

Art + Design A.A. Full Catalog of Courses with descriptions

Courses colored green are Art + Design Foundational Courses (students in all tracks must complete)

Courses colored orange are offered during special terms (Summer, Winter)

Courses dimmed gray are currently not offered

Courses colored blue are recently Modified Courses (April 2008)

ART 101

Fundamentals of 2-D Design (3 Credits)

Fundamentals of 2-D Design is the introductory study of the formal elements of art --- line, value, texture, shape, form, space, color and composition --- as they relate to visual organization on the two-dimensional plane (all graphic art forms). Course work includes lecture, studio work and critique for both art majors and non-art majors. Course fee.

ART 103

Introduction to Graphic Communications (3 Credits)

This course is an introduction to graphic design concepts and the application of design principles in the creation of visual communication, primarily for print media. Concepts include fundamentals of type use, creation of graphics, graphic and type integration, layout design, preparation of art for reproduction, and fundamentals of the printing process. This course is taught in the Macintosh Digital Arts Lab using current software. [Prerequisite: ART 120 or permission of instructor.](#) Course fee.

ART 106

Mixed Media (3 Credits)

The course provides an opportunity to expand existing knowledge of basic fundamentals involved in art. By exploring various media, students are encouraged to develop flexible attitudes and skills with drawing, painting and collage projects. The exercises are directed at stimulating creativity and encouraging personal vision, integrating traditional media, found objects, photographs and new possibilities. The course focuses on historical, international and contemporary references. Course fee.

ART 107

Fundamentals of 3-D Design (3 Credits)

Fundamentals of 3-D Design is an introductory course in the study of the formal elements of art --- line, plane, mass, volume, texture, color, and composition --- as they relate to form in space. Various materials and processes are used throughout the course. Course work includes lecture, studio work and critique for both art majors and non-majors. Course fee.

ART 108

Digital Media Culture (GI) (3 Credits)

This course is an introduction to digital media and its culture. Through hands-on assignments, lectures, and readings, students learn the language of new media and its many applications within the fine arts. Topics include media theory, history of the computer, digital imaging, interdisciplinary arts, net art and the use of computer technologies in the creation of fine art. This course is taught in the Macintosh Digital Arts Lab using current software.

ART 109

Sculpture I (3 Credits)

This course is an introduction to sculptural concepts, techniques and processes. Emphasis is on the development of an understanding of sculpture through the use of various media and methods including clay modeling, plaster casting and fabrication with wood and other materials. Course fee.

ART 111
Drawing I (3 Credits)

This course is an introduction to basic drawing media including pencil, charcoal, pen and ink, and traditional techniques of rendering through the study of the human figure, landscape, still life and architectural forms. Course fee.

ART 113
Painting I (3 Credits)

This course is an introduction to basic painting concepts and media using oil and/or acrylic, and techniques in preparing canvas or other support, color theory and mixing through the study of the human figure, landscape, still life and architectural forms. Course fee.

ART 115
Ceramics I (3 Credits)

This course provides an opportunity to learn the fundamentals of working with clay. Emphasis is on hand building techniques used in creating ceramic forms. The course includes an introduction to glaze formulation and application and various firing processes. Course fee.

ART 120
Digital Foundations I (3 Credits)

This course establishes the foundation for all other computer-based classes within the Visual Communications Program. Students are introduced to the computer as an art-making tool. Through a series of lectures, demonstrations and studio work, students learn basic computer navigation/practices, scanning, printing, and a variety of select software packages used for image creation/manipulation, graphics and page layout. This course is taught in the Macintosh Digital Arts Lab using current software. Course fee.

ART 122
Color Theory (3 Credits)

Through a series of lectures, demonstrations, visual/technical projects and critiques, students learn the theory and application of the physical and psychological effects of color. Topics include the mixing of pigments, computer color issues, color systems and light. Course fee.

ART 160
(formerly ART 260 Multimedia I)
Time-Based Media (3 Credits)

This course introduces the concepts, theory, and fundamental practices of working with time-based media as an expressive and communicative art form. Students creatively explore sequencing, transformation, and motion through time and space, using images, video, sound, and text. This course is taught in the Macintosh Digital Arts Lab using current software. Course fee.

ART 193
Independent Study (3 Credits)

This is an independent study course defined by student and sponsoring faculty. Offered Spring, Summer, Fall and Winter Session. Contact faculty for initial consultation and course form.

ART 201
Survey of Art History I (GH) (D) (3 Credits)

This course is a study of prehistoric, ancient and medieval art from a cultural perspective. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trip(s). A reasonable alternative to the required field trip will be available.

