Art, Art History, and Design

Chair

Andrew Casto

Undergraduate majors: art (BA, BFA); art history (BA)

Undergraduate minors: art; art history

Graduate degrees: MA in art; MA in art history; MFA in art; PhD in art history

Faculty: https://art.uiowa.edu/people/faculty

Website: https://art.uiowa.edu/

Courses

- Art History Courses
- Studio Art Courses
  - General Art Courses
  - Ceramics Courses
  - Design Courses
  - Three-Dimensional Design Courses
  - Drawing Courses
  - Intermedia Courses
  - Jewelry and Metal Arts Courses
  - Painting Courses
  - Papermaking Courses
  - Photography Courses
  - Printmaking Courses
  - Sculpture Courses
  - Sculpture and Intermedia Courses
- Art Education Courses

Art History Courses

An introductory course in the appropriate art history area or consent of the instructor is a prerequisite for some courses numbered above 3000. Courses titled "Themes in ..." consider topics of current interest in the field, organized thematically rather than chronologically.

ARTH: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.

ARTH:1010 Art and Visual Culture 3 s.h.
Visual analysis, media and techniques, artistic subject matter and aesthetic issues; historical periods and movements from ancient times to present; provides strong orientation to visual aspects of humanities, background for other art history courses, and introduction to visual arts for personal enrichment; for students new to art history. GE: Historical Perspectives; Literary, Visual, and Performing Arts.

ARTH:1020 Masterpieces: Art in Historical and Cultural Perspectives 3 s.h.
Masterpieces of Western art—how to look at, think about, and understand some of the worlds' most exciting works of architecture, painting, and sculpture; their construction, hidden meanings, historical content, and their meanings today. GE: Literary, Visual, and Performing Arts.

ARTH:1030 Themes in Global Art 3 s.h.
Exploration of how different cultures throughout history and across the globe have expressed their social, political, and religious values in visual form; key themes include social functions of art, the ideal body, art of the divine, funerary art, propaganda and power. GE: Literary, Visual, and Performing Arts; Values and Society.

ARTH:1040 Arts of Africa 3 s.h.
Arts, artists, and cultures of Africa; sculpture, paintings, pottery, textiles, architecture, human adornment. GE: International and Global Issues; Literary, Visual, and Performing Arts.

ARTH:1045 Race and Art in America 3 s.h.
Introductory survey of United States modern and contemporary art spanning the mid-19th century to the present; exploration of how communities across American history have used art to tell stories, assert identities, and participate in defining American culture; tracing artistic responses to the events and tensions of modern American life through sculpture, painting, photography, performance, and conceptual practices; topics include abolition of slavery and its legacies, Native American art and culture, the Harlem Renaissance, Japanese American Internment, the Civil Rights and Chicano Movements, and post-9/11 society. GE: Values and Society.

ARTH:1050 From Cave Paintings to Cathedrals: Survey of Western Art I 3 s.h.
Survey to foster development of critical skills in thinking and writing about visual culture, and to familiarize students with broad outlines of artistic development in the Western tradition, from prehistory through later Middle Ages; aesthetic qualities of artworks, relationship between style, function, and meaning. GE: Historical Perspectives; Literary, Visual, and Performing Arts.

ARTH:1060 From Mona Lisa to Modernism: Survey of Western Art II 3 s.h.
Survey of the Western world's visual arts from Renaissance (ca. 1400) to present; major movements and principal masters of Western Europe and the United States in their social and historical contexts; focus on stimulation of visual literacy and familiarity with outstanding cultural monuments. GE: Historical Perspectives; Literary, Visual, and Performing Arts.

ARTH:1070 Asian Art and Culture 3 s.h.
Art from India, China, and Japan in many media and forms, in their cultural and historical contexts; cultural distinctions of these Asian civilizations as seen through the visual arts; chronology used to highlight historical processes and provide perspectives on continuity and change. Taught in English. GE: Historical Perspectives; Literary, Visual, and Performing Arts.

ARTH:1075 Contemporary Art: A Global Perspective 3 s.h.
Introduction to contemporary art across globe; exploration of how artists work today and their approaches to pressing issues and questions of current times.

ARTH:1080 How to Write About Art 3 s.h.
Opportunity to develop understanding of and skill in using visual-arts writing conventions and linguistic competencies that are necessary for academic and professional success; formats such as exhibition reviews, art criticism, research writing, artist's statements; experience through exercises, formal essays, revision, workshops. Requirements: fulfillment of GE CLAS Core Rhetoric.

ARTH:1095 Native American Art 3 s.h.
Survey of the visual arts of Indigenous peoples in North America with emphasis on regions that have become the United States; exploration of painting, sculpture, ceramics, fiber arts, performance, and architecture as expressions of identity, creativity, resistance, and resilience from ancestral traditions through transformations prompted by non-Native contact to today's vibrant art scene. GE: Literary, Visual, and Performing Arts; Values and Society. Same as NAIS:1095.

ARTH:2020 Western Architecture From Prehistory to the Present 3 s.h.
Overview of monuments, Neolithic period to present; aesthetic and structural principles, major styles, architects.

ARTH:2120 Art and Architecture of the Islamic World 3 s.h.
Introduction to the artistic production of the Islamic world from the 7th century to present day; broad geographical coverage; examination of contributions of Arabia and the Middle East as well as those of Spain, North Africa, India, and Asia; students consider a wide variety of media including ceramics, metalwork, textiles, and calligraphy; emphasis on great buildings (e.g., Dome of the Rock, Alhambra, Taj Mahal); students are challenged to understand these works in their original cultural contexts and in relation to currently ongoing debates about intercultural exchange and religious identity in a globalizing world.

ARTH:2150 Art and Life in Africa 3 s.h.
Historical overview of themes and issues in African art (i.e., aesthetics, form and function, art in religion and the spiritual realm, art and politics, art and the individual); techniques used to create art (i.e., weaving, carving, brass casting, iron smelting and forging, architecture); art in daily life.

ARTH:2220 Introduction to the Art of China 3 s.h.
Visual arts of China and their history; emphasis on understanding in context of Chinese civilization, history. Same as ASIA:2231.

ARTH:2250 Introduction to the Art of Japan 3 s.h.
Chronological survey of Japan's visual arts in their historical and cultural contexts from Neolithic age to present; extensive use of slides, films, other visual materials. Taught in English. Same as JPNS:2250.

ARTH:2320 Ancient Art From the Great Pyramids of Egypt to the Colosseum in Rome 3 s.h.
Art and architecture of the Mediterranean world (ca. 3500 B.C.E.) to death of Constantine (337 C.E.); Egyptian, Cycladic, Minoan, Mycenaean, Greek, Etruscan, and Roman cultures; artistic responses to life and death; impact of breakthroughs in technology and engineering on visual culture; role of art in empire building; interrelationships of art, politics, religion. GE: Historical Perspectives. Same as CLSA:2226.

ARTH:2330 Ancient Egyptian, Mesopotamian, and Persian Art 3 s.h.
Art and architecture of Egypt and the Near East (ca. 3500 B.C.E.) to advent of Islam; Egyptian, Sumerian, Assyrian, Babylonian, and Persian cultures; artistic responses to life and death; impact of breakthroughs in technology and engineering on visual culture; role of art in empire building; interrelationships of art, politics, and religion. Same as CLSA:2330.

ARTH:2340 The Power of Art in Greece and Rome 3 s.h.
Art and architecture of Greece and Rome (ca. 3000 B.C.E.) to death of Constantine (337 C.E.); Cycladic, Minoan, Mycenaean, Greek, Etruscan, and Roman cultures; artistic responses to life and death; impact of breakthroughs in technology and engineering on visual culture; role of art in empire building; interrelationships of art, politics, and religion. Same as CLSA:2340.

