

# Art (ART)

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## **ART 1001. FYE: Art and Design. 2 Hours.**

This First Year Experience course is specifically designed to ease Art students' transition to Utah Tech University and to prepare them for college and career success. Students will learn the value of a college education including the purpose and value of general education. This course is designed to help students understand and adapt to university life and expectations, refine academic skills and abilities, create and foster social networks, and introduce them to different fields of study, degree options, and career opportunities associated with the field of Art. Students will learn to develop a support network of classmates, faculty, and staff to help ensure a successful academic experience as well as participate with some basic art projects. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Explore and articulate the value of a college education. 2. Demonstrate the attributes of an intentional student. 3. Collect, foster, and use multiple campus resources, including technology, learning resources, and the campus community. 4. Evaluate and incorporate strategies for being successful as a art student, and as an art professional. Course fee required. FA, SP.

## **ART 1010. Introduction to Art (FA). 3 Hours.**

Fulfills General Education Fine Arts requirement. Includes identification of major art forms, brief survey of art history, investigation of art criticism, introduction of various media, and identification of elements and principles of art for all on-campus courses. Inclusive Access Course Material (electronic book) fees may apply, see Fees tab under each course section for details. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Formulate a working knowledge of the elements and principles of art and design and how these things, when combined with the unique qualities of different media, contribute to the meaning and message of art. 2. Acquire the vocabulary necessary to address issues and concepts in art using both oral and written skills. 3. Broadly define movements and periods in art history and to locate works of art within their historical and cultural contexts. 4. Differentiate between viewing a work of art emotionally and applying analytical techniques to interpret art. 5. Access, interpret, evaluate and synthesize information using multiple resources, including physical libraries, online information and art databases. 6. Explore how and why works of art can influence human experiences, making connections between art, culture and everyday life. Course fee required. FA, SP, SU.

## **ART 1020. Basic Drawing - Non-Majors. 3 Hours.**

For students with little or no prior training who wish to explore drawing. Introduces the five skills needed to draw any perceived object or person and explore design problems, including theory and skills in line, contour, shape, light and shadow, sighting angle, and proportion using pencil, charcoal, pen and ink, pastels, etc. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Draw by using various tools at an introductory level. 2. Render form through drawing light and shadow shapes. 3. Understand how to draw shapes proportionately to each other. SP.

## **ART 1050. Intro to Photography. 3 Hours.**

For all students interested in basic photographic technique and principles. Covers image, lighting, composition, basic camera operation and darkroom lab work. Hands-on course, allowing exploration of individual areas of interest. Requires out-of-class shooting assignments and access to non-digital SLR camera. Fulfills prerequisite for ART 3030 and 3050R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Gain a useful understanding of the technical aspects of the photographic process. 2. Learn to use and be comfortable with your camera equipment. 3. Understand and apply proper exposure. 4. Learn and apply basic principles of design and composition. 5. Learn to develop B/W film and make quality prints from your processed negatives. 6. Learn how to dry mount your finished prints and present them in art show ready fashion. Course fee required. FA, SP.

## **ART 1110. Drawing and Composition (FA). 3 Hours.**

Fulfills Fine Art GE Requirements. Studio class for Art students and others interested in drawing. Stresses fundamentals of image-based drawing, creativity, and elements of composition, using various techniques with black and white and color media in order to develop drawing skills in preparation for further Art study. Fulfills prerequisite to Art 2110. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Produce consistently purposeful variations in line quality. 2. Demonstrate consistent accuracy in drawing perspective, shape, and value. 3. Express knowledge of basic drawing techniques and principles of composition. 4. Differentiate between accurate and inaccurate shapes both orthographically and in perspective. Course fee required. FA, SP, SU.

## **ART 1120. 2-Dimensional Design (FA). 3 Hours.**

Fulfills Fine Art GE Requirements. This class introducing students, and art students, interested in Design to the principles and elements of two-dimensional design. Both digital and analog approaches to design improves students' abilities to solve visual problems, discuss artwork, and understand design principles and elements. Introduces various artistic media, processes, artists, and art criticism. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Demonstrate competency in 2D design through digital and analog conceptualization, development, and completion. 2. Evaluate and critique personal work and the work of others. 3. Demonstrate competency and quality of craftsmanship, ideas, and design. Course fee required. FA, SP.

## **ART 1130. 3-Dimensional Design I. 3 Hours.**

Studio class for students pursuing fine art, graphic arts, interior design, computer art, photography, architecture, and other degrees, and open to other interested students. Reviews fundamental design principles and techniques, including various design methods and their relationship to the conceptualization, development, and completion of three-dimensional design projects. Stresses critical thinking, analysis, and studio exercises. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Acquire a working knowledge of various 3-D Design methods and their relationship to the conceptualization, development and completion of various 3-dimensional design projects. 2. Analyze art forms and projects through creation and presentation methods. Course fee required. FA, SP.

**ART 2060. Digital Photography (FA). 3 Hours.**

Fulfills Fine Art GE Requirement. An Introduction for all students to the history, mechanics, and applications of digital photography as well as basic photographic techniques and compositional skills. Course objectives will be met through a combination of lectures, viewing the work of master photographers, class assignments, in-class critiques of student work, and time spent outside of the classroom shooting as a group. Each student must have access to a digital camera with manual modes. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Describe the visual and written discourse of photography history and practicality of digital photography and apply this to the evaluation of photographs as an art form and aesthetic sense. 2. Create digital photographs by applying the basics of digital camera operation, by using the camera as a tool for creative expression and visual thinking, and by manipulating formal elements to achieve better compositions. 3. Design exhibition-quality photographs through employment of craftsmanship, critiques, and professional presentation. Course fee required. FA, SP.

**ART 2070. Digital Image Processing and Compositing. 3 Hours.**

This class is an introduction and exploration into the use of computers for the curation, processing, and manipulation of a photography catalog. Students will learn basic and advanced processing techniques within a non-destructive editing environment. Students will experience photographing with a composite in mind. Students will also explore a variety of client scenarios. Topics covered will also include file formats, resolution and dimensions, compression for different uses, color space and color grading, and copyright. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful completion of this course, students will be able to: 1. Catalog, tag, organize, and process the photo within a photographic catalog. 2. Plan, execute, and generate composite photographic images. 3. Demonstrate knowledge of file formats, resolution, file dimensions, color space, and color grading. 4. Demonstrate knowledge of copyright laws in the field of photography. Course fee required. FA, SP.

