



## Faculty

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In the VISUAL ARTS DEPARTMENT, the student has the opportunity to study visual arts either as a vocation or as a means of increasing cultural awareness. The department is keenly interested in students who choose visual art as their occupation and who want to devote themselves to the period of intensive training necessary for their profession. It is also concerned with those whose interests may be avocational rather than professional, who recognize the cultural advantages to be obtained from the study of visual art, or who find in artistic experience a high degree of personal enjoyment and satisfaction.

## Major in Fine Art, B.S.

A minimum of 78 hours (39 upper-division hours)

### ►Required Core Courses (78 hours):

ARTD 124-125	Design and Composition I-II	3-3
ARTD 285	Color	2
ARTF 121-122	Drawing Fundamentals I-II	2-2
ARTF 210	Stained Glass	2
ARTF 211	Three-Dimensional Design	2
ARTF 212	Ceramics	2
ARTF 220	Acrylic Painting	2
ARTF 226	Collage and Assemblage	2
ARTF 310	Watercolor Painting	2
ARTF 315	Encaustic Painting	2
ARTF 320	Clay Sculpture	2
ARTF 325	Printmaking—Silkscreen	2
ARTF 326	Oil Painting	2
ARTF 330	Printmaking—Woodcuts and Etchings	2
ARTF 332	Monotype	2
ARTF 340	Intermediate Ceramics	2
ARTF 341	Advanced Ceramics	2
ARTF 346	Stone Sculpture	2
ARTF 394	Professional Practices in Art	2
ARTF 421-422	Life Drawing I, II	2-2
ARTF 423	Portrait Drawing	2
ARTF 447	Sculpture	2
ARTF 461	Figure Painting	2
ARTF 499	Thesis Project	3
ARTH 107	American Art	3
ARTH 115-116	History of Western Art	4-4
ARTH 370	Modern Art	4
ARTP 241	Photography I	3
<i>At least one of the following courses:</i>		3
ARTH 108	History of Far Eastern Art (3)	
ARTH 278	Women Artists (3)	

## Visual Arts

### Major in Fine Art, B.A.

A minimum of 58 hours (27 upper-division hours)

► **Required Core Courses (58 hours):**

ARTD 124-125	Design and Composition I-II	3-3
ARTD 285	Color	2
ARTF 121-122	Drawing Fundamentals I-II	2-2
ARTF 211	Three-Dimensional Design	2
ARTF 212	Ceramics	2
ARTF 325	Printmaking–Silkscreen	2
ARTF 330	Printmaking–Woodcuts and Etchings	2
ARTF 340	Intermediate Ceramics	2
ARTF 394	Professional Practices in Art	2
ARTF 421	Life Drawing I	2
ARTF 499	Thesis Project	3
ARTH 115-116	History of Western Art	4-4
ARTH 370	Modern Art	4

At least one of the following courses:

ARTH 107	American Art (3)	3
ARTH 278	Women Artists (3)	3

At least one of the following courses: 2

ARTF 210	Stained Glass (2)	2
ARTF 226	Collage and Assemblage (2)	2

At least one of the following courses: 2

ARTF 320	Clay Sculpture (2)	2
ARTF 341	Advanced Ceramics (2)	2

At least one of the following courses: 2

ARTF 332	Monotype (2)	2
ARTF 461	Figure Painting (2)	2

At least one of the following courses: 2

ARTF 346	Stone Sculpture (2)	2
ARTF 447	Sculpture (2)	2

At least one of the following courses: 2

ARTF 422	Life Drawing II (2)	2
ARTF 423	Portrait Drawing (2)	2

At least two of the following courses: 4

ARTF 220	Acrylic Painting (2)	4
ARTF 310	Watercolor Painting (2)	4
ARTF 315	Encaustic Painting (2)	4
ARTF 326	Oil Painting (2)	4

### Major in Graphic Design, B.S.

A minimum of 88 hours (42 upper-division hours)

► **Required Core Courses (60-61 hours):**

ARTD 110	Design: Tools, Materials and Techniques	2
ARTD 124-125	Design and Composition I-II	3-3
ARTD 261	Fundamentals of Graphic Design	3
ARTD 262	Identity/Branding I	3
ARTD 263	Introduction to Typography	3
ARTD 266	Digital Studio I	3
ARTD 268	Illustration I	3
ARTD 285	Color	2
ARTD 317	Interactive Design	2
ARTD 362	Identity/Branding II	3
ARTD 364	Illustration II	3
ARTD 460	Self Promotion	1
ARTD 468	Publication Design	2
ARTF 121-122	Drawing Fundamentals I-II	2-2
ARTF 394	Professional Practices in Art	2
ARTF 499	Thesis Project	3
ARTH 264	History of Graphic Design	2
ARTP 241	Photography I	3
ARTP 446	Digital Photo Imaging	3

