Art Courses, General (Art and Art History) (ARTS)

This is a list of all general art courses. For more information, see Art and Art History.

**ARTS:1000 First-Year Seminar** 1 s.h.
Small discussion class taught by a faculty member; topics chosen by instructor; may include outside activities (e.g., films, lectures, performances, readings, visits to research facilities). Requirements: first- or second-semester standing.

**ARTS:1001 CLAS Master Class** 1-3 s.h.

**ARTS:1010 Elements of Art** 3 s.h.

**ARTS:1020 Elements of 3-D Design** 3 s.h.
Introduction to 3-D design using drafting, modeling, and virtual reality software; basic concepts of drafting, planning, and color theory; basic Auto CAD, 3ds Max Studio, Vizard, InDesign software; student designs an object to be printed 2-D and 3-D and a conceptual space to be printed 2-D and experienced virtually; student journal and portfolio. Requirements: non-art major.

**ARTS:1030 Elements of Jewelry and Metal Arts** 3 s.h.
Fundamental 3-D design principles and appreciation of contemporary jewelry and metal art works; techniques and materials in jewelry and metal arts; experimentation with diverse media. Requirements: non-art major. GE: Literary, Visual, and Performing Arts.

**ARTS:1040 Elements of Media Art** 3 s.h.
Introduction to production, history, and aesthetics of video and moving image art; demonstrations, workshops, screenings, critiques; shooting and editing two production projects. Requirements: non-art major.

**ARTS:1050 Elements of Printmaking** 3 s.h.
Requirements: non-art major. GE: Literary, Visual, and Performing Arts.

**ARTS:1055 Elements of Foil Imaging** 3 s.h.
Printmaking experience using the Iowa Foil Printer; aesthetic and technical research, documentation in Foil Imaging…A New Art Form; hands-on opportunity to explore new dimensions of visual expression. Requirements: non-art major.

**ARTS:1060 Elements of Digital Photography** 3 s.h.
Introduction to history, aesthetics, and practice of photography as a fine art; includes demonstrations, workshops, critiques, final portfolio; photography time outside of class; digital camera required. Requirements: non-art major.

**ARTS:1070 Elements of Graphic Design** 3 s.h.
Introduction to concepts and principles of graphic design and contemporary approaches to effective visual communication; demonstrations, workshops, critiques, final portfolio.

**ARTS:1080 Elements of Sculpture** 3 s.h.

**ARTS:1090 Elements of Animation** 3 s.h.
Introduction to principles of two-dimensional digital animation; topics and projects will cover elements of conceptual, software, and technical facets of animation mechanics; application of skills to commercial purposes.

**ARTS:1400 The Passport Project: Exploring Iowa and Iowa City** 1 s.h.
Attendance and discussion at 12 events of student’s choice, selected from the University and Iowa City’s rich cultural offerings. Same as CSI:1400.

**ARTS:1450 Exploring Iowa and Iowa City: Passport Project Colloquium** 3 s.h.
Opportunities for peer mentors involved in ARTS:1400 and CSI:1400; activities including short readings and media screenings related to innovative and best practices in learning and teaching; emphasis on multi-modal writing online for peers; informal presentations and reflections; may include work with Passport Projects students, collaboration on development of guidelines and handouts for best practices in writing, and supplemental writing reflections. Same as CSI:1450.

**ARTS:1500 Media, Social Practice, and Design Studio Foundations** 3 s.h.
Introduction to key principles and skills in graphic design, photography, and video.

**ARTS:1510 Basic Drawing** 3 s.h.
Two-dimensional visual language, media; space, form; color. Requirements: art major or art minor. GE: Engineering Be Creative.

**ARTS:1520 Design Fundamentals** 3 s.h.
Two- and three-dimensional concepts and their relations; working with basic drawing instruments; problems in visual arts; artists’ philosophies and techniques. Requirements: art major. GE: Engineering Be Creative.

**ARTS:1560 Art Student Ambassador Seminar** 0-1 s.h.
Ambassadors provide information about the School of Art and Art History to incoming and visiting students, University community, and broader community; conduct tours; meet with students and parents; review curriculum; provide information on opportunities; coordinate events; and develop materials for incoming students. Requirements: art major.

**ARTS:2000 Big Ideas: Creativity for a Lifetime** 3 s.h.
Exploration of what senior artists can teach about creativity and aging; interdisciplinary project-based collaborative learning opportunities that consider role of arts and creativity across a lifespan; essential skills necessary to be professionals in numerous careers including health, social work, education, humanities, and the arts; integration of teamwork and opportunities for individual growth that allow for personal development; identification of ways for students to be more creative in their own lives and work. GE: Values and Culture. Same as ASP:2000, EDTL:2000, RHET:2000.

**ARTS:2100 Printmaking and Politics of Protest** 3 s.h.
Examination of historical populace roots of the print. GE: Diversity and Inclusion.
ARTS:2800 Digital Arts: An Introduction 3 s.h.
Introduction to potential of integrating art with technology to provide a foundation of skills and concepts through hands-on experimentation; lectures and demonstrations introduce key concepts and ideas as well as the history of digital arts; students develop skills that form a foundation for future investigation through labs; work may include using an Arduino, programming, and developing an interface to control a software project; final project is shared with the public in some way; critical discourse in the form of writing assignments allows for reflection and evaluation. GE: Engineering Be Creative. Same as CINE:2800, CS:2800, DANC:2800, Diga:2800, MUS:2800, THTR:2800.

ARTS:2900 Book Design for Publishing 3 s.h.
Introduction to the major aspects of book design, including typography, layout, standard industry software, discussion of trends in the field. Same as ENGL:2900, UICB:2900, WRIT:2900.

ARTS:3230 Scene Design I 3 s.h.
Development of theatre scenery; how to research, conceptualize, and express ideas in 3-D models, simple sketches, and drafting. GE: Engineering Be Creative. Same as THTR:3230.

ARTS:3320 Introduction to Sequential Art: Comics/Graphic Novels 3 s.h.
Overview of contemporary American comic artists, history of comics and graphic novels in the United States; genres and structures in sequential art; students create works that combine design, images, texts, story. Requirements: satisfaction of GE CLAS Core Rhetoric.

ARTS:3400 Grant Writing in the Arts 3 s.h.
Research, preparation, and exhibition of an honors project in studio art. Requirements: studio art major, UI g.p.a. of at least 3.33, and art g.p.a. of at least 3.50.

ARTS:4190 Honors in Studio Art 0-3 s.h.
B.F.A. students present a show of their work in final semester; use of flyers and other media to advertise show; meetings with faculty and academic advisors to complete required documentation; students planning to graduate with honors in the art major may combine honors project and B.F.A. show; variations require approval by B.F.A. faculty advisor and academic advisors. Requirements: B.F.A. standing in final semester.

ARTS:4200 Topics in Studio Arts 1-3 s.h.
Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2010 or CERM:2210 or MTLS:2910).

ARTS:4300 Letterpress I 3 s.h.
Mechanics of letterpress printing, typography, and design as applied to hand set metal type and edition printing; printing on a Vandercook proof press; introduction to photopolymer plates and methods of illustration related to edition printing, historical aspects of printing technology, typecasting, type classification; role of letterpress in modern private press and contemporary artist books. Same as UICB:4300.

ARTS:4340 Digital Design for Artists’ Books 3 s.h.
Introduction to concepts, techniques, and technologies used to design and produce artists’ books with personal computers and graphic design software. GE: Engineering Be Creative. Same as UICB:4340.