ARTH:2420 Medieval Art From Constantine to Columbus 3 s.h.
Comprehensive survey of artistic traditions of Western Europe and Mediterranean Basin from roughly 300 to 1500; reign of Roman Emperor Constantine to lifetime of Christopher Columbus; complexity and diversity of cultural and artistic traditions that flourished in these so-called Middle Ages, where blending of Roman and northern legacies created European cultures.

ARTH:2520 Italian Renaissance Art 3 s.h.
Consequential works of art by Italian artists of the 14th and 15th centuries; diverse roles played by images in early Renaissance society; analysis of primary sources and seminal research in the field; (re)birth of art theory and advancing social status of the artist in cultural centers of Florence, papal Rome, republican Venice, and the courts of Northern Italy.

ARTH:2530 Italian Baroque Art 3 s.h.
Most consequential works of High Renaissance and Mannerist art by late 15th-century and 16th-century Italian artists; developments in painting, architecture, sculpture, printmaking, and portable arts; Michelangelo, Leonardo da Vinci, Raphael, Giorgione, Titian, Correggio, Lotto, Bronzino, Sonfonisba Anguissola, Palladio, Cellini, Veronese, Carracci, and Caravaggio receive close consideration; particular attention given to materials and techniques employed, creative approach of the artist, and multiple functions of the image in government and statecraft, churches, public spaces, and private homes; constructing social and civic identity.

ARTH:2730 Transformations in Nineteenth-Century European Art 3 s.h.
Major European artists, works, movements, aesthetic theories from late 18th century to 1900; works in their aesthetic, cultural, intellectual, political contexts; boundaries, definitions of movements (i.e., Neo-Classicism, Romanticism, Realism, Impressionism, Post-Impressionism, Symbolism).

ARTH:2740 Art of the Northern Renaissance: Jan van Eyck, Hieronymus Bosch, Albrecht Durer, and Beyond 3 s.h.
Northern European art between 1350 and 1600; the transition between the late Middle Ages and the Renaissance; artistic output of this period; development of critical thinking skills by exploring ways in which the Northern Renaissance has been defined with respect to Italian Renaissance and northern medieval traditions.

ARTH:2820 Introduction to Twentieth-Century Art 3 s.h.
Modern European and American painting, sculpture, and architecture from 1880 to present; major art movements of modern art history.

ARTH:3000 Digital Approaches to the Study of Art 3 s.h.
Digital approaches to study of art history; emphasis on cultural identity.

ARTH:3010 Fakes, Frauds, and Forgeries: The Dark Side of Art History 3 s.h.
How fraudulent artworks have been accepted as genuine and incorporated into the art historical canon, from the famous gold and ivory Minoan snake goddess to paintings purportedly by Rembrandt; the danger frauds pose to our understanding of cultural heritage and historical past, how fakes have impacted the art market, and value of forgeries as indices of contemporary taste and preconceptions about art. Same as MUSM:3010.

ARTH:3020 Paris and the Art of Urban Life 3 s.h.
City of Paris examined in varied historical, artistic, and cultural contexts; interdisciplinary.

ARTH:3090 Contemporary Architecture 3 s.h.
Quality of contemporary-built environments in America, Western Europe, Asia, and Middle East from 1970 to present; stylistic evolution of postmodern design, new urbanism, sustainable architecture; impact of literary and cultural theory on contemporary practitioners such as Daniel Libeskind, Steven Holl.

ARTH:3160 Themes in African Art 3 s.h.
Themes and topics in African art.

ARTH:3225 Modern and Contemporary Art in China 3 s.h.
Introduction to art and culture of 20th- and 21st-century China, covering the period from 1911 to present day; focus on contextualizing art objects, performances, propagandas, and exhibitions produced by government, business sector, curators, avant-garde artists and groups in China; topics include biennales, museums, art districts, luxury brands, and censorship; use of discussions and readings to investigate artworks and events that speak to China's society and economy, as well as its place in globalization and international art market. Same as ASIA:3225.

ARTH:3245 Mountains and Waters: Landscape Art of East Asia 3 s.h.
Shanshui (mountains and waters), commonly translated as landscape, has been one of the most esteemed genres in East Asian visual cultures for over a millennium. Nonetheless, the relationship between landscape, nature, and its visual representation remains in flux. Examine the development of this genre, its transmission and translation across East Asia (China, Korea, and Japan), and its continuous transformation. Same as ASIA:3245.

ARTH:3250 Brushwork in Chinese Art 3 s.h.
In-depth study of history, aesthetics, and techniques of brushwork on multiple forms of material culture; hands-on practical experience in Chinese brushwork; analysis of visual elements of brushwork in Chinese paintings, calligraphy, ceramics, and other artistic forms; synthesis of studio art experience and art historical analysis to provide a deeper practical and aesthetic understanding of Chinese fine art techniques. Same as ASIA:3250.

ARTH:3255 Copy and Paste: Methods of Reproduction in Asian Art 3 s.h.
Introduction to methods of reproduction in Asian art that predates photography, encompassing technologies of graphic reproduction (manual, mechanical, and somewhere in between); exploration of themes including piece-mold bronze casting, stamping and seals, rubbing, molding and mass production, woodblock printing, trace-copying calligraphy, and free-hand copying of paintings; overarching concepts across different subjects (e.g., authorship and authenticity, value of copies and impact on canon formation, relationship between technology and style, question of aura in—and before—the age of mechanical reproduction). Same as ASIA:3255.

ARTH:3310 Celtic and Viking Art 3 s.h.
Art and architecture of Celts and Vikings from prehistory to Middle Ages.

ARTH:3320 Egyptian Art 3 s.h.
Survey of ancient Egypt over 3,500 years with emphasis on art and architecture in context; workshops, patrons, and audiences of Egyptian art; major principles, themes, and meanings of Egyptian art; relationship between writing and artistic representation; connections between art, kingship, and Egyptian view of the world; art and architecture of central elite and other social groups. Same as CLSA:3220, RELS:3704.

ARTH:3325 Kings, Gods, and Heroes: Art of Ancient Mesopotamia and Persia 3 s.h.
Arts, kings, and cultures of Mesopotamia, Syria, and Iran; sculpture, seals, pottery, metalworking, architecture. Same as CLSA:3225.

ARTH:3330 Greek Art in the Age of the Parthenon 3 s.h.
Art and architecture of classical Greece (ca. 480-323 B.C.); monuments of this period—from Parthenon in Athens to Aphrodite of Knidos—often viewed as embodiments of the highest achievements in Western art and culture; classical Greek art within social, political, religious, and historical contexts; role in ancient Greek society and its impact in the 21st century. Same as CLSA:3227.

ARTH:3335 Early Greek Art 3 s.h.
Art and architecture of Early Greece (circa 3000-480 BCE); development of sculpture, architecture, and ceramics. Coverage includes the Greek Bronze Age (Cycladic, Minoan, Mycenaean), and the Iron Age from the Geometric through the Archaic periods. Art and architecture will be assessed in their social, religious, and historical contexts. Same as CLSA:3230.

ARTH:3350 Art of Early Rome: Patrons and Politics 3 s.h.
Examination of architecture, sculpture, and painting in central Italy from c. 800 B.C. to the end of the Roman Republic in 27 B.C.; art in the service of social ideology and political propaganda; funerary art and its relationship to the living; artistic interactions between Etruria, Greece, and Rome. Same as CLSA:3232.