ART 202

Survey of Art History II (GH) (D) (3 Credits)

This course is a study of art from the Early Renaissance to the twenty-first century from a cultural perspective. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trip(s). A reasonable alternative to the required field trip will be available.

ART 203

American Art and Architecture (GH) (3 Credits)

This course is a study of art and architecture in America from Colonial era to today. Contributions of Americans to world art, the role of art in American life, and the work of outstanding artists and architects are stressed. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trip(s). A reasonable alternative to the required field trip will be available.

ART 204

Typography I (3 Credits)

This course is a study of the genesis and evolution of alphabets, typeface and typographic design. This course analyzes the graphic designer's working relationship with the commercial printing industry. Emphasis on graphic techniques, desktop publishing, and videographic imaging, as well as course practice in handlettering, sign-writing, transfer type, and copy-fitting. This course is taught in the Macintosh Digital Arts Lab using current software. Course fee.

ART 207

Graphic Design (3 Credits)

This course continues the development of visual communication skills begun in ART 103. Emphasis is on creative problem solving and the creation, execution and presentation of graphic design primarily for print media. This course is taught in the Macintosh Digital Arts Lab using current software. [Prerequisite: ART 103 and ART 120 or permission of instructor.](#) Course fee.

ART 208

Digital Foundations II (3 Credits)

This course refines the students' understanding of the computer and digital imaging software as art-making tools. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students expand their technical and aesthetic skills in the creation and manipulation of digital images, design and text. Emphasis is placed on visual content development strategies for both print and digital media. This course is taught in the Macintosh Digital Arts Lab using current software. [Prerequisite: ART 120 or permission of instructor.](#) Course fee.

ART 213

Drawing II (3 Credits)

A study of the human figure and other observable forms, this course emphasizes the development of skills in the description of volume, spatial interval and the formal organization of the image. Through practice and critique, the student will extend his or her range of concept and expression in drawing. [Prerequisite: ART 111.](#) Course fee.

ART 214

Painting II (3 Credits)

A concentrated study of the human figure and other observable forms, this course emphasizes the spatial, compositional and expressive functions of color and form. Through practice and critique, the student will extend his or her range of concept and expression in painting. [Prerequisite: ART 113.](#) Course fee.

ART 217
Watercolor (3 Credits)

This course introduces various approaches to transparent watercolor and mixed media. It provides opportunities for experimentation with techniques, design, composition and color. Painting of the figure, landscape and interiors are studied. Course fee.

ART 218
Printmaking (3 Credits)

This course is an introductory study of a variety of printmaking processes including relief printing, intaglio, collagraph and monoprinting. Emphasis is on the development of technical facility in printmaking methods and on an understanding of the aesthetic differences between various types of printed images. Course fee.

ART 219
Sculpture II (3 Credits)

This course is a continued development of sculptural concepts, techniques and processes. Emphasis is on further technical development in modeling, casting and fabrication, using a variety of methods and materials, as well as on the continued exploration of sculpture as an art form. [Prerequisite: ART 109](#). Course fee.

ART 220
Ceramics II (3 Credits)

A continuation of the development begun in Ceramics I, this course emphasizes wheel thrown forms and an increased study of glaze formulation and firing processes. [Prerequisite: ART 115](#). Course fee.

ART 221
Drawing III (3 Credits)

This course emphasizes the development of personal expressive means through independent research and technical experimentation. [Prerequisite: ART 213](#). Course fee.

ART 222
Drawing IV (3 Credits)

Advanced individualized study of the student's specialized interests in terms of subject, style and medium in drawing, course emphasizes developing professional work and methods of exhibiting and marketing. [Prerequisite: ART 221](#). Course fee.

ART 223
Painting III (3 Credits)

Emphasis is placed on creative initiative, technical experimentation and independent research. [Prerequisite: ART 214](#). Course fee.

ART 224
Painting IV (3 Credits)

An advanced, individualized study of the student's particular interests, this course emphasizes developing professional work and methods of exhibiting and marketing. [Prerequisite: ART 223](#). Course fee.

ART 225
Ceramics III (3 Credits)

This course provides specialization in the student's particular area of interest with emphasis on a more detailed study of glaze formulation and firing cycles. [Prerequisite: ART 220](#). Course fee.

ART 226
Ceramics IV (3 Credits)

This course is an advanced individualized study in the student's particular area of interest. Emphasis is on developing a body of work for exhibit. [Prerequisite: ART 225](#). Course fee.

ART 227
Sculpture III (3 Credits)

A continuation of the development of sculptural ideas, techniques and methods, this course emphasizes choosing and combining materials in order to best suit the development of individual sculptural ideas.