**ART 2110. Intermediate Drawing. 3 Hours.**

Studio class for students interested in furthering their drawing experience after Drawing and Composition. Focused on the creation of multiple portfolio-ready drawings done in a realistic style, the emphasis of this class is placed on correctly interpreting and crafting accurate shapes and values from life. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Apply an effective drawing process working from simple to complex. 2. Complete realistic drawings from life using various dry media. 3. Express drawing accuracy by employing corrective techniques. 4. Produce a believable sense of form through the use of subtle values and advanced shading techniques. Course fee required. Prerequisite: ART 1110 (Grade C- or higher). FA, SP.

**ART 2120. Digital Art. 3 Hours.**

Intermediate digital art class for BFA seeking students and others interested in concept exploration of visual art through software. Emphasizing on how to create and modify digital images and solidify understanding of design skills. Taking the information learned from foundation courses and building on concept, line, contrast, color, and value through digital media. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Demonstrate how to edit and retouch photos. 2. Demonstrate how to create complex designs on the computer. 3. Demonstrate proficiency in using multiple digital tools to create artwork. 4. Critique other students art in order to gain a strong artistic vocabulary. Course fee required. Prerequisite: ART 1120 (Grade C- or higher). FA.

**ART 2190. Intro to Sculpture. 3 Hours.**

Studio class for art students, and students interested in furthering their 3-dimensional design experience. Covers methods of sculpting with emphasis on design, self-expression, critical thinking, and analysis, using lecture, visual images, field trips to sculptors' studios, and studio practice. Fulfills prerequisite for ART 3190. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Build knowledge of basic sculpture principles. 2. Have practical experiences in and outside of class. 3. Combine practical application of design knowledge and individual creativity to create several sculpture projects. 4. Gain basic art-making skills and learn art production through trial and error. 5. Address several different genre of design and apply the ideas and theories to their individual assignments. Course fee required. FA, SP.

**ART 2210. Intro to Oil Painting. 3 Hours.**

Studio class for art students, and students interested in oil painting. Various techniques will be explored in lectures, demonstrations, and studio practice, and incorporated by students into their individual styles. Successful completers will be able to paint recognizable images and continue study in the medium. Fulfills prerequisite to ART 3210 and ART 4220. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Receive practical experience to develop confidence in oil painting assessed by group paintings projects, and copying paintings for critique. 2. Demonstrate accuracy, size, plumb line, straight line assessed by class projects, class critique. 3. Demonstrate the use of light and shadow in painting assessed by paintings in still life, color and black and white for critique and portfolio. 4. Develop practical skills in the use of required materials assessed by assignment in matching color wheel and still life paintings. 5. Strengthen expression through student choice in subject assessed by painting for class critique and portfolio. Course fee required. Prerequisite: ART 1110 (Grade C- or higher). FA, SP.

**ART 2230. Intro to Printmaking. 3 Hours.**

This course is designed as a beginning exploration of a variety of printmaking methods. All students will get hands on experience with monotype, relief, lithography, and drypoint. Through lecture and presentations, printmaking will be put into a historical and contemporary context. Students will be encouraged to develop personal imagery and voice in print. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop vocabulary of printmaking terms and techniques. 2. Develop an understanding of the principles of design and composition in relation to the printmaking process. 3. Understand and apply a variety of printmaking processes. 4. Organize printing procedures in a logical/sequential manner. 5. Compare and contrast printing techniques. Course fee required. Prerequisite: ART 1110 (Grade C- or higher). FA.

**ART 2250. Intro to Watercolor/Acrylic. 3 Hours.**

Studio class for art students, and students interested in water media painting. Explores creative approaches to watercolor and/or acrylic, emphasizing image painting and experimentation using additive/subtractive elements of painting. Fulfills prerequisite to ART 3250. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Illustrate how to apply water media to a surface through experience. 2. Identify various water media art forms by studying various artists and experimenting with those various methods. 3. Solve basic composition and drawing skills. Course fee required. Prerequisites: ART 1110 (Grade C- or higher). FA, SP.

**ART 2410. Intro to Life Drawing. 3 Hours.**

Studio class for art students and others interested in drawing the human form. Explores various drawing techniques, emphasizing greater accuracy in anatomical structure and form. Fulfills prerequisite to ART 3410. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Understand and apply drawing the human figure from life at the introductory level. 2. Draw accurately negative shapes within the figure. 3. Understand how to apply various values to the drawing. Course fee required. FA, SP.

**ART 2420. Intro to Portrait. 3 Hours.**

Studio class for art students and others interested in portraiture using pastels. Explores various pastel painting techniques. Successful completers will be able to capture a good likeness with realistic color. Fulfills prerequisite to ART 3420. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Draw portraiture at the introductory level. 2. Understand and apply various shapes to construct accurate proportions of the human face. 3. Accurately place facial features from various directions and angles. 4. Understand how to apply value on a face accurately. Course fee required. FA.

**ART 2570. Intro to Ceramics. 3 Hours.**

Fulfills General Education Fine Arts Requirement. Studio class for art students and others interested in learning about and creating ceramics. Covers various methods of creating in clay with emphasis on throwing, hand building, decorating, and glazing; as well as the history of ceramics and contemporary ceramics. Fulfills prerequisite to ART 3570. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop the ability to conceive, plan and produce pottery objects by using a variety of pottery equipment, tools and methods. 2. Develop the awareness of good design and junction in ceramics as shown by the quality of his/her own work. 3. Develop the ability to evaluate quality objectively. Course fee required. FA, SP, SU.

**ART 2600. Drawing for Animation. 3 Hours.**

Studio class focusing on drawing figures, scenes, and objects quickly through memory and observation. Students will be able to identify and apply principles of angles, proportions, lines of action, foreshortening masses, and rhythm. Focus on principles of animation through application. Prerequisite to ART 2650. Lab fee required. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Show the use of animation principles through drawing. 2. Quickly and repeatably draw objects from their mind and observations to increase hand/eye coordination. 3. Assess and correct line placement and quality. Course fee required. Prerequisite: ART 1110 (Grade C- or higher). SP.

**ART 2610. 3D Graphics Essentials. 3 Hours.**

Introduces digital 3D Modeling and rendering techniques for the film/animation industry and video game industry. Students develop 3D models, procedural materials, UV maps, and raster textures. Photo-realistic rendering and compositing techniques are introduced. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Create photo-realistic scenes with no pre-existent assets. 2. Create digital assets compatible with a studio animation pipeline. 3. Overlay 3D digital assets into existing scenes (photographs, videos, etc). Course fee required. SP.