ARTH:3360 Art of the Ancient Roman Empire 3 s.h.
Major developments in architecture, sculpture, and painting from the ascension of Augustus to sole ruler in 31 B.C. to the death of Constantine in A.D. 337; influence of individual emperors on the development of artistic forms; relationship between public and private art; interdependency of Rome and the provinces. Same as CLSA:3233.

ARTH:3370 Life and Death in Ancient Pompeii 3 s.h.
Art and architecture as documents of ancient life in Pompeii, a town that was destroyed during the eruption of Mount Vesuvius in 79 C.E.; topics include artistic choices and achievements of the city's inhabitants, roles played by men and women inside and outside the family, slavery, political organization and expression, and attitudes towards death. Same as CLSA:3234.

ARTH:3375 The Great Collision 3 s.h.
Major developments in architecture, sculpture, ceramics, and mosaics in Israel, Palestine, Syria, and Arabia from death of Alexander the Great to rise of Islam (4 B.C.E. to 8 C.E.); Greek and Roman influences versus local traditions; Roman Empire; growth of churches, synagogues, and mosques; identity and religion. Same as CLSA:3275, RELS:3375.

ARTH:3390 Early Medieval Art 3 s.h.
Complex artistic traditions that developed roughly between 300 and 1000 in territories once governed by the Roman Empire and in areas of northern Europe directly influenced by Western Christian tradition; period as not simply a "Dark Age," but a pivotal chapter in history of Western art and culture; group discussion, individual research topics.

ARTH:3400 Romanesque and Gothic Art 3 s.h.
Art and architecture produced in Western Europe from the year 1000 to the Renaissance, a period when works of boldly original character that continue to define the landscape of Europe were created; histories of Romanesque and Gothic styles; shift from monastic to episcopal, civic, and courtly patronage; intersection between art and devotional practice; flowering of medieval urbanism and building technology; intersection between artistic traditions of later Gothic and emerging Renaissance.

ARTH:3420 Gothic Architecture 3 s.h.
Gothic architecture and its history, from varied perspectives (e.g., formal structural, symbolic, geometric, socioeconomic).

ARTH:3440 Geometry in Art: From Prehistory to the Present 3 s.h.
Overviews the process of geometrical form generation in art from prehistory to the present; emphasizes the “Iowa Idea” of synergy between art history and studio practice, arguing that consideration of compositional strategy deserves a more prominent place in the literature on art history than it has usually received.

ARTH:3550 Leonardo, Raphael, Michelangelo: Rivalry and the Rise of the Artist in the Italian Renaissance 3 s.h.
The arts in Italy 1485-1550.

ARTH:3560 Art in Renaissance Venice 3 s.h.
As a center of trade between East and West, Renaissance Venice became the wealthiest city in Europe and home to many of the greatest artists in the Western tradition; students focus on Venice's revolution in art, as it transformed from depictions of medieval religious imagery to Renaissance subjects and concepts associated with modernity such as image of the reclining nude, psychological portrait, poetic allegory, and the very idea that a visual medium might express an artist's internal feelings or state of mind; exploration and evaluation of workshops including the Bellini, Carpaccio, Giorgione, Titian, Veronese, and Tintoretto from multiple perspectives.

ARTH:3600 History of Printmaking 3 s.h.
History of printmaking from its origins to the present day, following a broadly chronological framework. Students examine the development of major printmaking techniques, including relief, intaglio, lithography, and screen printing, and consider how prints served as powerful vehicles for the transmission of artistic styles and iconography across geographical regions. Highlights the contributions of significant printmakers, situating their work within broader cultural and historical contexts.

ARTH:3700 Rococo to Realism: Making Art Modern in an Age of Revolution 3 s.h.
Developments in French art and culture in a period of artistic, cultural, and political upheavals from the rise of Rococo as a new art style to the innovations of Romanticism and Realism. Topics include the intersections of art with culture and politics, the impact of women artists and patrons, the role of psychology, biology, and the natural sciences in the making of art, the uses of myth, and the rise of modernism. Changes in patronage, the new role of museums and galleries, and innovations in printmaking and book illustration will also be explored. Artists include Watteau, Chardin, Fragonard, Vigee-Lebrun, David, Ingres, Gericault, and Delacroix, among others.

ARTH:3720 The Romantic Revolution 3 s.h.
Transformations in European art and culture 1750-1850, an age of artistic, political, cultural, intellectual crisis and revolutions; major artists, including David, Ingres, Gericault, Delacroix, Goya, Freidrich, Constable, Turner.

ARTH:3730 Impressionism and the Visual Revolution 3 s.h.
Naturalism, Realism, the Impressionist landscape, painting of modern life, new trends in subjectivity and exoticism mid- to late-19th-century European art and culture; Courbet, Manet, Degas, Monet, Renoir, Seurat, Cezanne, Van Gogh, Gauguin, Ensor, Munch.

ARTH:3740 Manet to Matisse 3 s.h.
Development of modernism and the avant-garde in late 19th- and early 20th-century Paris; intersection of innovation and tradition, literature and art; role of theory and criticism in works of Manet, Degas, Seurat, Cezanne, Gauguin, Rodin, Matisse, and Picasso.

ARTH:3750 Muses, Models, Artists, and Patrons: Women in the Visual Arts 3 s.h.
Women in the visual arts from various perspectives: women as subject and inspiration, as patrons and as artists; role of women in the arts from the late 18th through the early 20th centuries, primarily in Europe, a period that witnessed significant female patronage of the arts, the first modern feminist movements that gave impetus to newly independent women artists, and the transformation of ways in which women were represented in art across genres, including history, myth, portraiture, orientalism, and images of contemporary life; impact of the role of women in art and culture will be critically examined.

ARTH:3820 Modern Art 3 s.h.
Development of modern art from early years of 20th century through 1940s; focus on painting, sculpture, architecture, and photography; progress of Modernism; exploration of major movements including Fauvism, Cubism, and Surrealism.

ARTH:3840 Contemporary Art 3 s.h.
Painting, sculpture, architecture, and photography; developments during late 1960s to present; conceptual art, performance art, neo-abstraction, and picture/theory art with each approached from a global perspective.

ARTH:3850 Pop Art 3 s.h.
Survey of pop art in America, Britain, Europe; focus on developments in painting and sculpture 1950s to early 1960s; continuing influence of Pop Art.

ARTH:3860 Minimalism 3 s.h.
Survey of Minimalism; focus on developments in painting and sculpture during 1960s; continuing influence.

ARTH:3870 History of Photography 3 s.h.
Survey of photography 1839 to present.

ARTH:3980 American Print Culture 3 s.h.
Exploration of a wide range of imagery printed and published in the United States during 19th century (1776-1900); fine art original prints, popular imagery in periodicals and illustrated books, scholarly literature, history of evolving technologies, variety of printed work; shifting reputation of printed art and its makers. Same as UICB:3980.

ARTH:3985 Honors Research in Art History arr.
Research and preparation of thesis. Requirements: honors standing.

ARTH:3990 Topics in Art History 1,3 s.h.
Varied topics.

ARTH:3994 Art History Practicum 1-3 s.h.
Experiential learning in the art world; development of practical skills in art historical research and practice through hands-on experiences.

ARTH:3995 Independent Study in Art History arr.
Advanced work in art history.

ARTH:4070 The Art of Curation: Designing a Museum Exhibition 3 s.h.
Principles and practices of curating art exhibitions within museum settings. Students engage with key issues in exhibition curation through readings and discussions and by critically reviewing museum exhibitions and catalogues. Same as MUSM:4070.