At least one of the following courses: 4

ENGL 224	Literary Theory (4)	4
ENGL 346	Creative Writing (4)	4

At least one of the following courses: 3-4

MKTG 351	Marketing (4)	3-4
MKTG 374	Advertising (3)	3-4

► **Emphases (Choose one):**

**1. Design Emphasis (35 hours)**

ARTD 318	Interactive Design II	2
ARTD 361	Visual Identity Systems	3
ARTD 365	Packaging Design	3
ARTD 415	Environmental Design	3
ARTD 440	Type: Expressive and Experimental	3
ARTD 463	Typography: Form and Communication	3
ARTD 464	Digital Studio II	3
ARTF 211	Three-Dimensional Design	2
ARTF 325	Printmaking–Silkscreen	2
ARTH 370	Modern Art	4
ARTP 243	Color Photography I	3

At least one of the following courses: 2

ARTF 220	Acrylic Painting (2)	2
ARTF 310	Water Color Painting (2)	2

At least one of the following courses: 2  
 ARTF 421 Life Drawing I (2)  
 ARTF 422 Life Drawing II (2)

Recommended Course:  
 ARTP 242 Photography II (3)

**2. Illustration Emphasis** (37 hours)  
 ARTD 365 Packaging Design 3  
 ARTD 463 Typography: Form and Communication 3  
 ARTD 464 Digital Studio II 3  
 ARTF 211 Three-Dimensional Design 2  
 ARTF 220 Acrylic Painting 2  
 ARTF 226 Collage and Assemblage 3  
 ARTF 310 Water Color Painting 2  
 ARTF 325 Printmaking–Silkscreen 2  
 ARTF 326 Oil Painting 2  
 ARTF 330 Printmaking–Woodcuts and Etchings 2  
 ARTF 421-422 Life Drawing I, II 2-2  
 ARTF 423 Portrait Drawing 2  
 ARTF 461 Figure Painting 3  
 ARTH 370 Modern Art 4

Recommended Courses:  
 ARTD 440 Type: Expressive and Experimental (3)  
 ARTP 242 Photography II (3)

**3. Web Emphasis** (28 hours)  
 ARTD 318 Interactive Design II 2  
 ARTD 353 Web Page Publication 3  
 ARTD 415 Environmental Design 3  
 ARTD 463 Typography: Form and Communication 3  
 ARTD 464 Digital Studio II 3  
 ARTH 370 Modern Art 4  
 ARTP 242 Photography II 3  
 ARTP 243 Color Photography I 3

At least one of the following courses: 2  
 ARTF 220 Acrylic Painting (2)  
 ARTF 310 Water Color Painting (2)

At least one of the following courses: 2  
 ARTF 421 Life Drawing I (2)  
 ARTF 422 Life Drawing II (2)

Recommended Course:  
 ARTD 253 Publication Technology (3)

Recommended Cognate Courses (for all emphases):  
 COMM 340 Visual Communication and Semiotics (3)  
 JOUR 434 Media Law and Ethics (3)  
 MGMT 160 Small Business Management (3)  
 MKTG 360 Consumer Behavior (3)

**Major in Photography, B.S.**

A minimum of 69 hours (43 upper-division hours)

► **Required Core Courses (69 hours):**  
 ARTD 124-125 Design and Composition I-II 3-3  
 ARTD 261 Fundamentals of Graphic Design 3  
 ARTF 285 Color 2  
 ARTD 317 Interactive Design I 2  
 ARTF 394 Professional Practices in Art 2  
 ARTF 495 Independent Study 3  
 ARTF 499 Thesis Project 3  
 ARTH 277 History of Photography 3  
 ARTH 370 Modern Art 4  
 ARTP 241-242 Photography I-II 3-3  
 ARTP 243 Color Photography I 3  
 ARTP 441 Portrait Photography 3  
 ARTP 443 Commercial Photography I 3  
 ARTP 444 Color Photography II 3  
 ARTP 446 Digital Photo Imaging 3  
 ARTP 452, 453 Fine Print I, II 3, 3  
 ARTP 454 Advanced Portraiture 3  
 ARTP 455 Architectural Photography 3  
 JOUR 242 Photojournalism 2  
 JOUR 434 Media Law and Ethics 3  
 MGMT 160 Small Business Management 3

**Major in Film and Television Production, B.S.**

A minimum of 81 hours (41 upper-division hours)

► **Required Core Courses (81 hours):**  
 ARTD 124-125 Design and Composition I, II 3-3  
 ARTP 241 Photography I 3  
 COMM 340 Visual Communication and Semiotics 3  
 JOUR 434 Media Law and Ethics 3  
 MDIA 131 Elements of Cinema 3  
 MDIA 140 Short Scriptwriting 2  
 MDIA 152 Introduction to Filmmaking 2  
 MDIA 158 Introduction to Television Production 2  
 MDIA 220 Producing 3  
 MDIA 231-232 Sound Design I, II 2-2  
 MDIA 241 Lighting 3  
 MDIA 256 Editing 3  
 MDIA 258 Motion Graphics 3  
 MDIA 260 Film History 3  
 MDIA 270 Cinematography 3  
 MDIA 341-342-343 Group Production I-II-III 3-3-3  
 MDIA 346 Screenwriting 4