**ART 2990. Seminar in Art. 0.5-3 Hours.**

For students wishing instruction that is not available through other regularly scheduled courses in this discipline. Occasionally, either students request some type of non-traditional instruction, or an unanticipated opportunity for instruction presents itself. This seminar course provides a variable credit context for these purposes. As requirements, this seminar course must first be pre-approved by the department chair; second, it must provide at least nine contact hours of lab or lecture for each credit offered; and third, it must include some academic project or paper (i.e., credit is not given for attendance alone). This course may include standard lectures, travel and field trips, guest speakers, laboratory exercises, or other nontraditional instruction methods. Note that this course is an elective and does not fulfill general education or program requirements. Fees may be required for some seminar courses and instructor permission will be optional at the request of the instructor. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Evaluate and analyze how their non-traditional instruction of choice, through this course, applies to their course of study.

**ART 2991. Seminar in Art. 0.5-3 Hours.**

For students wishing instruction that is not available through other regularly scheduled courses in this discipline. Occasionally, either students request some type of non-traditional instruction, or an unanticipated opportunity for instruction presents itself. This seminar course provides a variable credit context for these purposes. As requirements, this seminar course must first be pre-approved by the department chair; second, it must provide at least nine contact hours of lab or lecture for each credit offered; and third, it must include some academic project or paper (i.e., credit is not given for attendance alone). This course may include standard lectures, travel and field trips, guest speakers, laboratory exercises, or other nontraditional instruction methods. Note that this course is an elective and does not fulfill general education or program requirements. Fees may be required for some seminar courses and instructor permission will be optional at the request of the instructor. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Evaluate and analyze how their non-traditional instruction of choice, through this course, applies to their course of study.

**ART 3030. Intermediate Photography. 3 Hours.**

Studio class for Art majors and for more experienced photography students. Studio lighting, large format cameras, special effects, and advanced lab techniques will be explored. Students will be encouraged to expand the area of their knowledge through problems and assignments decided between the individual student and the teacher. Includes lectures, demonstrations, and studio practice labs. Students are encouraged to work towards creating a portfolio of images. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Analyze the technical aspects of the photographic process. 2. Evaluate photographic situations and judge the technical requirements and settings for your camera equipment. 3. Compose using artificial light to create properly exposed images. 4. Continue the creative process through the film development process. 5. Dry mount your finished prints and present them in art show ready fashion. Course fee required. Prerequisite: ART 1050 (Grade C- or higher). FA, SP.

**ART 3040. Intermediate Digital Photography. 3 Hours.**

Studio class intended to be a seamless continuation of ART 2060 Digital Photography. Students are encouraged to explore the medium more fully through experience with "straight" & experimental photographic techniques. Emphasizes photography as fine art stressing visual awareness, craftsmanship, and printing techniques. Portfolio review required at the end of course. Digital SLR camera with manual controls required. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Analyze the visual and written discourse of photography history and practicality of digital photography and apply this to the evaluation of photographs as civic, political, and ethical instruments. 2. Create digital photographs by applying intermediate digital camera operational skills, by using the camera as a tool for creative expression and visual thinking, and by manipulating formal elements to achieve better compositions. 3. Design exhibition-quality photographs through employment of craftsmanship, critiques, and professional presentation. Course fee required. Prerequisite: ART 2060 (Grade C- or higher). FA.

**ART 3050R. Advanced Photography. 3 Hours.**

Studio class for art students, and students interested in furthering their photography experience. Introduces studio practices and lighting for portraits and commercial products, as well as editorial skills and portfolio preparation. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Analyze the technical aspects of the photographic process. 2. Evaluate photographic situations and judge the technical requirements and settings for your camera equipment. 3. Compose using artificial light to create properly exposed images. 4. Continue the creative process through the film development process. 5. Dry mount your finished prints and present them in art show ready fashion. Course fee required. Prerequisite: ART 1050 (Grade C- or higher). FA, SP.

**ART 3060. Digital Commercial Studio Photography. 3 Hours.**

Digital Commercial Studio Photography is a studio experience that supports formal art and design training, allowing students to work on individualized studio lighting projects while gaining professional insights in studio photography and photo art direction. Students will choose from a range of project topics that are intended to develop their skills. They will be working on multiple projects simultaneously (as reflected in a real world studio environment) and, at any stage of any of those projects, be able to receive critiques and guidance from the instructor. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Evaluate client needs in a real world situation, and respond with appropriate solutions. 2. Craft photographic solutions in a studio environment to respond to specific client-facing demands. 3. Understand studio techniques and how they change the aesthetics of an image. 4. Understand studio management practices and how they influence photographic decisions. Course fee required. Prerequisite: ART 2060 (Grade C- or higher). FA.

**ART 3070R. Advanced Photography II: Digital. 3 Hours.**

Studio class intended to be a seamless continuation of the Digital Photography classes within the Photography emphasis. Students are encouraged to explore the medium more fully through experience with "straight" & experimental photographic techniques. Emphasizes photography as fine art stressing visual awareness, craftsmanship, and printing technology. Portfolio review required at the end of course. Digital SLR camera with manual controls required. Can be repeated for credit. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Contribute to their local community through photographic projects meant to enhance, raise awareness of, or otherwise aid philanthropic causes. 2. Formulate a lesson plan to teach other photographers the basics of photography. 3. Organize a workshop to teach other photographers. 4. Design and create exhibition-quality photographs through employment of craftsmanship, critiques, and professional presentation. Course fee required. Prerequisites: ART 2060 (Grade C- or higher). SP.

**ART 3080R. Advanced Photography III: Nature Photography. 3 Hours.**

Studio class in advanced photography providing instruction and field experience in natural history and wildlife photography field techniques. Objectives include development of an understanding of natural history as it affects photography, an appreciation of wildlife behavior, ecosystems, adaptations, etc. and the allowances, processes and tools necessary to represent them photographically and ethically. Emphasis will be placed on planning and pre-visualization in addition to field techniques necessary to create and collect publishable imagery. Repeatable up to six credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Know how to study an animal and/or geographic area in order to maximize photographic opportunity. 2. Develop familiarity with field practices necessary to capture fleeting moments photographically. 3. Learn general Knowledge of Photography. 3. Develop understanding of how to use scientific knowledge and research as artistic tools. Course fee required. Prerequisite: ART 3040 (Grade C- or higher). FA.