ARTH:4081 The Art Museum: Theory and Practice 3 s.h.
Introduction to different aspects of art museums; emphasis on roles of art historians, especially curatorial practice; current and historical theories and practices of art exhibitions; varying debates of the politics of display; art museum professions; the many facets of art exhibition preparation; the University of Iowa Stanley Museum of Art collections. Prerequisites: (MUSM:2001 or ARTH:1040) and (RHET:1030 or RHET:1040 or RHET:1060). Same as MUSM:4081.

ARTH:4999 Capstone Seminar in Art History 3 s.h.
Critical thinking and research; readings in historical development of the discipline, from Renaissance to present; methodological issues. Offered fall semesters.

ARTH:5000 History and Methods 3 s.h.
Essential foundation of critical thinking and research in the history of art; students survey the historical development of the discipline of art history from Renaissance to present; various methodological paradigms that have been deployed in the field; for beginning graduate students.

ARTH:6020 Art History Colloquium 1 s.h.
Current topics and research in art history. Requirements: art history graduate standing.

ARTH:6040 Directed Studies arr.

ARTH:6100 Graduate Practicum in Art History 3 s.h.
Exploration of current methodologies and practices central to the discipline of art history. Students engage with a variety of practical frameworks and research methods, critically analyzing how these approaches shape the study and interpretation of art in different periods and cultures.

ARTH:6210 Graduate Seminar in Asian Art 3 s.h.
Key themes and issues in Asian art.

ARTH:6300 Graduate Seminar in Ancient Art 3 s.h.
Key themes and issues in ancient art. Same as CLSA:6200.

ARTH:6440 Seminar: Problems in Medieval Art 3 s.h.
Major issues, methodologies.

ARTH:6545 Graduate Seminar in Renaissance Art 3 s.h.
Key themes and issues in Renaissance art.

ARTH:6740 Graduate Seminar: Nineteenth-Century Art 3 s.h.

ARTH:6840 Seminar: Modern/Contemporary Art 3 s.h.
Major issues, methodologies.

ARTH:7010 PhD Readings arr.

ARTH:7020 PhD Thesis arr.

Studio Art Courses

Courses numbered below 3000 are primarily for undergraduates and may not be repeated unless noted on MyUI. Some courses numbered 2000–3000 are repeatable. Courses ARTS:1510 Basic Drawing and ARTS:1520 Design Fundamentals are prerequisites for all studio courses for art majors.

General Art Courses

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:1002 Colloquium in Visual Art and Design 1 s.h.
School of Art, Art History, and Design privileges, expectations, course offerings, and procedures; overview of various studio labs, processes, and equipment; introduction to faculty research; students receive support for development of their studio practice, build community and dialogue within the studio art division among majors, and explore career paths and internships.

ARTS:1010 Elements of Art 3 s.h.
Drawing, composition; selected reading. Requirements: non-art major. GE: Literary, Visual, and Performing Arts.

ARTS:1020 Elements of 3D Design 3 s.h.
Introduction to 3D 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 2D and 3D, and a conceptual space to be printed 2D and experienced virtually; student journal and portfolio. Requirements: non-art major.

ARTS:1030 Elements of Jewelry and Metal Arts 3 s.h.
Fundamental 3D 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.
Introduction to methods, materials, and concepts of printmaking. Requirements: non-art major. GE: Literary, Visual, and Performing Arts.

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. GE: Engineering Be Creative.

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.
Possibilities and definition of 3D form including time-based, performance, structural, installation, and kinetic sculpture. Requirements: non-art major. GE: Literary, Visual, and Performing Arts.

ARTS:1140 Introduction to Contemporary Black Art: Painting, Performance, and Process 3 s.h.
Introduction to African American art in the United States; exploration of major art events (i.e., Harlem Renaissance, Black Arts Movement); study of specific African American artists and their work; influence of race on artistic expression. Same as AFAM:1140.

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:1550 Art Student Ambassador Seminar 1 s.h.
Development of professional skills in public speaking and event management by providing information about the School of Art, Art History, and Design to incoming and visiting students; tours; event coordination and organization; creation of materials for incoming students; collaboration with faculty mentors and staff; development of peer mentorship skills.

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 Society. 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: Understanding Cultural Perspectives.

ARTS:2200 Artificial Intelligence and Art 3 s.h.
Introduction to artificial intelligence through visual arts, emphasizing the ethical, cultural, and environmental dimensions of generative technologies; students examine issues of authorship, data bias, and equity while using accessible AI tools to create both digital and physical artworks, transitioning from screen-based design to analog techniques; fosters critical reflection on how creative technologies shape, and are shaped by, social values, systems of power, and sustainability in contemporary art and design.

ARTS:2300 Hand Drawing Bicycles for Designers and Engineers 3 s.h.
For designers and engineers drafting and drawing go hand in hand. While working exclusively in digital drawing is the norm, a person who can draw ideas by hand has a fuller understanding of the object and project. Students will do drawings of bicycles, bicycle components, and bicycles in locations, learning hand drafting, using drawing tools including pen, pencil, and marker. With the bicycle as context, students will learn iterative drawing, sketching diagrams, loose orthogonal drawings, measured two-dimensional and three-dimensional drawing, perspective, isometric study, and basic drawing skills (line, contour, cross-contour, value, volume, texture, color theory). GE: Engineering Be Creative.

ARTS:2800 Introduction to Coding for Interactive Arts 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; Quantitative or Formal Reasoning. 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 Scenic Design I 3 s.h.
Development of theatre scenery; how to research, conceptualize, and express ideas in 3D models, simple sketches, and drafting. GE: Engineering Be Creative. Same as THTR:3230.

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 GPA of at least 3.33, and art GPA of at least 3.50.

ARTS:4195 BFA Exhibition 0 s.h.
BFA 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 BFA show; variations require approval by BFA faculty advisor and academic advisors. Requirements: BFA standing in final semester.

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: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 Introduction to Classical Calligraphy 3 s.h.
Basic calligraphy with focus on the hands modern classic typefaces are inspired by (e.g., Roman capitals, lowercase Roman, italic). 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 arr.
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:4380. 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 MA Written Thesis 1 s.h.

ARTS:6190 Graduate Independent Study arr.
Individual instruction by a faculty member.

ARTS:7000 MFA Thesis 0-3 s.h.

Ceramics Courses

CERM:2010 Ceramics I: Handbuilding 3 s.h.
Basic handbuilding methods of forming, firing, glazing clay. GE: Engineering Be Creative; Literary, Visual, and Performing Arts.

CERM:2020 Ceramics II: Wheel Throwing 3 s.h.
Basic wheel-throwing techniques; clay, glaze formulation and preparation in kiln firing. Prerequisites: ARTS:1510 and ARTS:1520 and CERM:2010.

CERM:3010 Ceramics III: Intermediate Studio 4 s.h.
Intermediate studio; lectures and demonstrations covering intermediate techniques; content varies. Prerequisites: CERM:2010 and CERM:2020.

CERM:4010 Ceramics IV: Advanced Studio 4 s.h.
Advanced individual projects. Prerequisites: CERM:2020.

CERM:4020 Ceramic Materials and Effects 4 s.h.
Empirical methods of glaze and clay body formulation; effects of various kilns and firing atmospheres on glaze materials and clay bodies. Prerequisites: CERM:2020.

CERM:4030 Advanced Concepts in Ceramics 3-4 s.h.
Advanced studio with rotating focus such as kiln theory, gallery representation, critique theory, and methodology. Prerequisites: CERM:2020.

CERM:4041 Kiln Building 4 s.h.
Kiln theory, design, and construction methods; may include participation in kiln construction. Prerequisites: CERM:2020.

CERM:4060 Professional Practice in Ceramics 1 s.h.
Instruction on a wide-ranging set of professional development skills, such as preparing materials for résumés, applying to exhibitions, taking images of work, and writing artist statements for use in application materials, as well as other opportunities to enhance student portfolios.

