

ART (ART)

ART 100 Introduction to Art 3

Intensive study of selected works of art with an emphasis on formal analysis and the relationship between art and culture.

MAC: MAC CritThink Hum and Fine Art

Notes: ART majors may not take this course for credit.

ART 105 Foundations Seminar 3

Becoming a successful student and great artist requires so much more than raw talent. This course connects the dots between creative, productive habits, scholarly pursuits, and professional planning.

MAC: MAC Foundations

Prerequisites: B.A. ART major with a concentration in Studio Art. or permission of instructor. Must have fewer than 60 credits to enroll or can enroll by Written Permission.

ART 120 Fundamentals of Drawing 3

Basic course in the practice and principles of drawing. Emphasis on working from observation with a wide variety of media and genres explored.

ART 123 Introduction to Visual Art Practices 3

This studio course introduces non-majors to traditional and contemporary visual art practices and relates these practices to broader cultural contexts external to visual art.

ART 140 Foundations in New Media and Design I 3

Basic course in fundamentals of design.

ART 150 Three-Dimensional Foundations I 3

Fundamentals in three dimensional concepts of form, space, and structure.

ART 220 Intermediate Drawing 3

A continuation of the practices and principles of ART 120, with a greater emphasis on conceptual development.

Prerequisites: ART 120.

ART 221 Life Drawing I 3

Figure drawing from the model.

Prerequisites: ART 220.

ART 222 The Artist's Sketchbook 3

An intermediate level investigation into the methodology of keeping an artist's sketchbook through practice, investigation of contemporary and historical examples, collaborative work, and on-site drawing.

Prerequisites: ART 120.

ART 232 Painting I 3

Basic course which uses observation as a vehicle for learning the fundamentals of oil painting.

Prerequisites: ART 120.

ART 240 Foundations in New Media and Design II 3

Through a series of studio projects, students are introduced to the computer as a design tool and art medium while exploring problems related to color, time, visual systems, and seriality.

Prerequisites: ART 140.

ART 253 Three-Dimensional Foundations II 3

Working from observation, students will increase their perceptual ability and skills through studio assignments. Emphasis on the comprehension of forms and structures in space.

Prerequisites: ART 150.

ART 276 Creative Space: The Meeting of Art and Entrepreneurship 3

Students develop self-employment skills with a focus on blending contemporary creative practices and entrepreneurship. Research and basic art skills are combined with entrepreneurship resulting in personal business models.

Prerequisites: ART or ENTR major.

Notes: Students who have prior credit for ENT 276 may not take ART 276 for credit.

ART 281 Ceramics I 3

Basic course with emphasis on hand-built forms.

ART 285 Photography I 3

This course serves as an introduction to black and white analog photography. The course will offer students an overview of analog photography focused on: Manual camera operations, black-and-white film development and darkroom printing. Equipment and basic techniques of photography. Students must purchase film and papers. 35 MM camera required.

Prerequisites: ART 140, or permission of instructor.

ART 286 Digital Photography I 3

This course serves as an introduction to digital photography. The course will offer students an overview of digital photography focused on: Manual camera operations, digital workflow, and basic digital manipulations.

Prerequisites: ART 140.

ART 295 Analysis of Global Animation 3

Students in this course create original works in video and animation as a method for analyzing a diverse array of animated works from around the globe.

Prerequisites: ART 240 and ART 220.

ART 321 Life Drawing II 3

Continuation of ART 221.

Prerequisites: ART 221.

Notes: May be repeated once for credit.

ART 322 Variable Topics in Drawing 3

Practice and study of traditional and contemporary methods of drawing in a variety of media and genres.

Prerequisites: ART 221.

Notes: May be repeated once for a total of 6 semester hours.

ART 324 Screen Printing and Monoprint 3

Studio course emphasizing stencil based printing techniques merging hand made and photographic imagery.

Prerequisites: ART 220.

