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.
Exploration of a single topic in a series of lectures by faculty presenting divergent perspectives; illuminates intellectual adventure inherent in liberal arts and sciences; encourages discovery of major; includes research in; study within the College of Liberal Arts and Sciences. Same as BIOL:1001, CLAS:1001, CS:1001, CSD:1001, ENGL:1001, HIST:1001, PHIL:1001, RELS:1010, THTR:1001.

**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; students design 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 artworks; techniques and materials in jewelry and metal arts; experimentation with diverse media. Requirements: non-art major. GE: Literary, Visual, and Performing Arts.

**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.
Printing 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: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; 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:3050 Art, Artists, and Institutions** 3 s.h.
Expectations of artworks, artists, and institutions that enable artistic production and exhibition from historical and contemporary perspectives; introduction to key institutions that have transformed a shared sense of art, life, and politics; students are invited to contribute to the evolving sense of responsibility of artists, critics, curators, patrons, and institutions.
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.

ARTS:4190 Honors in Studio Art 0-3 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:4195 B.F.A. Exhibition 0 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:2810 or CERM:2010 or TDSN:2210 or MTLS:2910).

ARTS:4270 Scenic Art 3 s.h.
Basic techniques in scenic art for the theatre; classical scene painting, color theory, drawing, using nontraditional tools and materials, foam carving, and finishes. Offered every other year. GE: Engineering Be Creative. Same as THTR:4270.

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.

ARTS:4380 Letterpress II 3 s.h.
Builds on skills acquired in UICB:4300; students produce an editioned letterpress printed chapbook or artist book, a poster for a public event, and an image built from metal type; exploration of hand-set metal, digital typesetting, printing from photopolymer plates, and pressure printing; press mechanics and operation; publication philosophies, manuscript acquisition, and topics specific to literary fine press and artist books; historical and contemporary context for literary fine press publications and artist book work. Prerequisites: UICB:4300. Same as UICB:4380.

ARTS:4390 Book and Publication Design 3 s.h.
Students plan, design, and produce a book using Adobe Creative Suite; page layout software, typography, page layout and design, book formatting, handling of image files, preparation of materials for print and other contemporary book media; history of book design, book design in contemporary publishing; visit to University of Iowa Libraries Special Collections. Prerequisites: DSGN:2600 or UICB:4300. Same as UICB:4390.

ARTS:4400 History of Western Letterforms 3 s.h.
History of Western letterforms, with focus on tools, materials, techniques; the major hands, their place in history, their influence on modern times; creation of letterforms using appropriate tools; hands-on approach with emphasis on understanding rather than mastery. Same as UICB:4400.

ARTS:4415 Calligraphy I: Foundational Hands 3 s.h.
Hands-on instruction in italic and pressure pen scripts; historical relationships, effects on modern letterforms. GE: Engineering Be Creative. Same as UICB:4415.

ARTS:4490 Advanced Studies in Letter Arts 3 s.h.
Special topics and advanced projects in calligraphy and letter arts. Prerequisites: UICB:4400 or UICB:4415 or UICB:4420. Same as UICB:4490.

ARTS:5330 Letterpress III: Imagemaking 1-3 s.h.
Advanced work in alternative and innovative letterpress technologies as they apply to imagemaking processes for fine press printing; topics include pressure printing, photopolymer from nondigital negatives, explorations of type-high surfaces, monoprints on the Vandercook, and applying hand work to editioned prints; students complete a series of print exercises for each process, a small printed book sketch, and a longer format editioned artist book. Prerequisites: UICB:4300. Same as UICB:5330.

ARTS:5340 Letterpress III: The Handprinted Book 3 s.h.
Advanced work in fine press book design; exploration of problems in hand-printing books, choice of manuscript, editing, design, typesetting, proofreading, printing and binding; histories of printing and of the book, emphasis on 20th- and 21st-century book design and literature; issues of book design and production related to letterpress printing. Prerequisites: UICB:4380. Same as UICB:5340.

ARTS:6000 M.A. Written Thesis 1 s.h.

ARTS:6190 Graduate Independent Study 1-3 s.h.
Individual instruction by a faculty member.

ARTS:7000 M.F.A. Written Thesis 1 s.h.