CERM:4099 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in ceramics for advanced students.

CERM:6075 Ceramics Workshop 3-4 s.h.
Advanced graduate studio; critique of student work; visiting artists, field trips. Requirements: Graduate standing.

CERM:6099 Graduate Individual Instruction in Ceramics arr.
Requirements: knowledge of clay and glaze computation, and ability to fire kilns.

Design Courses

DSGN:2500 Graphic Design I 3 s.h.
Basic concepts and principles that can be applied to all modes of contemporary visual communication. Prerequisites: ARTS:1510 and ARTS:1520. Corequisites: DSGN:2600. GE: Engineering Be Creative.

DSGN:2600 Graphic Design II 3 s.h.
Fundamentals of typography as a core element in visual communication; introduction to historical typographic practices as well as modern modes of designing with type. Prerequisites: ARTS:1510 and ARTS:1520. Corequisites: DSGN:2500. Same as UICB:2600.

DSGN:3500 Graphic Design III 4 s.h.
Focus on browser-based user interfaces and user experiences; builds basic HTML and CSS knowledge base; skills. Prerequisites: ARTS:1510 and ARTS:1520 and DSGN:2500 and DSGN:2600.

DSGN:3600 Graphic Design IV 4 s.h.
Implementing the fundamental knowledge and skills gained in previous design courses to explore the interaction of typography and visual image. Prerequisites: DSGN:2500 and DSGN:2600. Corequisites: DSGN:3500.

DSGN:4000 Graphic Design V 4 s.h.
Critical theory and professional practice of branding and identity design; topics range from icon development to packaging design and prototyping. Prerequisites: DSGN:3500 and DSGN:3600. Corequisites: DSGN:4700.

DSGN:4199 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in design for advanced students.

DSGN:4700 Graphic Design VI 4 s.h.
Advanced exploration of contemporary and experimental user interface and user experience design methodology; topics include design for mobile devices and wearables, as well as immersive environments. Prerequisites: DSGN:3500 and DSGN:3600. Corequisites: DSGN:4000.

DSGN:4800 Graphic Design VII 4 s.h.
Concentrated semester-long opportunity for students to investigate a design project driven by their own personal research interests; projects closely guided by faculty and are critiqued throughout the semester; critical theory readings and discussion. Prerequisites: DSGN:4000 or DSGN:4700.

DSGN:4999 Advanced Design Practicum and Field Experience 3 s.h.
Strategy and storytelling in visual branding; professional mentorship; field experience.

DSGN:6175 Graphic Design VIII 4 s.h.
Introduction to complex problems in graphic design; planning, development, and organization of integrated design programs; activities include research and studio assignments, individual presentations, discussions, demonstrations, and critiques.

DSGN:6699 Individual Instruction in Graphic Design arr.

Three-Dimensional Design Courses

TDSN:2210 Introduction to 3D Design 3 s.h.
Develop conceptual and critical design thinking while solving problems to create 3D structures with sustainable materials, processes, and consumption; discuss, develop, and evaluate composition principles and their relation to aesthetics, modular systems, structure, and sustainable use of material through handmade models and systems that lead to final designs; engage in diverse multidisciplinary collaborations. GE: Engineering Be Creative; Literary, Visual, and Performing Arts; Sustainability.

TDSN:2240 Drafting and Modeling With AutoCAD and Rhino 3 s.h.
Learn to expertly navigate AutoCAD and Rhino software to produce precise plans, elevations, and sections for various objects and interior spaces. Develop proficiency in creating and manipulating geometric forms. Explore the intricacies of texture mapping, background settings, and lighting techniques to enhance the realism of models. Master the use of cameras and viewpoints to create compelling visualizations and walkthroughs. Delve into basic animation principles to bring dynamic elements to designs. This comprehensive experience equips students with the technical skills and creative tools needed to excel in the field of digital design and modeling. Prerequisites: ARTS:1510 and ARTS:1520 and (CERM:2010 or DSGN:2500 or DRAW:2310 or INTM:2710 or MTLS:2910 or PHTO:2600 or PNTG:2410 or PRNT:2610 or SCLP:2810 or TDSN:2210). Same as CEE:2240.

TDSN:2250 Digital Prototyping 3 s.h.
Basic knowledge and practical technical skills using 3ds Max studio software; experience creating and manipulating basic forms and working with texture, background, light, and camera viewpoints; basic animation. Prerequisites: ARTS:1510 and ARTS:1520 and TDSN:2210. Corequisites: TDSN:2240.

TDSN:2280 Materials, Tools, and Fabrication: Wood, Metal, and Composites 3 s.h.
Fundamentals of traditional building techniques in wood, metal, and composite materials. The curriculum focuses on constructing a sample set of techniques. Students create the composite material themselves. Prerequisites: ARTS:1510 and ARTS:1520 and (CERM:2010 or DSGN:2500 or DRAW:2310 or INTM:2710 or MTLS:2910 or PHTO:2600 or PNTG:2410 or PRNT:2610 or SCLP:2810 or TDSN:2210).

TDSN:3010 Introduction to Weaving 4 s.h.
Fundamentals of handweaving on rigid heddle and four-shaft looms. Emphasis on design principles, color, and materials for home textiles. Prerequisites: ARTS:1510 and ARTS:1520 and (CERM:2010 or DSGN:2500 or DRAW:2310 or INTM:2710 or MTLS:2910 or PHTO:2600 or PNTG:2410 or PRNT:2610 or SCLP:2810 or TDSN:2210).

TDSN:3200 Product Design 4 s.h.
How objects are designed and structured; modeling, graphic skills necessary for basic project development. Prerequisites: TDSN:2210 and TDSN:2240.

TDSN:3220 Interior Design 4 s.h.
Relationship of interior space to its architecture, environment, human element; color, materials, furnishings, lighting; projects. Prerequisites: TDSN:2210 and TDSN:2240.

TDSN:3230 Color for Interior Design 4 s.h.
Use of color for interior spaces; principles of color theory reviewed and applied to 3D environments; color as a compositional element and psychological tool. Prerequisites: TDSN:2210 and TDSN:2240 and TDSN:2250.

TDSN:3240 3D Computer-Aided Design arr.
Three-dimensional computer-aided drafting; use of AutoCAD software. Prerequisites: ARTS:1510 and ARTS:1520 and (MTLS:2910 or SCLP:2810 or CERM:2010 or TDSN:2210).

TDSN:3260 Design for Production 4 s.h.
Special issues and topics in design. Prerequisites: TDSN:2210 and TDSN:2240 and (TDSN:2250 or TDSN:2280).

TDSN:3280 Forms and Textiles 4 s.h.
Products and seating design with soft materials; students experiment with diverse soft materials and textile construction techniques to design and make unique functional forms. Prerequisites: ARTS:1510 and ARTS:1520 and TDSN:2210. Corequisites: TDSN:2240 and TDSN:2250.

TDSN:3305 Portfolio and Curriculum Vitae Workshop 1 s.h.
How to build a strong portfolio, CV, and résumé for 3D design job applications. Prerequisites: TDSN:2250. Corequisites: TDSN:3200 or TDSN:3220 or TDSN:3230 or TDSN:3260 or TDSN:3280 or TDSN:4010 or TDSN:4020.

TDSN:3340 Global Perspectives on Traditional Craft 2 s.h.
Appreciation for traditional craft techniques across cultures; engagement in research, documentation, and hands-on creation of sample pieces inspired by traditional methods; emphasis on intercultural collaboration, critical thinking, and creative practice. Prerequisites: TDSN:2210 and TDSN:2240.

