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

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 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 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 and VIST 284; grade of C or better in VIST 105 or ARTS 103.

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.

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. 
Prerequisites: Grade of C or better in ARTS 111, ARTS 115, or ARTS 305. Field trip required.

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.
Prerequisites: ARTS 305; upper division in Visualization 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 333 Visual And Material Culture of the Mediterranean
Credits 3. 3 Lecture Hours.
Visual arts and material culture of the Mediterranean world during the Renaissance and early modern period; economic, social, cultural and political influence; field trip required.
Prerequisite: 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; 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.
Prerequisite: ARTS 149, ARTS 150, ARTS 349, ARCH 249, ARCH 250, or ARCH 350.

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, codices 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.
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: Upper division in Visualization or minor in Art.

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

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.