**ART 3110. Creative Perspective Drawing. 3 Hours.**

Studio class for art students, and students interested in furthering their drawing experiences with more individualized conceptual and subject variation. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop in image concept and varied space presentation through individual projects and use of specific space orientation. 2. Develop a more proficient use of overall composition through varied projects geared towards balance and utilization of image space. 3. Understand fully the use of foreground/background in medium of choice through production of assignments in objective/non-objective format. 4. Understand various creative perspective outlets in drawing through personal presentation of medium and final portfolio work. Course fee required. Prerequisite: ART 2110 (Grade C- or higher). FA (odd).

**ART 3130. 3-D Design II. 3 Hours.**

Studio class for art students and others interested in art and design. Reviews fundamental design principles and techniques. Covers various design methods and their relationship to the conceptualization, development, and completion of three-dimensional design projects while emphasizing critical thinking and analysis. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Understand fundamental design principles and techniques. 2. Create design projects with a range of different media. 3. Create three-dimensional design projects that demonstrate successful application of design methods. Course fee required. Prerequisite: ART 1130 (Grade C- or higher). FA.

**ART 3190R. Intermediate Sculpture. 3 Hours.**

Studio class for art students, and students interested in further 3-dimensional design experience. Includes further exploration of sculpting methods with emphasis on design, self-expression, critical thinking, and analysis, using lecture, visual images, field trips to sculptors' studios, and studio practice. Fulfills prerequisite for ART 4190R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Identify methods of contemporary sculpting with an emphasis on sculptural design and self-expression. 2. Analyze and problem solve issues related to 3-D art presentation. 3. Understand present day sculpture as a product of dimensional and volumetric forms created throughout the history of art and through individual art creation. Prerequisites: ART 2190 (Grade C- or higher). FA.

**ART 3200. Contemporary Painting I. 3 Hours.**

Studio class for art students, and students interested in contemporary painting. Includes exploration of non-traditional painting using lectures, demonstrations, and studio practice to create painted compositions using visual elements of form, color, line and image incorporated into individual artistic styles. Fulfills prerequisite to ART 4200R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop individual concepts and skills in varied painting media by creating projects using varied subject and style format. 2. Create projects using space and creative format that emphasize design and composition proficiency. 3. State their own personal/individual style, subject and media through portfolio work for presentation, critique and final grade. Course fee required. Prerequisite: ART 2210 or ART 2250 (Grade C- or higher). FA (even).

**ART 3210. Head Painting. 3 Hours.**

Studio class for art students and other interested in further painting experiences. Covers constructing a painting, including steps and techniques such as drawing shapes; using size, angle, and position; drawing values; and applying dark, middle, and light colors. Students will be able to paint recognizable images and continue study in the medium. Students will paint a portrait showing a likeness and be prepared for further study. Fulfills prerequisite for ART 4210R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Receive practical experience in producing quick gestural oil painting, assessed by oil paintings for class critique and portfolio for grading. 2. Produce studies of faces from different light sources, with warm and cool colors, assessed by class projects for critique and portfolio for grading. 3. Produce finished significant larger portrait painting, both aesthetically pleasing and expressive, assessed by class painting for student art show and portfolio. 4. Improve the understanding of what the student sees, assessed by painting to match relative shadow shapes to models. Course fee required. Prerequisite: ART 2210 (Grade C- or higher). SP.

**ART 3230. Figure Painting. 3 Hours.**

Studio class for art students and students interested in further painting experiences. Covers constructing a figure painting through various steps and a single technique, by painting values; applying dark, middle, and light colors. Students will be able to paint recognizable figurative images and continue study in the medium. Live draped and undraped models will be used. Prerequisite for ART 4230R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Paint figures proportionately and accurately with use of value and color. 2. Understand how light can change the feel and visual elements in a figure. 3. Work through errors within a figure painting through focus and repetition. Course fee required. Prerequisite: ART 2210 (Grade C- or higher). FA.

**ART 3250. Intermediate Watercolor. 3 Hours.**

Studio class for art students, and students interested further watercolor painting. Explores creative approaches to watercolor, emphasizing image painting and experimentation using additive / subtractive elements of painting. Fulfills prerequisite to ART 4250R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Understand how to apply watercolor to various papers through experience. 2. Know watercolor art forms by studying various artists and experimenting with those various methods. 3. Learn intermediate composition and drawing skills. Course fee required. Prerequisite: ART 2250 (Grade C- or higher). SP.



**ART 3270. Phenomenon of Color. 3 Hours.**

For art students and others interested in color. Explores various color theories and their interpretation and application in visual arts and design media, as well as color interaction, applied color skills, optical phenomena, and development of the creative process. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Acquire the basics of color principles and how they relate to art creation through visual projects based on Josef Albers color interactions. 2. Acquire the knowledge of color uses as they relate to individual creativity through projects based on color theory and art image interpretation. 3. Exposed to the use of varied art historical color examples through research and report on international cultural use of color. 4. Determine various elements of color interaction and display through project final portfolio on color analysis and critique. Course fee required. FA, SP.

**ART 3410. Life Drawing. 3 Hours.**

Studio class for art students and others interested in further study in drawing the human form. Explores various drawing techniques, emphasizing greater accuracy in anatomical structure and form. Fulfills prerequisite for ART 4410R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Receive practical experience develop confidence in gesture drawing, assessed by produce quick drawing of figure for critique and portfolio. 2. Demonstrate accuracy through measuring, observation, and mapping, assessed by drawings for class critique and portfolio. 3. Demonstrate the use of light and shadow for grade assessed by assignments demonstrating light and shadow for grade. 4. Receive practical experience in the use of a variety of materials assessed by performance of assignments. 5. Receive practical experience in the use of a variety of materials assessed by performance of assignments. 6. Demonstrate the use of edges assessed by assignments for class critique and portfolio. 7. Evaluate anatomy of major bones and muscles assessed by projects graded. 8. Demonstrate basic structure and constructing the figure assessed by projects using straight line and basic shapes. Course fee required. FA, SP.

**ART 3420R. Portrait Drawing. 3 Hours.**

Studio class for Art students or other students interested in various drawing techniques. Successful completers will be able to capture a good likeness with realistic value and/or shapes. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Receive practical experience to develop confidence in gesture portrait drawing assessed by drawings produced in short time periods. 2. Demonstrate accuracy through measuring, observation, and mapping assessed by class projects meeting proportion expectation and class critique. 3. Demonstrate the use of light and shadow in portrait drawing assessed by drawings matching the facial values shapes and class critique. 4. Receive practical technique and skill in the use of required materials assessed by performance of assignments. 5. Demonstrate the use of edges in portrait assessed by assignments and class critique. 6. Demonstrate the ability to match angles and to use horizontal and vertical plumb lines assessed by class projects and critique. 7. Demonstrate the ability to match colors from the model assessed by class project using pastels and critique and grading. Course fee required. FA.

