

## 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. **Prerequisite:** Art minors only.

### ARTS 104 Introduction to Graphic Design

**Credit 1. 2 Lab Hours.** Introduction to the concepts and techniques utilized in graphic design; basic digital camera operations, typography, use of color, design principles; integration of type, graphic elements and images. **Prerequisite:** Art minors.

### ARTS 111 Drawing I

**Credits 3. 2 Lecture Hours. 4 Lab Hours.** (ARTS 1316) Drawing I. Introduction to composition and form, media, techniques and subjects; exploring perceptual and descriptive drawing; mark making as a developmental process in art and design practice. **Prerequisite:** Art minors only.

### 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 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 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 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. **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; 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. **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, 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.** 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.