TDSN:4010 Wood Furniture Design 4 s.h.
Introduction to advanced problems in furniture design and manufacturing. Students design and fabricate a chair using sustainable methods, incorporating computer numerical control (CNC) technologies and plywood. Prerequisites: TDSN:2210 and TDSN:2240.

TDSN:4020 Metal Furniture Design 4 s.h.
Study, design, and fabricate a metal chair using classical and modern techniques. Prerequisites: TDSN:2210 and TDSN:2240.

TDSN:4050 Site Specific Design 1,3 s.h.
Art of planning, building, and presenting at real professional design venues; students plan, design, and build an environment to display selected 3D design work at one or two professional design venues. Prerequisites: TDSN:2250 or TDSN:2280. Corequisites: TDSN:3200 or TDSN:3220 or TDSN:3230 or TDSN:3260 or TDSN:3280.

TDSN:4299 Undergraduate Individual Instruction arr.
Individual instruction in 3D design for advanced students.

TDSN:6299 Individual Instruction in 3D Design arr.
Individual instruction in 3D design for advanced students.

Drawing Courses

DRAW:2310 Life Drawing I 3 s.h.
Observational drawing of form in its spatial contexts; drawing in varied media; figural as well as nonfigural content including clothed and nude models. Prerequisites: ARTS:1510 and ARTS:1520.

DRAW:3310 Concepts in Drawing 3-4 s.h.
Intermediate-level topics; observation, theory, media, form, content; emphasis on personal direction. Prerequisites: DRAW:2310. Same as THTR:3205.

DRAW:4310 Advanced Concepts in Drawing 3-4 s.h.
Advanced-level topics. Prerequisites: DRAW:3310.

DRAW:4399 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in drawing for advanced students.

DRAW:6399 Individual Instruction in Drawing arr.

Intermedia Courses

INTM:2710 Introduction to Intermedia 3 s.h.
Interdisciplinary focus; emphasis on conceptual, installation, video, time-based media, performance art. GE: Literary, Visual, and Performing Arts. Same as CINE:2869, SCIM:2710.

INTM:3700 Topics in Sculpture and Intermedia 4 s.h.
Intermediate-level art projects, readings, and experiments; specialized conceptual forms and issues in contemporary sculpture and time-based practices, such as installation, objects, performance, public art, interventions, video, and audio. Prerequisites: (ARTS:1510 and ARTS:1520 and (CERM:2010 or INTM:2710 or MTLS:2910 or PNTG:2410 or PRNT:2610 or SCLP:2810 or TDSN:2210)). Same as DANC:3710, SCIM:3700.

INTM:3799 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in intermedia for advanced students. Same as SCIM:3799.

INTM:3876 Projection Design 3 s.h.
Introduction to the aesthetics and practical applications of projection design for live performance, including content creation, system design, media servers, projectors, cameras, and related professional equipment. Students learn how to create digital artwork with professional content/animation/effects software Adobe After Effects, Illustrator, Photoshop, Premiere Pro, Audition, etc. Through the media server QLab students learn how to integrate digital artwork and live video cameras into live performance via projectors and digital displays. GE: Engineering Be Creative. Same as CINE:3876, DANC:3876, DIGA:3876, SCIM:3876, THTR:3876.

INTM:6799 Individual Instruction in Intermedia and Video Art arr.
Same as SCIM:6799.

Jewelry and Metal Arts Courses

ARTS:1510 Basic Drawing and ARTS:1520 Design Fundamentals are prerequisites for all jewelry and metal arts courses for art majors; ARTS:1510 Basic Drawing is a prerequisite for nonmajors.

MTLS:2910 Introduction to Jewelry and Metal Arts 3 s.h.
Fabrication, hammer forming, hydraulic die forming, soldering, riveting, etching, texturing, anodization of aluminum and titanium, stone setting, and patination techniques; creation of jewelry, flatware, and other functional and nonfunctional sculptural objects using varied metals and other materials; emphasis on creativity, learning, and basic metalworking techniques. Prerequisites: ARTS:1520 and ARTS:1510. GE: Engineering Be Creative.

MTLS:3285 Fabrication and Design: Hand-Made Bicycle 4 s.h.
Building a bicycle frame by hand; use of CAD modeling and development of fabrication skills to create a modern-day work of art. Prerequisites: TDSN:2240.

MTLS:3910 Intermediate Jewelry and Metal Arts 4 s.h.
Exploration of different applications with casting (mostly gold, silver, and bronze), enameling, and stone setting; combining all three processes to create artwork; may include introduction to other processes (e.g., photo-etching, 3D computer modeling); historical and current trends in craft. Prerequisites: ARTS:1510 and ARTS:1520 and MTLS:2910.

MTLS:3915 Fabrication and Finishing in Jewelry and Metal Arts 4 s.h.
Students further their conceptual development with intermediate-level skills in fabrication and surface finishing; builds on introductory skills with techniques in complex and larger-scale soldering and forming, as well as new techniques (e.g., chasing, repousse); exploration of finishing and surface treatments (e.g., aluminum anodization, etching, powder coating). Prerequisites: MTLS:2910.

MTLS:3920 Advanced Jewelry and Metal Arts 4 s.h.
Electroforming; production of hollow copper structures through prolonged electroplating on a nonmetallic form (typically wax) with a conductive coating; metal-forming techniques (e.g., raising and fold forming); emphasis on development of personal aesthetics, learning, and refining technical skills in metalworking and jewelry techniques. Prerequisites: MTLS:2910.

MTLS:4910 Mixed Media and Professional Practices 3-4 s.h.
Free exploration of all media and materials, including found objects; creation of conceptual and/or functional mixed media objects, jewelry, sculptures, installation pieces; pioneering use of new materials, development of new techniques, creation of diverse innovative artworks. Prerequisites: ARTS:1510 and ARTS:1520 and MTLS:2910. Recommendations: MTLS:2910 and MTLS:3920.

MTLS:4920 Mold Making 4 s.h.
All aspects of mold making, including plaster, rubber, and silicone. Prerequisites: CERM:2010 or MTLS:2910 or TDSN:2210 or SCLP:2810.

MTLS:4960 Project Design Hand-Made Bike II 4 s.h.
Builds on MTLS:3285; advanced concepts of bicycle frame design and fabrication; concept development, fabrication geometry and design, metal properties and selection, tool selection, brazing and welding including titanium milling and how to build a frame jig; emphasis on applying fabrication skills while situating frame-building project within context of a design problem. Prerequisites: MTLS:3285.

MTLS:4970 Project Design Hand-Made Bike III 4 s.h.
Builds on MTLS:4960; advanced concepts of bicycle frame design and fabrication; concept development, fabrication geometry and design, metal properties and selection, tool selection; brazing and welding including titanium-milling and how to build a frame jig; emphasis on application of fabrication skills while situating frame building project within context of a design problem. Prerequisites: MTLS:4960.

MTLS:4999 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in metalsmithing and jewelry for advanced students.

MTLS:6999 Individual Instruction in Metalsmithing and Jewelry arr.

Painting Courses

ARTS:1510 Basic Drawing and ARTS:1520 Design Fundamentals are prerequisites for all painting courses for art majors; ARTS:1510 Basic Drawing is a prerequisite for nonmajors.

PNTG:2410 Painting I 3 s.h.
Emphasis on observational painting, theory and development of pictorial ideas and skills. Prerequisites: ARTS:1510 and ARTS:1520. GE: Engineering Be Creative.

PNTG:2420 Painting II 4 s.h.
Materials, techniques, beginning of a personal painting language through observation and imagination. Prerequisites: PNTG:2410.