ART 325 Digital Drawing & Painting 3

Students will develop proficiency in creating figurative and representational imagery using industry standard digital equipment: drawing tablets and software.

Prerequisites: ART 221.

Notes: May be repeated once for credit.

ART 326 Printmaking I 3

Introduction to Printmaking methods and concepts emphasizing multiple intaglio and relief techniques.

Prerequisites: ART 220.

ART 328 Printmaking II 3

Intermediate undergraduate studio course with emphasis on individual printmaking development.

Prerequisites: ART 326.

ART 329 Lithography 3

Planographic techniques as a printmaking medium.

Prerequisites: ART 220 or ART 240.

Notes: May be repeated once for credit.

ART 335 Painting II 3

Studio course with substantial work from the model. Emphasis on development of control of the medium for pictorial purposes.

Prerequisites: ART 232.

ART 337 Painting III 3

Studio course with work from the model and other subject matter; emphasis on control of pictorial elements and individual development.

Prerequisites: ART 335.

ART 340 Sequencing I 3

Intermediate-level study of design fundamentals in time-based applications, with emphasis on cross application work and content.

Prerequisites: ART 140. ART 240 or ART 241.

ART 341 Typographics I 3

Letter forms, signs, and symbols as configurations for design study.

Prerequisites: ART 140 and ART 240 or ART 241.

ART 344 Imaging I 3

Studio based study of photo-based imagery and digital imaging. In-depth study of Photoshop and complementary photo-based software.

Prerequisites: ART 140. ART 240 or ART 241; or permission of instructor.

ART 345 Interactivity I 3

An introduction to the design on interfaces for the Web using HTML and CSS. The course also addresses the issues of fluid design in interactive media.

Prerequisites: ART 240 or ART 241.

ART 347 Imaging II 3

Major color theories and systems. Projects using properties of color in pigments, transparencies, and projected light.

Prerequisites: ART 140.

ART 349 Expanded Print Media 3

An inter-media course exploring traditional and digital print media in relation to studio process, multiplicity, dissemination, social architectures, and public engagement.

Prerequisites: ART 328. Studio Art major.

ART 353 Metal Casting 3

Basic course in casting metal as a sculpture medium. Theory and practice of mold-making and foundry processes.

Prerequisites: ART 253 or permission of instructor.

Notes: May be repeated for credit.

ART 354 Metal Sculpture 3

Studio course in non-cast metal sculpture techniques and concepts. Basic welding and fabrication of metal as a sculpture medium.

Prerequisites: ART 253 .

ART 355 Sculpture I 3

Sculpture as a plastic idiom in creating forms in space. Emphasis on the development of individual expression.

Prerequisites: ART 253.

ART 356 Sculpture II 3

Advanced undergraduate work with emphasis on individual sculpture development.

Prerequisites: ART 355.

ART 373 Design Methods for the Crafts 3

Sources of and approaches to crafts design with materials such as wood, fiber, metal, and paper. Exploration of sources of design in natural and man-made worlds. Recommended for Art Education majors.

Prerequisites: ART 140 or permission of instructor.

ART 378 Concept Art 3

The focus of this course is on the development of pre-production materials used to guide the visual aesthetics of an animated film or interactive work.

Prerequisites: ART 221, ART 295.

ART 379 2D Animation 3

Studio course focusing on the art of crafting 2D sequential drawings to form an animated sequence imbued with life.

Prerequisites: ART 399.

ART 381 Ceramics II 3

Wheel-thrown forms; glazing and decorating techniques.

Prerequisites: ART 281 or permission of instructor .

ART 382 Ceramic Glaze Techniques 3

Glaze formulae; mixing and testing of glazes, glaze application, the care and operation of equipment.

Prerequisites: ART 281.

ART 383 Introduction to Game Production 3

This course focuses on the creation of interactive media like video games. Students will get introduced to concepts of game design, interaction design, gameplay mechanics, game theory and digital production, while also developing creative skills to craft user driven stories.

Prerequisites: ART 240.