## Visual Arts

MDIA 350	Directing	3
MDIA 355	Marketing and Distribution	3
MDIA 380	Internship	3
MDIA 381	International Documentary Experience	3
MDIA 432	PSA Production	3
MDIA 451	Self Promotion	1
MDIA 487-488-489	Thesis Project I, II, III	2-2-2

### Recommended Cognate Courses:

JOUR 242	Photojournalism (3)
MGMT 160	Small Business Management (3)

## Major in Graphic Design, A.S.

A minimum of 49 hours

### ► Required Core Courses (49 hours):

ARTD 110	Tools, Techniques and Materials	2
ARTD 124-125	Design and Composition I-II	3-3
ARTD 261	Fundamentals of Graphic Design	3
ARTD 262	Identity/Branding I	3
ARTD 263	Introduction to Typography	3
ARTD 266	Digital Studio I	3
ARTD 268	Illustration I	3
ARTD 299	Thesis Project	3
ARTD 464	Digital Studio II	3
ARTF 121-122	Drawing Fundamentals I-II	2-2
ARTF 394	Professional Practices in Art	2
ARTH 370	Modern Art	4
ARTP 241	Photography I	3
ARTP 446	Digital Photo Imaging	3

At least two of the following courses: 4-6

ARTD 317	Interactive Design I (2)
ARTD 361	Visual Identity Systems (3)
ARTD 362	Identity/Branding II (3)
ARTD 365	Packaging Design (3)
ARTD 468	Publication Design (2)

### Recommended Cognate Courses:

JOUR 434	Media Law and Ethics (3)
MGMT 160	Small Business Management (3)
MKTG 351	Marketing (3)
MKTG 360	Consumer Behavior (3)
MKTG 374	Advertising (3)

## Major in Photography, A.S.

A minimum of 41 hours

### ► Required Core Courses (41 hours):

ARTD 124-125	Design and Composition I-II	3-3
ARTD 285	Color	2
ARTD 299	Thesis Project	3
ARTF 394	Professional Practices in Art	2
ARTH 277	History of Photography	3
ARTH 370	Modern Art	4
ARTP 241-242	Photography I-II	3-3
ARTP 243	Color Photography I	3
ARTP 441	Portrait Photography	3
ARTP 443	Commercial Photography	3
ARTP 444	Color Photography II	3
ARTP 446	Digital Photo Imaging	3

### Recommended Cognate Courses:

JOUR 242	Photojournalism (2)
JOUR 434	Media Law and Ethics (3)
MGMT 160	Small Business Management (3)

## Minor in Art

A minimum of 34 hours (10 upper-division hours)

### ► Required Courses (34 hours):

ARTD 124-125	Design and Composition I-II	3-3
ARTD 285	Color	2
ARTF 121-122	Drawing Fundamentals I-II	2-2
ARTF 211	Three-Dimensional Design	2
ARTF 421	Life Drawing	2
ARTH 370	Modern Art	4

At least one of the following courses: 4

ARTH 115	History of Western Art (4)
ARTH 116	History of Western Art (4)

At least two of the following courses: 4

ARTF 210	Stained Glass (2)
ARTF 212	Ceramics (2)
ARTF 226	Collage and Assemblage (2)
ARTF 320	Clay Sculpture (2)

At least two of the following courses: 4

ARTF 220	Acrylic Painting (2)
ARTF 310	Watercolor Painting (2)
ARTF 315	Encaustic Painting (2)
ARTF 326	Oil Painting (2)

At least one of the following courses: 2

ARTF 325	Printmaking- Silkscreen (2)
ARTF 330	Printmaking-Woodcuts and Etchings (2)

**Minor in Film and Television Production**

*A minimum of 30 hours (6 upper-division hours)*

► **Required Courses (23-26 hours):**

MDIA 131	Elements of Cinema	3
MDIA 140	Short Scriptwriting	2
MDIA 152	Introduction to Filmmaking	2

*At least one of the following courses:* 3

ARTD 125	Design and Composition II (3)
ARTP 241	Photography I (3)

*At least three of the following courses:* 7-9

MDIA 220	Producing (3)
MDIA 231	Sound Design I (2)
MDIA 232	Sound Design II (2)
MDIA 256	Editing (3)
MDIA 270	Cinematography (3)
MDIA 381	International Documentary Experience (3)

*At least two of the following courses:* 6-7

MDIA 346	Screenwriting (4)
MDIA 350	Directing (3)
MDIA 355	Marketing and Distribution (3)
MDIA 432	PSA Production (3)

► **Required Electives (4-7 hours):**

*At least 4-7 hours from the following:* 4-7  
Additional MDIA courses

**Minor in Art History**

*A minimum of 32 hours (6 upper-division hours)*

► **Required Courses (32 hours):**

ARTD 124-125	Design and Composition I-II	3-3
ARTD 285	Color	2
ARTH 107	American Art	3
ARTH 108	History of Far Eastern Art	3
ARTH 264	History of Graphic Design	2
ARTH 277	History of Photography	3
ARTH 278	Women Artists	3
ARTH 370	Modern Art	4

*At least one of the following courses:* 4

ARTH 115	History of Western Art (4)
ARTH 116	History of Western Art (4)