**ART 3425R. Pastel Drawing. 3 Hours.**

Studio class for Art students or other students interested in pastel drawing and painting techniques. Successful completers will be able to capture a good likeness with realistic value and/or color. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Demonstrate accuracy through measuring, observation, and mapping assessed by class projects meeting proportion expectation and class critique. 2. Demonstrate the use of light and shadow in portrait drawing assessed by drawings matching the facial values shapes and class critique. 3. Develop practical technique and skill in the use of required materials. 4. Demonstrate the use of edges in portrait. 5. Demonstrate the ability to match angles and to use horizontal and vertical plumb lines. 6. Demonstrate the ability to match colors from the model. Course fee required. Prerequisite: ART 1110 (Grade C- or higher). SP.

**ART 3430R. Assemblage Sculpture. 3 Hours.**

Studio class for art students and students interested in multimedia experimentation. Includes exploration of drawing, painting, sculpture, and photo-computer media, using processes to create innovations in 2-D, 3-D, and installation presentations. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop the use of variable media form in assemblage with the goal of the ability to create media extended presentations. 2. Develop a knowledge of current and experimental art through contemporary art project presentation. 3. Develop skills in presentation and craftsmanship in assemblage through strength in overall visual and artistic exhibit. 4. Develop verbal skills in defense of concept and defense of creative assemblage through the ability to self-evaluate and to evaluate others. Course fee required. Prerequisite: ART 1130 or ART 2190 or ART 2570 (Grade C- or higher). SP (odd).

**ART 3440. Artist Materials and Methods. 3 Hours.**

Studio class for art students and others interested in further study in 2D Art materials. Class focuses on supports, substrates, pigment, media vehicles, varnishes, and framing. Study the scientific properties of 2D art and each media's archival qualities. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Make paint from raw materials in an archival manner. 2. Gain a general knowledge of various painting surfaces, brushes, paint, and frames. 3. Describe the uses of differing mediums and additives. Course fee required. Prerequisite: ART 2210 (Grade C- or higher). SP (even).

**ART 3450R. Anatomy for the Artist. 3 Hours.**

Studio class for art students and others interested in further study of human form. Emphasizing the human figures, bones, and muscles and their individual shapes, proportions, insertions and origins. Drawing and sculpting will occur emphasizing greater accuracy in anatomical structure and form from books, life, software, and possibly cadavers. Repeatable for a maximum of 6 credits. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Name all of the human bones and muscles along with their origins and insertions. 2. Draw from memory the shapes of certain bones and muscles in proportion. 3. Sculpt a proportionate bone and muscle study. Course fee required. Prerequisite: ART 3410 or ART 2410 or ART 2190 (Grade C- or higher). FA (odd).

**ART 3460R. Figure Drawing. 3 Hours.**

Studio class for art students interested in further study in drawing the human figure from life. Including elements of gesture, structure, figure construction, and general anatomy. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop an understanding of gesture and its role in relation to the figure. 2. Identify anatomical landmarks to construct a believable figure drawing. 3. Demonstrate the ability to create convincing anatomical structures. 4. Produce a body of work expressing a combination of gesture, structure, and general anatomy. Prerequisites: ART 2110 (Grade C or higher). FA, SP.

**ART 3570R. Intermediate Ceramics. 3 Hours.**

Studio class for art students and students interested in further ceramics study. Emphasizes wheel and hand-built works enhancing size, shape, construction, decoration, form, and function, as well as study of professional work and glaze calculation. Successful completion of course will produce exhibit-quality ceramic work and fulfill the prerequisite for ART 4570R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop the ability to conceive, plan, and produce pottery objects by using a variety of pottery equipment, tools, and methods. 2. Develop the awareness of good design and function in ceramics as shown by the quality of his/her own work. 3. Develop the ability to evaluate quality objectively. Course fee required. Prerequisite: ART 2570 (Grade C- or higher). FA.

**ART 3600. Installation Art I. 3 Hours.**

Studio class for Art students, and students interested in installation art. Includes the creation of installations with the use of both traditional and non-traditional use of sculptural format. Students will examine contemporary interpretations of design and space within the numerous dynamics of installation art. Fulfills prerequisite for ART 4600R. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop perceptual skills in varied media format by creating projects utilizing specific subject and style in a 3-dimensional space. 2. Emphasize design elements in site-specific environments by creating projects in a designated space and with creative intent. 3. Learn an appreciation of installation artists and their methods through artist research, execution and report. 4. State their own personal/individual style, subject and installation media through portfolio work for presentation, critique and final grade. Course fee required. Prerequisite: ART 1130 or ART 2190 or ART 2570 (Grade C- or higher). FA (odd).

**ART 3610. 3D Graphics. 3 Hours.**

Continues student learning regarding 3D Modeling and rendering techniques for the film/animation industry and video game industry. Students develop 3D models, procedural materials, UV maps, and raster textures. Photo-realistic rendering and compositing techniques are introduced. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Create photo-realistic scenes with no pre-existent assets. 2. Create digital assets compatible with a studio animation pipeline. 3. Demonstrate proficiency in overlaying digital assets into existing scenes (photographs, videos, etc). 4. Demonstrate working knowledge of the history of computer graphics in film and video games, and the cultural impact of the technology. Course fee required. Prerequisites: ART 2610 (Grade C- or higher). FA.

**ART 3625. Game Engine Production. 3 Hours.**

Studio course to introduce students to the process of creating using game engines and the industry-standard practices necessary to make such skills commercially viable. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful completion of this course, students will be able to: 1. Create assets for video games using standard industry practices and pipelines. 2. Create and publish a video game using popular and widely available game engines. 3. Adapt video game engines as a tool for non-gaming commercial uses. 4. Compare contemporary gaming culture and trends with historical data to infer future industry needs. Course fee required. Prerequisites: ART 3610 (Grade C- or higher). SP.

**ART 3630. 2D Animation. 3 Hours.**

Studio class for art students and others interested in learning and applying the principles of animation. Emphasizes two-dimensional animation practices, drawing, workflow, design, rendering and modeling through motion. Acquaints students with the basics of studio practices through individual and group projects. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Explain and identify animation principles. 2. Apply animation principles to multiple short projects. 3. Execute production plans in a collaborative setting with other students. 4. Persist in an artistic vision through the rigors of the production process section. Course fee required. Prerequisite: ART 2600 (Grade C- or higher). FA.

