring potentials of painting media with emphasis on color and composition.  
Prerequisite: ARTS 111 or ARTS 115 or approval of instructor and undergraduate program coordinator; junior or senior classification.  

ARTS 308 Sculpture  
Credits 3. 1 Lecture Hour. 5 Lab Hours.  
Sculptural principles of physical form, space and materials; context and content of three-dimensional art forms.  
Prerequisite: ARTS 115 or equivalent or approval of instructor and undergraduate program coordinator; junior or senior classification.  

ARTS 311 Black and White Photography  
Credits 3. 2 Lecture Hours. 4 Lab Hours.  
Exploration of vision through the photographic image as a medium of visual expression; basic theory and practice of black and white and/or still photography and/or digital imaging; historic development and aesthetic concern for photographic imagery.  
Prerequisites: Approval of instructor and undergraduate program coordinator; junior or senior classification.  

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; expression and criticism.  
Prerequisite: ARTS 210, VIST 310 or ARTS 311.  

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.  
Prerequisites: ARTS 103, ARTS 115 or equivalent; junior or senior classification. Field trip required.  

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: Junior or senior classification or approval of instructor and undergraduate program coordinator.  

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: Junior or senior classification or approval of instructor and undergraduate program coordinator.
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: Junior or senior classification or approval of instructor and undergraduate program coordinator.

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.

ARTS 353 Color Theory  
Credits 3. 2 Lecture Hours. 4 Lab Hours.  
Aspects 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: College of Architecture majors or art minors; junior or senior classification.

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 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: Junior or senior classification.

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.