► **Required Electives (2 hours):**

*At least 2 hours from the following:* 2  
Upper division ARTD, ARTF, or ARTP courses

**The Rasmussen Art Gallery**

*The Rasmussen Art Gallery, located in the heart of the campus mall, offers students and community a stimulating and enriching cultural dimension in the visual arts. The gallery's exhibitions provide exposure to contemporary work as well as to historically significant art.*

**Graphic Design**

LOWER-DIVISION COURSES:

**ARTD 110** 2 F  
**Design: Tools, Materials and Techniques**

Provides the student with fundamental experience and knowledge in the use of the basic materials, tools and processes

necessary for graphic designers. Emphasizes hand skills, with assignments covering construction, presentation, book-arts, and other basic techniques.

**ARTD 124-125** 3-3 F-W  
**Design and Composition I-II**

The basic principles and elements of naturalistic and nonrepresentational design. Stresses creative use of line, color, shape, texture, and space.

**ARTD 253** 3 W  
**Publication Technology**

Uses the Macintosh computer as hardware platform and Adobe InDesign®. Emphasis is on page layout. Introduction to formatting long documents. Use of multiple master pages; building color pages. Two lectures and one laboratory per week.

**ARTD 261** 3 F  
**Fundamentals of Graphic Design**

A basic overview of the design process from conceptualization and visualization to the preparation of advertising and collateral materials for print.

**ARTD 262** 3 F  
**Identity/Branding I**

Emphasizes conceptual problem-solving in the design of corporate identity and collateral materials. Prerequisites: ARTD 261, 263, 266. Recommended prerequisite: ARTD 268.

**ARTD 263** 3 W  
**Introduction to Typography**

Study of letter forms with emphasis on typesetting and preparation of copy for typesetting and design. Prerequisite: ARTD 261.

## Visual Arts

### **ARTD 266**

**3 S**

#### **Digital Studio I**

Preprint production techniques for print applications. Emphasis on presentation and technical skills and problem solving. Recommended prerequisite: ARTD 261.

### **ARTD 268**

**3 W**

#### **Illustration I**

To cultivate the process, resources, and skills needed to create fundamental illustrations in association with graphic design. Applied rendering and illustrations using Adobe Illustrator® to create illustrations and graphics for print and web media. Prerequisites: ARTF 121-122; Macintosh competency.

### **ARTD 285**

**2 S**

#### **Color**

The study and hand-on exploration of color, including color perception, properties of color, interaction of colors, color harmony, and color associations. Develops the student's ability to manipulate color for expressive and aesthetic purposes. Prerequisites: ARTD 124, 125

### **ARTD 299**

**3 F, W, S**

#### **Thesis Project**

Individual project required of all associate-degree art majors. Creation of a unified, accomplished body of work for exhibition in the Rasmussen Art Gallery or at another predetermined location on campus. Students completing more than one degree do a separate project for each degree earned. Qualifies for IP grading.

### UPPER-DIVISION COURSES:

### **ARTD 317**

**2 F**

#### **Interactive Design I**

Designing World Wide Web personal home pages and Web sites for clients using the Web as a delivery platform. Goes beyond development of a properly functioning site to emphasize creation of visually attractive and coherent presentations. For general students and art majors. Prerequisite: CPTR 105 or computer competency (Mac). Recommended prerequisites: ARTD 124, 125, 261.

### **ARTD 318**

**2 W**

#### **Interactive Design II**

Advanced exploration of the integration of components utilized in web and multimedia applications authoring. Students use industry standard software such as Dreamweaver®, Fireworks®, and Flash® for producing interactive projects for internet, CD-ROM, information kiosk, or DVD. Students practice interactive storytelling, navigation metaphors, technical constraints, and usability. Topics include basic animation techniques, transitions, user interactivity, basic scripting, and interactive development process. Prerequisite: ARTD 317.

### **ARTD 353**

**3 W**

#### **Web Page Publication**

Advanced level; for designers who already know basic HTML and web design. Students will learn how to build web pages that are XHTML (Extensible Hyper Text Markup Language) standards compliant with CSS (Cascading Style Sheets). This includes how to create a web-page from scratch and writing one's own CSS style sheets. Two lectures and one laboratory per week. Even years.

### **ARTD 361**

**3 W**

#### **Visual Identity Systems**

Advanced design and presentation as applied to art direction and collateral materials. Prerequisites: ARTD 262, 263, 266. Odd years.

### **ARTD 362**

**3 W**

#### **Identity/Branding II**

In-depth study of corporate identity and graphic standards programs. Includes identity design and usage in various print and collateral applications. Prerequisites: ARTD 262, 263, 266. Even years.

### **ARTD 364**

**3 W**

#### **Illustration II**

Emphasis on rendering images for editorial and commercial assignments. Media include pen and ink and ink wash. Prerequisites: ARTF 421, ARTD 268.

### **ARTD 365**

**3 S**

#### **Packaging Design**

The process of design and presentation as applied to packaging, the redesign of existing packaging and the creation of new product entries. Prerequisites: ARTD 262, 263, 266. Even years.