ART 384 Photojournalism and Documentary Photography 3

Course examines photojournalism and the documentary tradition. Students will explore a local story idea while learning new technical and visual skills essential to creating a cohesive visual narrative.

Prerequisites: ART 285 or permission of instructor.

Notes: May be repeated once for credit when the topic varies.

ART 385 Photography II 3

This course further explores the technical and creative process of black-and-white and color photography through technical and creative instruction in both analog and digital photography.

Prerequisites: ART 285 and ART 286, or permission of instructor.

ART 386 Studio Lighting for Photography 3

Advanced photographic study of studio lighting practices and techniques, both traditional and exploratory.

Prerequisites: ART 285, ART 385.

ART 387 Alternative Photographic Processes 3

Explores historical and alternative photographic processes, both digital and non-silver.

Prerequisites: ART 285.

ART 388 Photographic Interaction 3

Course expands the boundaries of image-making in still life, nature and human relationships. Includes advanced techniques in printing and sequencing images, including digital technology.

Prerequisites: ART 285 or permission of instructor.

ART 392 Typography II 3

This introductory studio functions as a survey of typographic practice across media platforms. Students relate typographic form to reading conventions, expression, visual communication, and reproduction technologies.

Prerequisites: ART 341.

ART 393 Practicum/Internship in Art Careers 1-3

Practical experience for art majors for developing career goals and skills.

Prerequisites: Prior written approval of supervising instructor and department head, with written agreement of expectations from sponsor.

ART 394 Advanced Studio Practicum: Art and Entrepreneurship 3

Development and operation of student-run art studio offering services ranging from graphic design and photography to painting and sculpture. Emphasis on developing professional and entrepreneurial skills.

Prerequisites: Junior or senior standing.

Notes: Grade: Pass/Not Pass (P/NP). May be repeated once; Students who have prior credit for ENT 394 may not take ART 394 for credit.

ART 395 Storyboarding for Animation 3

An introduction to the visual storytelling and storyboarding techniques of animation, including story development and compositional strategies.

Prerequisites: ART 295.

ART 396 Character Design Workshop 1

This three-day, 15 hour workshop provides extensive studio experience in the development of character designs for animation. Students will develop and present several preliminary designs before executing a final design.

Prerequisites: ART 221 and ART 295.

Notes: Grade: Pass/Not Pass (P/NP).

ART 397 Digital Publications: The Coraddi 3

Working as a team, students develop and publish the Coraddi, a nationally recognized on-line arts and literature publication that has been the voice of UNCG students for 125 years.

Prerequisites: Art 240 and permission of instructor.

ART 398 Introduction to Digital Modeling 3

Introduction to basic concepts and techniques of three-dimensional modeling within a digital environment.

Prerequisites: ART 240.

ART 399 Introduction to 3D Animation 3

Introduction to basic concepts and techniques of three-dimensional animation within a digital environment.

Prerequisites: ART 240.

ART 420 Advanced Drawing 3

An advanced investigation of drawing through practice, conceptual development, in-class critique, and independent research into contemporary and historical drawing.

Prerequisites: ART 220, ART 221, ART 322.

ART 427 Printmaking and Drawing Capstone 3

Students make a body of self-directed work in preparation for the Senior BFA Exhibition. This includes preparation, documentation and installation of artwork.

Prerequisites: ART 322 or ART 328.

ART 428 Etching II 3

Continued development of etching techniques introduced in Etching I. Emphasis placed on supervised independent work consistent with students' personal artistic goals.

Prerequisites: ART 328.

ART 429 Lithography II 3

Continuation of ART 329 with additional emphasis on multi-color imagery and the integration of advanced lithographic processes in students' assignments.

Prerequisites: ART 120 or ART 140, and ART 329.

ART 441 Typography III 3

An advanced study into the practice of typographic design and multimedia visual communication. Focus on design systems and on creating imagery for a variety of contexts.

Prerequisites: ART 341 and ART 392.