Prerequisite: ART 219. Course fee.

ART 228
Sculpture IV (3 Credits)

This course is an advanced individualized study in the student's specialized area of interest in terms of subject, style and medium in sculpture. Emphasis is on developing a body of work for exhibit.

Prerequisite: ART 227. Course fee.

ART 229
Design for the Web (3 Credits)

This course expands the students' knowledge, skills, and aesthetics in the use of digital media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects, and critiques, students learn the principles and techniques involved in planning, designing, and creating Web sites using visual HTML editing software. Emphasis is placed on design principles and aesthetics as they apply to Web page development. This course is taught in the Macintosh Digital Arts Lab using current software. Course fee.

ART 230
2-D Computer Animation (3 Credits)

This course expands the students' knowledge, skills and aesthetics in the use of digital media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students learn the principles and techniques for creating 2-D computer animations. Topics include vector-graphic animation, bit-mapped animation, and the use of montage, collage, motion and transformations as forms of expression. This course is taught in the Macintosh Digital Arts Lab using current software.

Prerequisites: ART 101 and ART 120 or permission of instructor. Course fee.

ART 231
3-D Modeling and Animation (3 Credits)

This course expands the students' knowledge, skills and aesthetics in the use of digital media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students learn the principles and techniques for creating 3-D computer models and animations. Topics include 3-D modeling, rendering, compositing, animation, and an investigation of perception and illusion as it pertains to 3-D on the computer. This course is taught in the Macintosh Digital Arts Lab using current software.

Prerequisites: ART 107 and ART 120 or permission of instructor. Course fee.

ART 233
Portfolio Workshop (3 Credits)

This course investigates the professional practice of preparing and creating art portfolios. Students will learn to apply their aesthetic and technical skills to the development of an art portfolio for transfer, the job market, college art school program admission, or for gallery exhibition and/or grant opportunities. Topics include resume development and an examination of the methods for employment, networking, and opportunities in the arts. This course is taught in the Macintosh Digital Arts Lab using current software.

Prerequisite(s): ART 120, or permission of instructor. Course fee.

ART 238

Art and Architecture of the Ancient World (3 Credits)

This course is an on-site study of the art and architecture of the ancient world, with focus on Greece and Rome, c. 1300 BCE - 476 CE. Travel in Greece and Italy provides students firsthand experience with the art, architecture, culture, physical remnants and historical legacies of these civilizations. Students examine the art and architecture of these civilizations and the cultural, social and political history that shaped their development and laid the foundation for the creation of the modern western world. Course fee. Prerequisites: permission of instructor and meets HCC travel requirements.

ART 251-258

Ceramics Workshop I thru VIII (1 Credit)

Eight one-credit courses are designed for the experienced ceramic artist to create a forum for the exchange of aesthetic, philosophical and technical ideas and theories. Along with creating personal work, students contribute to the development of a professional studio ambiance and structure with responsibilities for kiln firing, glaze formulation, exhibits, shows and sales. Students must purchase all materials used. Prerequisite: ART 226 or permission of instructor. Course fee.

ART 270

Multimedia II (3 Credits)

This course builds on the students' knowledge, skills and aesthetics learned in Multimedia I. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students learn additional skills in developing content for multimedia presentations. Topics include intermediate multimedia programming, digital audio, digital video and preparing multimedia for the Web. This course is taught in the Macintosh Digital Arts Lab using current software. Course fee.

ART 283

Commercial Art Field Project (3 Credits)

Commercial Art Field Project is an individual assignment in a selected local commercial art studio which provides the student with experience in practical applications of previously studied processes and techniques. Total of 135 hours per semester of independent work and conferences. Prerequisites: ART 204, ART 207 and ENG 209 or permission of instructor.

PHOT 131

Digital Imaging I (3 Credits)

Digital Imaging I introduces students to the tools and processes of digital photography within a framework that emphasizes creative practice. Students learn fundamental skills necessary in the creation of digital art, effective workflow management, and approaches to scanning and printing. Coursework includes lecture, studio work, and critique. This course is taught in the Macintosh Digital Arts Lab using current software. Course fee.

PHOT 231

Digital Imaging II (3 Credits)

Digital Imaging II continues the development introduced in Digital Imaging I. Students learn in-depth processes of image manipulation to create complex photograph-based imagery and fine art digital printmaking techniques culminating in the production of a portfolio. Course work includes lecture, studio work, and critique. This course is taught in the Macintosh Digital Arts Lab using current software. Prerequisite: PHOT 131 or permission of instructor. Course fee.