### **ARTD 415**

**3 S**

#### **Environmental Design**

Advanced study of how to plan and design the integration of visual communication into the three-dimensional environment. Students explore how static and interactive typography, graphics and images can be applied as both pragmatic and poetic solutions in accord with interior and exterior architecture, museum/gallery displays, retail and corporate environments. Even years.

**ARTD 440** **3 S**  
**Type: Expressive and Experimental**

Advanced study of typography concentrating on the expressive use of letterforms and text, and the exploration of experimental and progressive application of type and letterforms. Prerequisite: ARTD 463. Even years.

**ARTD 460** **1 S**  
**Self Promotion**

A concentrated review of the student's existing portfolio with specific attention given to refining and polishing the content, form, and packaging. Additional areas include developing a personal identity system and assembling a set of self-promotional materials. Prerequisite: ARTF 394.

**ARTD 463** **3 S**  
**Typography: Form and Communication**

Type styles, character, arrangement, and usage in the design of printed materials. Practical experience in preparation of type for print production. Prerequisites: ARTD 262, 263, 266. Odd years.

**ARTD 464** **3 S**  
**Digital Studio II**

Explores the preparation of digital files and desktop design. For advanced graphic design majors who understand the basic elements of design, typography, and print and who have good Macintosh competency. Prerequisites: ARTD 262, 266.

**ARTD 468** **2 F**  
**Publication Design**

An in-depth study of publication layout and design techniques. For advanced graphic design majors who understand the basic elements of digital file preparation, layout and design. Prerequisites: ARTD 464. Even years.

**Fine Art**

LOWER-DIVISION COURSES:

**ARTF 121-122** **2-2 F, W**  
**Drawing Fundamentals I-II**

Development of the student's ability to communicate and express creative ideas using line, shape, value, and texture. One lecture and one laboratory per week.

**ARTF 210** **2 F**  
**Stained-Glass Design**

Materials and Techniques of stained-glass design, including copper foiling and leading techniques. One lecture and one laboratory per week.

**ARTF 211** **2 F**  
**Three-Dimensional Design**

The perceptual, spatial, and structural principles of well-ordered three-dimensional forms. Includes assignments introducing techniques of modeling and assemblage. One lecture and one laboratory per week.

**ARTF 212** **2 F, W, S**  
**Ceramics**

Introduction to materials and techniques in creating hand-built and wheel-thrown ceramic forms. One lecture and one laboratory per week. Recommended prerequisite: ARTF 211.

**ARTF 220** **2 F**  
**Acrylic Painting**

Introduction to painting with acrylics. Exploration of color and brush techniques through a variety of subjects and styles. One lecture and one laboratory per week. Even years.

**ARTF 226** **2 W**  
**Collage and Assemblage**

The artistic use of papers, found objects, and other nontraditional media; historical examples and the creation of two- and three-dimensional projects. One lecture and one laboratory per week. Even years.

UPPER-DIVISION COURSES:

**ARTF 310** **2 F**  
**Watercolor Painting**

Fundamentals of watercolor in landscape, still-life, and nonrepresentational painting. Includes work both in studio and on location. One lecture and one laboratory per week. Recommended prerequisites: ARTF 121, 122 or 220. Odd years.

**ARTF 314** **3 S**  
**Art for Children**

Provides an understanding of children's art and a knowledge of art materials and teaching techniques applicable to the child's levels of learning. Designed to provide in the life of the child the thrill of the visual and tactile uses of line, shape, value, color, and texture.

**ARTF 315** **2 W**  
**Encaustic Painting**

Materials and techniques of using pigmented wax as a painting medium on wood, canvas and other supports. Emphasis on exploring and inventing techniques, including layering and collage. One lecture and one laboratory per week. Recommended prerequisites: ARTF 121, 122 or 220. Odd years.

## Visual Arts

### **ARTF 320** **2 W** **Clay Sculpture**

The design and techniques of creating sculptural forms in clay with additive and subtractive processes. Figurative and abstracted subject matter. One lecture and one laboratory per week. Recommended prerequisite: ARTF 211. Odd years.

### **ARTF 325** **2 W** **Printmaking—Silkscreen**

The techniques of silkscreen printing including cut stencil and photostencil. One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122.

### **ARTF 326** **2 W** **Oil Painting**

Transparent and opaque oil painting techniques are studied in rendering still-lives, landscapes, and abstractions. One lecture and one laboratory per week. Recommended prerequisite: ARTF 121, 122 or 220. Even years.

### **ARTF 330** **2 S** **Printmaking—Woodcuts and Etchings**

An introduction to the creation of prints through the relief process of woodcuts and the intaglio process of etchings. One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122. Even years.

### **ARTF 332** **2 S** **Monotype**

Combines painting and printmaking techniques by painting images on metal and plexiglass plates, then transferring them to paper with a hand-operated printing press. One lecture and one laboratory per week. Prerequisite: one quarter of drawing, painting, or printmaking. Odd years.