ART 442 Sequencing II 3

Advanced studio-based exploration of digital video, sound, and animation through a range of digital software. Study of nonlinear editing, narrative, and experimental approaches to motion graphics and video.

Prerequisites: ART 340.

ART 443 Interactivity II 3

Development of Web graphics and interactive Web-based environments that demonstrate an understanding of navigation, usability, and functionality within a creative framework.

Prerequisites: ART 345, or permission of instructor.

ART 445 Advanced Digital Modeling 3

Advanced work in 3D modeling including digital sculpting, rigging and texturing/painting.

Prerequisites: ART 398.

ART 446 Research and Professional Practices in New Media and Design 3

Research studio and professional practice course. Focus on studio preparation for new media and design capstone projects, and on needed skills and understandings for entering the new media and design industry.

Prerequisites: ART 340, ART 341, ART 344, and ART 345, or permission of the instructor.

ART 447 New Media and Design Capstone 3

Through independent and student-directed studio work and discipline-based writing and speaking intensive projects, students will engage in analytical discourse related to professional practice as a new media artist and designer in preparation to exhibit, present, and promote their work.

Prerequisites: ART major, New Media and Design concentration. ART 441 or ART 442 or ART 445 or ART 446 or ART 443.

ART 448 Variable Topics in New Media and Design 3

An advanced level New Media and Design course with a topical focus. Please check departmental listing for current description.

Prerequisites: Permission of instructor.

Notes: May be repeated for credit when topic varies.

ART 457 Site-Specific Sculpture 3

Provides opportunity to make site-specific sculptures; process of making work in the public arena from initial conception, interaction with jury committee to completed sculpture.

Prerequisites: ART 355 or permission of instructor.

ART 459 Sculpture and/or Ceramics Studio Capstone 3

Independent studio course with Speaking Intensive component. Students make a body of self-directed work in preparation for the Senior BFA Exhibition. This includes preparation, installation, documentation, and presentation of sculptures.

Prerequisites: ART 355, ART 356, and ART 481.

Notes: May be repeated once for credit with permission of instructor.

ART 481 Ceramics III 3

Advanced course in ceramics with emphasis on the entire ceramic process: preparation of clay body and glazes, forming, bisque and glaze firing.

Prerequisites: ART 281 and ART 381.

Notes: May be repeated three times for a total of 12 semester hours.

ART 482 Capstone Painting Studio and Practice Seminar 3

Through independent studio, discipline-based writing, and speaking projects, students will engage in analytical discourse related to museum exhibitions and lectures and in preparation to exhibit, present, and document their artwork.

Prerequisites: ART 321, ART 322, and ART 337.

ART 483 Advanced Game Production 3

This course focuses on the creation of interactive digital media using Unreal Engine with an emphasis on concepts of interaction design, advanced game design, narrative design, and game theory, while also developing technical skills in game mechanics using Blueprints.

Prerequisites: ART 383.

ART 485 Photography Professional Practices Studio Capstone 3

Emphasis upon the application of advanced tools and techniques, where independent research and creative studio practice is required.

Prerequisites: ART 285, ART 286 and two photography courses at the 300 level.

ART 487 Variable Topics in Photography 3

This advanced photographic studio course will focus on variable topics in photography.

Prerequisites: ART 385.

Notes: May be repeated once for credit when topic changes, for a total of 6 s.h.

ART 489 Mindfulness for Artists 3

An interdisciplinary exploration into the theory and practice of mindfulness to aid the creative development of advanced artists.

Prerequisites: Junior level standing.

ART 491 Animation Capstone 1 3

This course is the first of a two-part capstone for the BFA Studio Art concentration in Animation. Students will work collectively to prepare a story and concept art, then begin the production of an animated short film or interactive game.

Prerequisites: At least two (2) of the following courses completed: ART 383, ART 398, ART 399. BFA Studio Art students concentrating in Animation, or permission of instructor.