**ART 3640. 3D Character Rigging. 3 Hours.**

Introduces 3D character rigging techniques and principles, including constraints, drivers, weight painting, and linking. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Accurately model 3D characters using industry-accepted principles and practices. 2. Create rig-ready character models and materials using 3D software. 3. Create production-ready character rigs using 3D software. Course fee required. Prerequisite: ART 2610 (Grade C- or higher). SP.

**ART 3650. 3D Animation. 3 Hours.**

Offers greater depth in character design, rigging, forward and inverse kinematics, weight painting, physical simulations, virtual camera control, key framing, shape keys, material generation, texture mapping, volumetrics, constraints, asset gathering, and environmental mapping. 3D software will be used to collaborate with other students on group projects and short, animated films. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Produce a short animated film from scratch. 2. Collaborate with other students in realistic studio roles to finish their film. 3. Develop goals with milestones that are both realistic and ambitious in order to successfully create their film. 4. Complete their goals by dividing them into achievable parts and delegating work. Course fee required. Prerequisite: ART 2610 (Grade C- or higher). FA.

**ART 3800. Business of Art (ALPP). 3 Hours.**

Learn the essential elements to the business of art through copyrights, business set up, inventory, marketing, grant writing, and other needed information. Guest speakers will present their approach to the business side of art. This course is designated as an Active Learning Professional Practice (ALPP) course. This course allows students to explore and apply content learned in the course in a professional experience away from the classroom. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Know how to run a business in art. 2. Map out a plan for marketing an art business. 3. Start an inventory system and update it. 4. Learn about taxes and how to prepare for yearly review. 5. Understand copyright law and its application to business. Course fee required. Prerequisite: ACT score of 28 or higher; OR ENGL 1010 or ENGL 1010D (Grade C- or higher). FA (even), SP.

**ART 3910R. Digital Painting. 3 Hours.**

Digital Studio class for art students and other interested in digital painting experiences. Covers constructing a digital painting, including steps and techniques such as drawing/painting shapes, using size, angle, and position, drawing values, and applying dark, middle, and light colors. Successful completers will be able to paint recognizable images and scenes. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Apply digital painting tools available. 2. Use the software and drawing tablet with efficiency. 3. Compose a 3D space on a 2D surface. 4. Recognize the various uses for digital art. Course fee required. Prerequisite: ART 1110 and ART 1120 (Both grade C- or higher) or DES 1300 (Grade C- or higher). SP.

**ART 3990. Seminar in Art. 0.5-3 Hours.**

For students wishing instruction that is not available through other regularly scheduled courses in this discipline. Occasionally, either students request some type of non-traditional instruction, or an unanticipated opportunity for instruction presents itself. This seminar course provides a variable credit context for these purposes. As requirements, this seminar course must first be pre-approved by the department chair; second, it must provide at least nine contact hours of lab or lecture for each credit offered; and third, it must include some academic project or paper (i.e., credit is not given for attendance alone). This course may include standard lectures, travel and field trips, guest speakers, laboratory exercises, or other nontraditional instruction methods. Note that this course is an elective and does not fulfill general education or program requirements. Fees may be required for some seminar courses and instructor permission will be optional at the request of the instructor. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Evaluate and analyze how their non-traditional instruction of choice, this course, applies to their course of study.

**ART 4000R. Ceramic Technology. 3 Hours.**

Covers kiln design, construction, and maintenance; ceramic surfaces; glaze calculations; clay composition; firing techniques; and studio practices and safety. Students will be asked to apply these concepts in the ceramics studio as part of their coursework. Repeatable for maximum of 3 credits. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop the ability to conceive, plan, and produce ceramics specific tools, glaze, clays, and works by using a variety of pottery equipment, tools, kilns and other methods. 2. Develop a comprehensive awareness of good design and function in ceramics as shown by the quality of work produced through form, surface, function, and overall design elements. 3. Develop the ability to evaluate quality objectively through verbal and written critique, both historical, as well as modern. 4. Develop a sound, safe working knowledge and understanding of ceramic materials, chemicals, clays, firing methods, and works within the ceramic field of study. Course fee required. Prerequisites: ART 3570 (Grade C- or higher). FA.

**ART 4110R. Expressive Drawing. 3 Hours.**

Studio class for art students and students interested in further study of drawing. Explores principles of linear perspective, space, and composition application. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop in image concept and varied subject form through individual project and overall body of work. 2. Develop a more proficient use of expressive topic through varied project subject presentation and critique. 3. Demonstrate fully the use of statement in media form through projects in objective/non-objective visual. 4. Recognize various personal expression outlets in drawing presentation through critique of visual work in drawing through non-conventional outlet of media and final portfolio or exhibition work. Course fee required. Prerequisite: ART 2110 (Grade C- or higher). SP (even).

**ART 4190R. Advanced Sculpture. 3 Hours.**

Studio class for art students, and students interested in further 3-dimensional design experience. Includes further exploration of sculpting methods with emphasis on design, self-expression, critical thinking, and analysis, using lecture, visual images, field trips to sculptors' studios, and studio practice. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. View methods of contemporary sculpting with an emphasis on sculptural design and self-expression. 2. Analyze and problem solve issues related to 3-D art presentation using critical thinking. 3. Understand present day sculpture as a product of dimensional and volumetric forms created throughout the history of art and through individual art creation. Course fee required. Prerequisite: ART 3190 (Grade C- or higher). SP.

**ART 4200R. Contemporary Painting II. 3 Hours.**

Studio class for Art students, and students interested in advanced contemporary painting. Includes further exploration of non-traditional painting using lectures, demonstrations, and studio practice to create painted compositions with a level of independence from traditional references toward creation of working in individual styles. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Master problem solving skills and strengthen self-discipline in painting by creating advanced projects using individual subject and style format. 2. Master perceptions and articulations of contemporary concepts by creating advanced projects using experimental contemporary formats. 3. Observe, research and learn from the work of other artists through intense artist research, execution and report. 4. Master and enhance proficiency in the vocabulary of the contemporary painter through advanced work cor presentation, critique and final grade. Course fee required. Prerequisite: ART 3200 (Grade C- or higher). SP (odd).