### **ARTF 340** **2 W** **Intermediate Ceramics**

Ceramics techniques and processes at the intermediate level. One lecture and one laboratory per week. Prerequisite: ARTF 212. Even years.

### **ARTF 341** **2 S** **Advanced Ceramics**

Advanced study in creating ceramic forms, formulating glazes, and alternative firing techniques. One lecture and one laboratory per week. Prerequisite: ARTF 340. Even years.

### **ARTF 346** **2 S** **Stone Sculpture**

Creation of three-dimensional forms using subtractive methods in stone. One lecture and one laboratory per week. Recommended prerequisite: ARTF 211. Odd years.

### **ARTF 394** **2 F** **Professional Practices in Art**

Focuses on issues that graduating art majors will face whether practicing in the field of art or applying to graduate programs. Each student compiles a portfolio of artworks. Features guest speakers.

### **ARTF 421** **2 S** **Life Drawing I**

Improvement of visual skills and accurate portrayal of human surface anatomy. One lecture and one laboratory per week. Prerequisites: ARTF 121 or 122.

### **ARTF 422** **2 W** **Life Drawing II**

Advanced study in drawing the human figure. Emphasis on anatomy, expression, and development of a personal rendering style. One lecture and one laboratory per week. Prerequisite: ARTF 121 or 122. Odd years.

### **ARTF 423** **2 S** **Portrait Drawing**

Advanced study in drawing a realistic rendering of the human head and features. One lecture and one laboratory per week. Prerequisites: ARTF 121 or 122. Even years.

### **ARTF 447** **2 S** **Sculpture**

The materials and techniques of using various media to create sculptural forms, both representational and nonobjective. One lecture and one laboratory per week. Recommended prerequisite: ARTF 211. Even years.

### **ARTF 461** **2 S** **Figure Painting**

Advanced study of color and composition with the human figure as subject matter. Emphasis on communicating expression and vitality. One lecture and one laboratory per week. Prerequisite: one quarter of painting or ARTF 421, 422 or 423. Even years.

### **ARTF 491** **1-3 F, W, S** **Cooperative Education in Art**

An individualized contract agreement involving selected students, faculty, and employers to provide practical experience in art, art history, and graphic design in a professional setting. Approval of the department chair required in advance. Thirty clock hours of experience required for each hour of credit. Repeatable for credit.

### **ARTF 495** **1-3 F, W, S** **Independent Study**

Available in any area where additional study is desired. Approval of department chair and major advisor is required. Repeatable to a maximum of 6 credits.

**ARTF 499** **3 F, W, S**  
**Thesis Project**

Individual project required of all baccalaureate degree art majors. Students create a unified, original, and professional body of work for exhibition either in the Rasmussen Art Gallery or at another predetermined location on campus. Students completing more than one art degree do a separate thesis project for each degree earned. Qualifies for IP grading.

**History of Art**

LOWER-DIVISION COURSES:

**ARTH 107** **3 W**  
**American Art**

A study of architecture, graphic art, painting, photography, and sculpture in the United States from the colonial period to the present. Odd years.

**ARTH 108** **3 W**  
**History of Far Eastern Art**

An overview of art and architecture created in China, Japan, India, and Southeast Asia. Even years.

**ARTH 115** **4 F, S**  
**History of Western Art**

Examination of architecture, sculpture, painting and decorative arts in Europe from the period before written language to the end of the Middle Ages. Organized chronologically and geographically, the lectures explore art's relationship to different cultures' ideas of death, the divine, nature, and gender/ethnic identity.

**ARTH 116** **4 F, S**  
**History of Western Art**

Examination of painting, sculpture, architecture, photography, graphic and textile arts from the 15th century to the 21st century, primarily in Europe and the United States. Organized chronologically, the lectures will address themes of vision and representation, the canon, patronage, the artistic personality, and gender/ethnic identity.

**ARTH 264** **2 F**  
**History of Graphic Design**

The history of graphic design and visual communications from the development of ancient writing of the Sumerians progressing through 20th century advances in graphic design: major trends, developments, and influences. Students will be able to recognize, analyze, and understand important historical and world-wide cultural influences found in graphic design and visual communication. Odd years.

**ARTH 277** **3 F**  
**History of Photography**

Analysis of theories and techniques of major photographers in America and Europe from the inception of photography to the present.

**ARTH 278** **3 W**  
**Women Artists**

Female artists in the Western World from the Renaissance to the present, with particular focus on the 19th and 20th centuries. Even years.

UPPER-DIVISION COURSE:

**ARTH 370** **4 S**  
**Modern Art**

The Avant-garde in European and American art from Manet to the present. Includes architecture, graphic art, painting, performance, photography, and sculpture. Prerequisite: ARTH 116.

**Photography**

LOWER-DIVISION COURSES:

**ARTP 100** **2 Su**  
**Digital Art Photography**

Digital imaging as a means of visualizing ideas in the context of visual communication design. Students learn the creative use of 2-D image manipulation and transformation of photographic and non-photographic imagery on the computer. Offered only at Albion.