PNTG:4100 Advanced Painting 4 s.h.
Individual projects as they aid the realization of a personal vision. Prerequisites: PNTG:2420.

PNTG:4499 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in painting for advanced students.

PNTG:6475 Graduate Drawing and Painting Workshop 3-4 s.h.
Group and individual criticism.

PNTG:6499 Individual Instruction in Painting arr.

Papermaking Courses

BKAT:2110 Introduction to Book Arts 3 s.h.
Topics related to artist books, hand bookbinding, letterpress printing, papermaking, and lettering arts. GE: Engineering Be Creative; Literary, Visual, and Performing Arts. Same as UICB:2110.

BKAT:3280 Elements of Book Art 3 s.h.
Overview of book art process and techniques for nonmajors; introduction to traditional bookbinding skills, nontraditional book structures, and content development for artist books. GE: Engineering Be Creative. Same as UICB:3280.

BKAT:3380 Letterpress 3 s.h.
Introduction to letterpress printing; metal type, relief printing, page layout, and basic typography; basic use of Vandercook Proof Press; experimentation with diverse letterpress techniques. GE: Engineering Be Creative. Same as UICB:3380.

BKAT:4100 Paperworks 3 s.h.
Conceptual and methodological approaches to 2D and 3D paper works; creation of works that couple unique properties of paper-pulp medium with personal visual ideas and clarity of intent; contemporary issues in paper pulp, medium's relationship to larger art and craft contexts. GE: Engineering Be Creative. Same as UICB:4100.

BKAT:4205 Bookbinding I: Materials and Techniques 3 s.h.
Hands-on introduction to materials and techniques commonly used in bookbinding. Same as UICB:4205.

BKAT:4210 Boxes and Enclosures 3 s.h.
Hands-on techniques for a variety of book enclosures; appropriateness, aesthetic issues concerning box design; Japanese wraparound case, drop-spine box, hinged and lidded boxes, slipcase; technical skill development. Prerequisites: UICB:4205. Same as UICB:4210.

BKAT:4270 Bookbinding II 3 s.h.
Builds on skills acquired in UICB:4205; projects to complete six bindings based on historical and contemporary models; sewing styles, board attachments, endband types; nonadhesive and case-bound structures, varied materials and binding styles, their effects on structure, aesthetic considerations, further development of solid binding skills; historical development of particular binding practices. Prerequisites: UICB:4205. Same as UICB:4270.

BKAT:4280 Artists' Books 3 s.h.
Exploration of the book as a form for artistic expression; emphasis on conceptual development; relationship between content, form, and structure; how a book's structure and design can enhance and integrate part of the work's meaning. Prerequisites: UICB:4205 or BKAT:4205. Same as UICB:4280.

BKAT:5100 Papermaking I 3 s.h.
Foundational papermaking; history, technique, and aesthetics. Same as UICB:5100.

BKAT:5110 Papermaking I: East Asia, Nepal, and Contemporary Practice 3 s.h.
History, technique, and aesthetics of East Asian and Nepalese papermaking, along with their respective contemporary practices. Same as UICB:5110.

BKAT:5120 Papermaking I: Central Asia, Europe, and Contemporary Practice 3 s.h.
Foundational papermaking; history, technique, and aesthetics of Central Asian, Islamicate, and European papermaking; respective contemporary practices. Same as UICB:5130.

BKAT:5140 Papermaking II 3 s.h.
Contemporary papermaking studio practice and conceptual considerations; focus on nontraditional techniques and cross-disciplinary use of paper fibers and handmade paper; handmade paper as a form of artistic expression. Prerequisites: UICB:4100 or BKAT:4100 or UICB:5110 or BKAT:5110 or UICB:5130 or BKAT:5120. Same as UICB:5140.

BKAT:5170 Papermaking III: The Papermakers 3 s.h.
Students hone skills, drawing inspiration from papermaking societies, and conduct hands-on production and research. Prerequisites: UICB:4100 or UICB:5110 or UICB:5130 or UICB:5140 or BKAT:4100 or BKAT:5110 or BKAT:5120. Same as UICB:5170.

BKAT:5180 Advanced Projects in Paper 1-3 s.h.
Advanced independent projects undertaken in a classroom setting; collaborative group discussions to plan, implement, troubleshoot, and evaluate student projects. Prerequisites: UICB:5110 or UICB:5130 or BKAT:5110 or BKAT:5120. Same as UICB:5180.

BKAT:5210 Bookbinding III 3 s.h.
Bookbinding structures based on historical and contemporary models; differences in various binding practices, how these differences affect function, why the styles developed; experience choosing appropriate structures for particular uses; emphasis on fine tuning skills and techniques required for advanced binding practices; sewn endbands, rounding and backing, sewing on varied supports, board attachments, and covering methods. Prerequisites: (UICB:4205 or BKAT:4205) and (UICB:4270 or BKAT:4270). Requirements: for UICB:5210—UICB:4205 and UICB:4270; for BKAT:5210—BKAT:4205 or BKAT:4270 or UICB:4205 or UICB:4270. Same as UICB:5210.

Photography Courses

ARTS:1510 Basic Drawing and ARTS:1520 Design Fundamentals are prerequisites for all photography courses for art majors; ARTS:1510 Basic Drawing is a prerequisite for nonmajors.

PHTO:2600 Photography I 3 s.h.
Introduction to color theory, lighting, and utilizing color for conceptual concerns; experience operating digital SLR cameras in full manual mode, utilizing Adobe editing software, and producing fine art printed portfolios; requires a digital SLR camera. Prerequisites: ARTS:1510 and ARTS:1520. GE: Engineering Be Creative.

PHTO:3100 Photography II: Introduction to Darkroom Photography 4 s.h.
Darkroom techniques including operation of 35mm film cameras, exposing and developing black-and-white film, and producing fine art darkroom prints. Prerequisites: ARTS:1510 and ARTS:1520. Corequisites: PHTO:2600.

PHTO:3110 Photography III: The Constructed Image 4 s.h.
Introduction to industry practices of studio lighting and large format printing; focus on constructed scenes in and out of the studio with emphasis on conceptual development and use of advanced Adobe Photoshop techniques. Prerequisites: PHTO:2600.

PHTO:3200 Photography IV: Special Topics 4 s.h.
Investigation of contemporary themes including alternative processes, social documentary, portraiture, book making, and hybrid forms, among others. Prerequisites: INTM:2710 or (PHTO:2600 and PHTO:3100). Same as SCIM:3900.

PHTO:3210 Photography IV: Contemporary Video Practices 4 s.h.
Investigation of contemporary themes pertaining to moving image capture with emphasis placed on conceptual development, technical mastery of software, and innovative installation approaches. Prerequisites: INTM:2710 or (PHTO:2600 and PHTO:3100).

PHTO:3220 Photography IV: Alternative Photographic Processes 4 s.h.
Investigation of historical photographic processes including cyanotype, van dyke brown, gum dichromate, and palladium printing among others. Introduction to contemporary artists using these media as well as working knowledge of analog and digital hybrid approaches. Prerequisites: PHTO:2600 and PHTO:3100.

PHTO:4000 Photography V: Advanced - Large Format Photography 4 s.h.
Individual portfolio projects with emphasis on conceptual development and craft pertaining to large and medium format camera use. Prerequisites: PHTO:2600 and PHTO:3100 and PHTO:3110.

PHTO:4010 Photography V: Advanced - Risograph Editions 4 s.h.
Alternative methods of printed image media, zines, and small collaborative publications using Risograph and print on demand services. Prerequisites: PHTO:2600 and (PHTO:3100 or PHTO:3110 or DSGN:2600).