**ART 4210R. Advanced Head Painting. 3 Hours.**

Studio class for art students and students interested in further painting experiences. Covers constructing a painting, including steps and techniques such as drawing shapes; using size, angle, and position; drawing values; and applying dark, middle, and light colors. Students will be able to paint recognizable images and continue study in the medium. Students will paint a portrait showing a likeness and be prepared for further study. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Receive practical experience in producing quick gestural oil painting assessed by oil paintings for class critique and portfolio for grading. 2. Produce studies of faces from different light sources, with warm and cool colors assessed by class projects for critique and portfolio for grading. 3. Produce finished significant larger portrait painting, both aesthetically pleasing and expressive assessed by class painting for student art show and portfolio. 4. Improve the understanding of what the student sees assessed by painting to match relative shadow shapes to models. 5. Demonstrate the use of edge in portrait painting assessed by class assignments and critique. Course fee required. Prerequisite: ART 3210 (Grade C- or higher). SP.

**ART 4220R. Advanced Painting, Landscape. 3 Hours.**

Studio class for art students and students interested in landscape painting experiences. Concentrates on forming and structuring ideas for proper expression of visual literacy, including on site (plein air) painting as weather permits. Repeatable up to 6 credits depending on graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Receive practical experience to develop confidence in oil painting assessed by Group paintings projects and copying paintings and plein air for critique. 2. Demonstrate accuracy through grid, plumb line, straight line assessed by Class projects, class critique. 3. Demonstrate the use of light and shadow in painting by using simple massing shapes assessed by Paintings for critique. 4. Develop practical skill in the use of required materials assessed by painting projects and materials used in plein air. 5. Strengthen expression through student choice in subject assessed by Painting for class critique and portfolio. Prerequisite: ART 2210 (Grade C- or higher). Course fee required. FA (odd).

**ART 4230R. Advanced Figure Painting. 3 Hours.**

Studio class for art students and students interested in further painting experiences. Covers constructing a figure painting (or multi figure) through various steps and techniques, by painting shapes and values; using size, angle, and position, applying dark, middle, and light colors. Students will be able to paint recognizable figurative images and continue study in the medium. Live draped and undraped models will be used. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Paint figures proportionately and accurately with use of value and color. 2. Understand how light can change the feel and visual elements in a figure and space. 3. Work through errors within a figure painting through focus and repetition. Course fee required. Prerequisites: ART 3230 (Grade C- or higher). FA.

**ART 4250R. Advanced Watercolor. 3 Hours.**

Studio class for art students, and students interested further watercolor painting. Explores creative approaches to watercolor, emphasizing image painting and experimentation using additive/subtractive elements of painting. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Understand how to apply watercolor to various papers and in various styles through experience. 2. Know watercolor art forms by studying various artists and experimenting with those various methods. 3. Learn advanced watercolor, composition, and drawing skills. Course fee required. Prerequisite: ART 3250 (Grade C- or higher). SP.

**ART 4410R. Advanced Life Drawing. 3 Hours.**

Studio class for art students and others interested in further study in drawing the human form. Explores various drawing techniques, emphasizing greater accuracy in anatomical structure and form. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Construct the figure through the use of basic shapes and forms. 2. Demonstrate accuracy through measuring and observation and correct errors post critique. 3. Examine the use of light and shadow and its effect on the figure. 4. Illustrate the figure from memory using correct anatomical terminology. Course fee required. Prerequisite: ART 3410 (Grade C- or higher). FA, SP.

**ART 4510. Art Methodology I. 3 Hours.**

A course in preparation of teaching art grades 7-12. This course will introduce all aspects of Art education in the classroom. Concentrating on, foundations of art education inclusive of 2-D, 3-D and Art Historical principles. This course adheres to State of Utah's core curriculum and national standards in the visual arts. To be taken after completion of 40 credits. Completion of course required before student teaching element. Prerequisite: ART 1010 or ARTH 2710 or ARTH 2720 (Grade C- or higher). SP.

**ART 4520. Art Methodology II. 3 Hours.**

For students who have started their practicum. This course will further develop the skills and knowledge acquired in ART 4510 with regard to the art education; curriculum development, lesson planning, assessment, classroom management and challenges face during their practicum. Required for secondary education certification. Prerequisite: ART 4510 (Grade C- or higher). FA.

**ART 4570R. Advanced Ceramics. 3 Hours.**

Studio class for art students and students interested in further ceramics study. Emphasizes wheel and hand-built works enhancing size, shape, construction, decoration, form, and function, as well as advanced study of professional work and glaze calculation. Successful completers will produce a series of exhibit-ready ceramic work. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Develop the ability to conceive, plan, and produce pottery objects by using a variety of pottery equipment, tools, and methods. 2. Develop a comprehensive awareness of good design and function in ceramics as shown by the quality of work produced through form, surface, function, and overall design elements. 3. Develop the ability to evaluate quality objectively through verbal and written critique. Course fee required. Prerequisites: ART 3570R (Grade C- or higher). FA, SP.

**ART 4600R. Installation Art II. 3 Hours.**

Studio class for Art students, and students interested in further study of installation art. Focuses on the study and production of original visual statements through installation work as an art form. Students will study the vast field of contemporary installation art through experimental projects and produce work in their preferred media. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Master perceptual concepts and skills in individual media by creating projects using personal subject and style in a 3-D space. 2. Exhibit proficiency in design elements in site-specific environments by creating projects using designated interior and exterior spaces. 3. Gain further appreciation of installation artists and their methods through advanced artist research, execution and report. 4. State their own personal/individual style, subject and installation media through advanced portfolio work for presentation, critique and final grade. Course fee required. Prerequisite: ART 3600 or ART 3130 or ART 3190 or ART 3570 (Grade C- or higher). SP (even).

**ART 4630. 2D Animation II. 3 Hours.**

Studio class for animation students interested in advanced studies and techniques in 2D animation. Emphasizes two-dimensional animation practices, drawing, workflow, design, rendering and modeling through motion. Students will learn and master best practices for a studio animation environment through individual and group projects. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Demonstrate mastery of animation principles. 2. Produce professional quality animated projects in group or individual settings. 3. Execute production plans in a collaborative setting with other students. 4. Persist in an artistic vision through the rigors of the production process. Prerequisites: ART 3630 (Grade C or higher). SP.

**ART 4660. 3D Animation II. 3 Hours.**

Companion course to ART 3650. Offers greater depth in character design, rigging, forward and inverse kinematics, weight painting, physical simulations, virtual camera control, key framing, shape keys, material generation, texture mapping, volumetrics, constraints, asset gathering, and environmental mapping. 3D software will be used to collaborate with other students on group projects and short, animated films. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Design and produce a short animated film from scratch. 2. Collaborate with other students in realistic studio roles to finish a film. 3. Develop goals with milestones that are both realistic and ambitious in order to successfully create a film. 4. Create goals that can be divided into achievable parts and then delegated. Course fee required. Prerequisites: ART 3610 or DES 3600 (Grade C- or higher). SP.