**ARTP 241-242** **3 F, W**  
**Photography I-II**

The basic equipment, experimental manipulations, and photographic skills involved in producing black and white negatives, contact prints, and enlargements; the proper use of various films, papers, and chemicals. Ninety minutes lecture and four hours laboratory per week. Must be taken in sequence.

**ARTP 243** **3 S**  
**Color Photography I**

An introduction to color theory and practice; color slides and slide developing. Ninety minutes lecture and four hours laboratory per week.

## Visual Arts

### UPPER-DIVISION COURSES:

#### **ARTP 441** **3 F** **Portrait Photography**

Development of fine art and commercial skills in black-and-white and color portraiture, including executive and group portraits, both in studio and outdoors. A 2¼ format camera is used. Ninety minutes lecture and four hours laboratory per week. Prerequisite: ARTP 243.

#### **ARTP 443** **3 W** **Commercial Photography**

Use of 2¼ and 4 x 5 format cameras with studio lighting for product still life, architectural, and industrial applications. Ninety minutes lecture and four hours laboratory per week. Prerequisite: ARTP 243.

#### **ARTP 444** **3 S** **Color Photography II**

Professionalism in color photography. Includes use of filters, business of photography and creating publishable photographs. Ninety minutes lecture and slide critique and four hours laboratory per week. Prerequisite: ARTP 243.

#### **ARTP 446** **3 S** **Digital Photo Imaging**

Use of computer software tools and techniques to scan, alter and enhance photographs. Emphasis on artistic manipulation of digital images for graphic design and photographic applications. Prerequisites: (Mac competency), ARTP 241.

#### **ARTP 452** **3 F** **The Fine Print I**

Advanced photography printing using a large format camera. Refined printing using cold-light enlargers and archival treatments. Ninety minutes lecture and four hours laboratory per week. Even years.

#### **ARTP 453** **3 W** **The Fine Print II**

Second stage of refined printing with large format negatives. Ninety minutes lecture and four hours laboratory per week. Even years.

#### **ARTP 454** **3 W** **Advanced Portraiture**

An advanced approach to what comprises a portrait. Both medium and large format cameras are used. Ninety minutes lecture and four hours laboratory/field work per week. Prerequisite: ARTP 441. Odd years.

#### **ARTP 455** **3 W** **Architectural Photography**

Use of 2¼ and 4 x 5 cameras to record interiors and exteriors of architectural subjects. Lighting techniques blend natural light and flash. Ninety minutes lecture and four hours laboratory/field work per week. Odd years.

### Film and Television Production

### LOWER-DIVISION COURSES:

#### **MDIA 131** **3 F** **Elements of Cinema**

Introduction to the basic elements of cinema and related motion-picture technologies. Emphasis on developing skills of critical analysis and appreciation of the "language" of cinema; craft, genre, style, and technique. Historical overview of cinema classics and innovative visionaries of the medium. Introduction to roles and responsibilities involved in motion-picture technologies (e.g., scriptwriting, directing, cinematography, editing, lighting, sound direction, etc.). Lectures, discussion, and intensive viewing labs.

#### **MDIA 140** **2 S** **Short Scriptwriting**

Techniques and practice in writing the short media script. Fundamentals of short scripting, outline, structure, and brief theme development for PSA's, short film and video features, broadcast and infomercials. Includes practical development of the students' knowledge of screenwriting software programs. Student work will ideally be integrated into other media production courses requiring short scripts.

#### **MDIA 152** **2 S** **Introduction to Filmmaking**

An overview of the filmmaking process from concept to distribution with emphasis on how to make an independent film. Students learn both the artistic and business principles of filmmaking. Intended for Film and Television majors and others interested in understanding how independent films are created. Students make their own short film projects during this class. Recommended: CPTR 105 or computer competency (Macintosh). One lecture and one laboratory per week.

#### **MDIA 158** **2 W** **Introduction to Television Production**

Survey of three types of media production from a Christian perspective: broadcast production, documentary production, and digital film production. Includes an overview of the positions that make up the production team, and the technologies that make the production happen. One lecture and one laboratory per week.

**MDIA 220** **3 F**  
**Producing**

Provides a thorough understanding of the role of the producer in the development and production of narrative, documentary, and television projects. Emphasis on understanding the business side of filmmaking, including fundraising, budgeting, contracts, hiring a crew, insurance considerations, setting project timelines, and negotiating distribution deals. Prerequisites: MDIA 131, 140, 152, 158.

**MDIA 231** **2 F**  
**Sound Design I**

Introduction to audio recording theory and techniques for broadcast, film, and studio environments. Concepts such as multitrack mixing, voice-over recording, sound effects, editing, and wave-form processing are studied and practiced using current industry-standard audio equipment. Focus on learning industry-standard audio editing software. One lecture and one laboratory per week. Prerequisite: MDIA 158.

**MDIA 232** **2 S**  
**Sound Design II**

Focus on post-production sound. Includes audio dialogue replacement (ADR), sound effects recording (Foley), music mastering, pre-mix track preparation, final sound mixing and creation of a Dolby 5.1 surround mix using industry standard software and hardware. One lecture and one laboratory per week. Prerequisites: MDIA 131, 140, 152, 158, 231.