ART 492 Animation Capstone 2 3

Animation Capstone 2 continues the creation of a collaborative animated short started in Animation Capstone 1, and culminates in a completed film, promotional material, and individual portfolio highlighting work done on the production.

Prerequisites: ART 491. BFA Studio Art students concentrating in Animation, or permission of instructor.

ART 493 Honors Work 3-6

Honors Work.

Prerequisites: Permission of instructor. 3.30 GPA in the major, 12 s.h. in the major;

Notes: May be repeated for credit if the topic of study changes.

ART 495 Advanced Animation 3

This course builds upon the fundamentals established in ART 399 and focuses on advancing the student's understanding of how animation is controlled in the 3D environment and refining their skills in the art of manipulating assets and characters.

Prerequisites: ART 399.

ART 496 Special Problems, Studio 3

Independent studio work adjusted to needs and interests of individual student.

Prerequisites: Prior approval of supervising instructor required.

ART 557 Site-Specific Sculpture 3

Provides opportunity to make site-specific sculptures; process of making work in the public arena from initial conception, interaction with jury committee to completed sculpture.

ART 592 Professional Practices, Aesthetics, and Preparation for the Visual Artist 3

Emerging artists participate in their community and acquire the skills of career professionals. Students will engage in critical dialog related to gallery lectures, exhibitions, and symposia, and prepare to exhibit, present, and document their studio work.

ART 610 Graduate Studio Seminar 3

Advanced work in visual art combining studio practice, seminar discussions of contemporary art texts and group critiques.

Prerequisites: Admitted to MFA in studio arts.

ART 615 Graduate Studio and Colloquium 6

This course emphasizes individual artistic practice and the student-initiated creation of a relevant and critical public discourse centered on that practice.

ART 622 Drawing Marathon 3

Four two-day sessions of intensive drawing from figure, interior, still life, and imagination using a variety of materials. Emphasis on longer periods of uninterrupted drawing.

Prerequisites: Admitted to MFA in studio arts or permission of instructor.

Notes: May be repeated for credit when topic varies.

ART 627 Lithography 3

Aesthetic and technical exploration of planographic methods in lithography.

Prerequisites: Admitted to MFA in studio arts or permission of instructor.

Notes: May be repeated for credit when topic varies.

ART 629 Studio Problems in Drawing, Painting, or Printmaking 3

Independent work in drawing, painting, or printmaking.

Prerequisites: Admission to candidacy and permission of instructor.

Notes: May be repeated for credit.

ART 635 Painting 6

Advanced practice and theory of painting with an inclusive interpretation of painting.

Prerequisites: Admitted to MFA in studio arts or permission of instructor.

Notes: May be repeated for credit.

ART 641 New and Expanded Media 6

Special studio topics in design ranging from digital photography to systems based art.

Notes: May be repeated for credit when topic varies.

ART 649 Studio Problems in New Media 3

Independent work in digital media or photography.

Prerequisites: Admission to candidacy and permission of instructor.

Notes: May be repeated for credit.

ART 657 Sculpture 6

Advanced work in sculpture.

Prerequisites: 6 semester hours undergraduate sculpture or a working knowledge of basic sculpture techniques and permission of instructor.

Notes: May be repeated for credit when topic varies.

ART 659 Studio Problems in Sculpture 3

Independent work in sculpture.

Prerequisites: Admission to candidacy and permission of instructor.

Notes: May be repeated for credit.

ART 682 Ceramics 6

Advanced work in ceramics.

Prerequisites: 6 semester hours of undergraduate ceramics or a working knowledge of basic ceramic techniques and permission of instructor.

Notes: May be repeated for credit when topic varies.

ART 685 Photography 6

Advanced work in photography.

Prerequisites: 6 studio hours in undergraduate photography or a working knowledge of photographic techniques or permission of instructor.

Notes: May be repeated for credit when topic varies.

ART 699 Thesis 1-6

Prerequisite: Third or fourth semester MFA candidate.

ART 801 Thesis Extension 1-3

Thesis Extension.