**ART 4700. Photographic Alternative Process. 3 Hours.**

Studio class in advanced photography course providing an introduction to 19th-century and other early photographic processes with an emphasis on hand-coated, non-silver emulsions. Objectives include development of an understanding of non-silver photography (how it works in theory and in practice), an appreciation for photography as it originated in the 19th century, an aesthetic sense for evaluating photos, knowledge of digital techniques as applied to old technology, an ability to use the camera as a tool for creative expression as well as a form of visual thinking, the ability to manipulate formal elements to achieve better compositions, and craftsmanship to produce portfolio-quality photographs. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Explore and understand unique and "niche" photographic situations and the processes used to photograph them. 2. Formulate and execute photographic work leveraging specialized equipment. 3. Assess and Solve problems and limitations encountered in pursuit of a photographic result. Course fee required. Prerequisite: ART 1050 or ART 2060 (Grade C- or higher). SP.

**ART 4710. Special Effects Photography. 3 Hours.**

Studio class focusing on processes and practices for high speed time based, pyrotechnic, and other forms of special effects photography. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Pre-visualize, plan, and execute high speed time based photographic effects shots. 2. Synthesize effects photography solutions for diverse client needs. 3. Instruct other people in proper safety procedures related to effects photography. Prerequisites: ART 1050 or ART 2060 (Grade C- or higher). SP.

**ART 4800R. Senior Exhibition. 1 Hour.**

Required for Art Majors. Students will prepare a senior portfolio, learn professional methods for preparing art work for show, and present their work to the public in a gallery experience. Students must successfully complete Junior Portfolio Review before enrolling in this course. BFA students are required to take this course twice. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Know how and prepare for a final art show. 2. Understand and apply ways to hang and set up an art show. 3. Build an online presence with artwork. 4. Understand how to work with others in a group setting through scheduling and conflict resolution. Prerequisite: Instructor permission. FA, SP.

**ART 4810. Senior Animation Capstone. 3 Hours.**

Required for Art Majors within the Animation Emphasis. Students will create an animated portfolio piece from concept to final release and present their work for public viewing. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Demonstrate functional understanding of the complete production process for an animated short film. 2. Demonstrate the work ethic and focus necessary to start and complete a long, difficult project. 3. Understand how to decide (and defend their choice) whether a group or solo approach to a project is the best fit. 4. Understand how to work with others in a group setting through scheduling and conflict resolution. 5. Understand how to create public awareness for the unveiling of a finished piece. Course fee required. Prerequisite: Instructor Permission. FA, SP.

**ART 4910R. Art Travel Study: Domestic and International. 3 Hours.**

Guided field trip to predetermined domestic or international locations. The trip will include tours to museums, art attractions and historical sites to develop students appreciation and refine art skills. The course offers opportunities to view art masterpieces in order to develop aesthetic appreciation as well as critical and analytical skills as demonstrated in reflective written work. This course will also include hands on studio or personal practice options to create artwork. Repeatable up to 9 credits subject to graduation restrictions. Instructor permission is optional at the request of the instructor. For domestic travel, see instructor for additional travel costs that may apply. For international travel, see [studyabroad.utahtech.edu](http://studyabroad.utahtech.edu) for additional travel costs that may apply. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Analyze issues in relation to art with appreciation for disparate viewpoints. 2. Create a sense of confidence through independence, goal accomplishment, and sense of purpose. 3. Develop and nurture an awareness of cultural difference and an understanding of culture's role in shaping beliefs, practices and perceptions. 4. Develop skills in relation to responsibility, problem-solving, and adaptability in order to manage the new challenges of daily life in a different culture. 5. Apply an analysis of formal principles/elements of art, visual vocabulary, and knowledge of major monuments and artists in order to adeptly approach unfamiliar art. FA, SP, SU.

**ART 4950R. Art Internship. 1-3 Hours.**

For Art and Integrated Studies majors pursuing an emphasis in Art who have completed at least one upper-division Art studio class. Designed to increase students' competencies and initiate networking, exposes students to professional art affiliations inclusive of art museums, galleries, artist studios, and various art groups and committees. Variable credit 1.0 - 3.0. Repeatable up to 6 credits subject to graduation restrictions. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Apply their classroom and studio learning to outside professional art affiliations. Prerequisites: Art major or Integrated Studies major (with an Art emphasis); AND Advanced standing. FA, SP, SU.

**ART 4990R. Seminar in Art. 0.5-3 Hours.**

For students wishing instruction that is not available through other regularly scheduled courses in this discipline. Occasionally, either students request some type of non-traditional instruction, or an unanticipated opportunity for instruction presents itself. This seminar course provides a variable credit context for these purposes. As requirements, this seminar course must first be pre-approved by the department chair; second, it must provide at least nine contact hours of lab or lecture for each credit offered; and third, it must include some academic project or paper (i.e., credit is not given for attendance alone). This course may include standard lectures, travel and field trips, guest speakers, laboratory exercises, or other nontraditional instruction methods. Note that this course is an elective and does not fulfill general education or program requirements. Fees may be required for some seminar courses and instructor permission will be optional at the request of the instructor. Repeatable up to 6 credits per graduation requirements. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Evaluate and analyze how their non-traditional instruction of choice applies to their course of study.

**ART 4995. Art for VR/XR Internship 01. 3 Hours.**

Course for students seeking a certificate in Art for VR/XR. This is the first of two Seminar Courses in which students will work collaboratively with Design students and Computer Science students on VR/XR projects. Art students in this course will create artistic assets for VR/XR deployment and participate in the creative process of planning, synthesizing, assembling and publishing VR/XR projects. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Model pipeline-compatible assets for VR/XR applications. 2. Revise VR/XR assets to account for feedback from team members and clients. FA.

**ART 4996. Art for VR/XR Internship 02. 3 Hours.**

Follow-on course from ART 4995. For students seeking a certificate in Art for VR/XR. This is the second of two Seminar Courses in which students will work collaboratively with Design students and Computer Science students on VR/XR projects. Projects in this course may be continuations of larger projects from ART 4995, or they may be new, more advanced projects. Art students in this course will create artistic assets for VR/XR deployment and participate in the creative process of planning, synthesizing, assembling and publishing VR/XR projects. **\*\*COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Collaborate with interdisciplinary teams to create VR/XR applications. 2. Produce VR/XR applications based on client and instructor instructions and feedback. Prerequisite: ART 4995 (Grade C- or higher). SP.