**MDIA 241** **3 W**  
**Lighting**

Theory of and practice in using professional lighting equipment and natural lighting, along with camera exposure control, to achieve various moods and effects. Two lectures and one laboratory per week. Prerequisite: MDIA 158.

**MDIA 256** **3 S**  
**Editing**

Explores the history, theories, and techniques of film and television editing. Students learn to create meaning and emotion through the juxtaposition of moving images and the art of making the edit. Practical training includes learning to log, digitize, edit, and prepare footage for distribution using a nonlinear editing system (Apple Final Cut Pro®). Macintosh computer proficiency is required. Two lectures and one laboratory per week. Prerequisite: MDIA 158.

**MDIA 258** **3 W**  
**Motion Graphics**

Using the latest off-the-shelf software, students learn to create still and animated two-dimensional graphics for show opens, title sequences, image enhancements, and compositing. Emphasizes understanding the tools available. Software taught: Photoshop®, Illustrator®, After Effects®, Motion® Chyron Lyric®. Two lectures and one laboratory per week.

**MDIA 260** **3 F**  
**Film History**

A history of motion picture technologies with emphasis on narrative cinema and the moving media. Covers the period of early expansion (1907-1918), D.W. Griffith and the development of narrative form, German, Soviet and Third World cinema and the theory of montage, the coming of sound and color, the ascent of Hollywood and the French New Wave. Also covers the current “digital mania.”

**MDIA 270** **3 S**  
**Cinematography**

Teaches students how to do production outside the studio. Skills taught include microphone selection and placement, working with available light, location management, expedition planning, and camera control. Job markets targeted are: news gathering, documentary, mission adventure videos, etc. Two lectures and one laboratory per week.

UPPER-DIVISION COURSES:

**MDIA 341-342-343** **3-3-3 F-W-S**  
**Group Production I-II-III**

A three-part series in which students work together as a collaborative team to create a film (narrative or documentary) or television project. The series is intended to allow students to apply their previously acquired skills to a project as a team and prepare them for their thesis project. Two lectures and one laboratory per week. Must be taken in sequence. Prerequisites: MDIA 220, 231, 241, 256, 260, 270.

Students choose from the following:

*Documentary Production*  
*Film Production*  
*Television Production*

**MDIA 346** **4 W**  
**Screenwriting**

(See also ENGL 346)

Fundamentals of screenwriting: structure, character and scene development, conflict, locale, theme, script outline and story conception. Includes practical development of the student’s knowledge of screenwriting software programs. Students produce one act of a feature-length screenplay. Prerequisite: ENGL 102.

## Visual Arts

### **MDIA 350** **Directing**

**3 W**

Directing of an independent film, documentary, or episodic television program. Teaches the director's role in the filmmaking process, including preparing script for production, casting a project, working with actors during rehearsal, working with the crew on set, and understanding the director's role as "auteur" or author of a film. Two lectures and one laboratory per week. Prerequisites: MDIA 220, 241, 256, 260, 270.

### **MDIA 355** **Marketing and Distribution**

**3 S**

An exploration of film and television marketing and distribution with an emphasis on how to secure a distribution deal for an independent production. Alternative forms of distribution are examined including self-distribution, DVD creation, and online distribution. Students learn how to create their own DVDs using Apple DVD Studio Pro®. Two lectures and one laboratory per week. Macintosh computer proficiency is required.

### **MDIA 380** **Internship**

**3 F, Su**

Planned, coordinated, and supervised work experience in an industry allied with film or television production. A minimum of fifty hours of verified work experience required for each hour of credit. Repeatable to a maximum of 12 credits. For instructions and requirements, see department chair before registering. Qualifies for IP grading.

### **MDIA 381** **International Documentary Experience**

**3 Su**

Combines theoretical understanding of media for social awareness with hands-on production elements of international documentary filmmaking. In this intensive three-week course, students will research, produce, direct and edit short documentary films that emphasize story and issue in partnership with the advocacy arm of a grassroots-level NGO in an international setting. Prerequisites: MDIA 220, 256, 270.

### **MDIA 432** **PSA Production**

**3 W**

Provides an opportunity to apply technical skills to the production of Christian PSA's for potential broadcast. Emphasis on effective audience analysis, clear identification of desired outcome, and reduction of images and sounds to their most concentrated and effective form. Includes problem/audience-specific scripting, as well as production design and execution of 15, 30, and 60-second PSA's. Two lectures and one laboratory per week.

### **MDIA 451** **Self Promotion**

**1 S**

Final preparation for entry into the job market. Polishing the demo reel, preparing the resumé, business cards, etc. Survey of the job market and available opportunities. Lectures, discussion, field trip. All major courses should be completed or final ones concurrent with enrollment in this course.

### **MDIA 487-488-489** **Thesis Project**

**2-2-2 F, W, S**

A film or television project produced and completed during the senior year that incorporates the creative, technical, and business skills learned throughout the major. The film, documentary, or television project will be presented at the Senior Film Festival held at the end of the year. Proposals must be pitched to a department review panel for approval at the beginning of the senior year.