PHTO:4200 Professional Practice in Photography 1 s.h.
Instruction on a wide-ranging set of professional development skills, such as preparing materials for grant and exhibition applications, website design, conference preparation, and other opportunities that enhance students' portfolios and preparedness for external employment options. Prerequisites: PHTO:2600 and PHTO:3100 and PHTO:3110.

PHTO:4300 Internship in Photography 1-3 s.h.
Professional working experience in the field of photography. Prerequisites: PHTO:2600 and PHTO:3100 and PHTO:3110.

PHTO:4599 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in photography for advanced students.

PHTO:4740 Poetry and Photography 3 s.h.
Exploration and practice of the relationship between poetry and photography through hands-on, generative writing and image-making exercises. Prerequisites: PHTO:2600 or ENGL:2020. Same as ENGL:4740.

PHTO:6575 Graduate Photography Workshop 4 s.h.
Projects; group critiques; readings.

Printmaking Courses

ARTS:1510 Basic Drawing and ARTS:1520 Design Fundamentals are prerequisites for all printmaking courses for art majors; ARTS:1510 Basic Drawing is a prerequisite for nonmajors.

PRNT:2610 Introduction to Printmaking 3 s.h.
Introduction to methods, materials, and concepts of printmaking. Prerequisites: ARTS:1510 and ARTS:1520. Requirements: art major. GE: Engineering Be Creative.

PRNT:3600 Textile Printing and Surface Design 4 s.h.
Introduction to screen printing and block printing on textiles, including image generation and digital techniques from start to finish; effective use of design principles; application of a conceptual approach to work; possibilities of working with textiles. Prerequisites: ARTS:1510 and ARTS:1520 and PRNT:2610.

PRNT:3610 New Media for Printmaking 4 s.h.
New concepts and techniques for contemporary print media, including digital and less toxic applications in relief, intaglio, lithography, and screenprinting. Prerequisites: PRNT:2610.

PRNT:3620 Intaglio 4 s.h.
Concepts, techniques; traditional through contemporary ideas, methods; emphasis on metal plate printing, including etching, drypoint, engraving, softground, aquatint. Prerequisites: PRNT:2610. Requirements: PRNT:2610 or BFA candidacy in any area or graduate standing.

PRNT:3630 Woodcut and Relief 4 s.h.
Concepts and techniques of relief printmaking, including woodcut, linocut, relief etching, black-and-white and color printing methods; traditional and contemporary approaches. Prerequisites: PRNT:2610. Requirements: ARTS:1510, ARTS:1520, and PRNT:2610 for art majors; ARTS:1510 for nonmajors; or BFA candidacy in any area; or graduate standing.

PRNT:3640 Lithography 4 s.h.
Technical, aesthetic characteristics; basic direct drawing, processing, printing of stone and plate images in black and white. Prerequisites: PRNT:2610. Requirements: ARTS:1510, ARTS:1520, and PRNT:2610; or graduate standing.

PRNT:3660 Monoprint 3-4 s.h.
Concepts, techniques in use of traditional and alternative printmaking media to produce unique, matrix-generated prints. Prerequisites: PRNT:2610.

PRNT:3665 Frogman's Print Workshop 3 s.h.
Hands-on experience in printmaking techniques; workshop format. Offered summer session.

PRNT:3680 Screenprint 4 s.h.
Photographic, nonphotographic stencil techniques for silkscreen printing. Prerequisites: PRNT:2610. Requirements: ARTS:1510, ARTS:1520, and PRNT:2610 for art majors; ARTS:1010 and ARTS:1050 for nonmajors; or BFA candidacy in any area; or graduate standing.

PRNT:4610 Advanced Printmaking 4 s.h.
Print media (i.e., intaglio, lithography, relief, screenprint); emphasis on individual technical and conceptual growth and development of independent studio practices. Prerequisites: PRNT:2610 and (PRNT:3620 or PRNT:3630 or PRNT:3640 or PRNT:3680).

PRNT:4799 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in printmaking; for advanced students.

PRNT:6665 Frogman's Print Workshop 3 s.h.
Hands-on experience in printmaking techniques; workshop format. Offered summer session.

PRNT:6675 Graduate Print Workshop 3-4 s.h.
Contemporary issues in printmaking; emphasis on development of personal work and independent studio practice through group critiques, special research projects, work in all print media.

PRNT:6699 Individual Instruction in Printmaking arr.

Sculpture Courses

SCLP:2810 Undergraduate Sculpture I 3 s.h.
Basic sculptural concepts, processes, investigation of materials such as plaster, clay, wood; emphasis on developing formal language, acquiring basic skills; spatial, conceptual, technical issues. GE: Engineering Be Creative; Literary, Visual, and Performing Arts. Same as SCIM:2810.

SCLP:3840 Robotic Art Studio 4 s.h.
Exploration, design, and creation of interactive artworks, kinetic sculpture, robotic art, sound works, light art, and performance environments; application of basic electronics and mechanical techniques; use of programmable micro-controller Arduino. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLS:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:3840, SCIM:3840.

SCLP:3895 Topics in Sculpture 4 s.h.
Projects, reading; specialized conceptual forms and issues in contemporary sculpture, such as public art, installation. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or TDSN:2210 or MTLS:2910). Same as SCIM:3895.

SCLP:4825 Casting in Hot Metal 4 s.h.
Foundry work, wax working, mold making, and processes. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or MTLS:2910). Same as SCIM:4825.

SCLP:4835 Electronic Objects and Spaces 4 s.h.
Aesthetic use of electronics to sequence and control motion, light, and sound; introduction to basic electronics through hands-on workshops and discussions; demonstrations on how to build an Arduino, integrated circuits, power supplies, soldering, prototyping, motors, sensors; projects integrating electronics with objects and spaces; artist screenings and critiques. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLS:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:4835, SCIM:4835.

SCLP:4840 Air, Actuators, and Motors 4 s.h.
Introduction to wide range of motors, actuators, and air devices available for integration in art projects; various forms of motor control and necessary means to power these devices; DC and AC motors, stepper motors, solenoids, electro magnets, relays, pneumatics, inflatables, and other air-driven devices; development of a project utilizing one or more systems; examples and media demonstrations to show how artists and scientists employ these systems. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLS:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:4840, SCIM:4840.

SCLP:4899 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in sculpture for advanced students. Same as SCIM:4899.

SCLP:6264 Graduate Sculpture and Intermedia Workshop 3-4 s.h.
Critique seminar with readings; for sculpture and non-sculpture graduate students. Same as SCIM:6264.

SCLP:6899 Individual Instruction in Sculpture arr.
Same as SCIM:6899.

Sculpture and Intermedia Courses

SCIM:2710 Introduction to Intermedia 3 s.h.
Interdisciplinary focus; emphasis on conceptual, installation, video, time-based media, performance art. GE: Literary, Visual, and Performing Arts. Same as CINE:2869, INTM:2710.

SCIM:2810 Undergraduate Sculpture I 3 s.h.
Basic sculptural concepts, processes, investigation of materials such as plaster, clay, wood; emphasis on developing formal language, acquiring basic skills; spatial, conceptual, technical issues. GE: Engineering Be Creative; Literary, Visual, and Performing Arts. Same as SCLP:2810.

SCIM:3100 Practices for the Body 4 s.h.
Performance, writing, Fluxus-inspired scores, reading, observation, physical practice, improvisation, and devising methods; development or expansion of physical practices that articulate with current artistic production. Prerequisites: (ARTS:1510 and ARTS:1520 and (SCIM:2710 or SCIM:2810)) or DANC:2800 or DANC:2050.

SCIM:3200 Multichannel Media and Timescapes 4 s.h.
Synchronicity, 2+ channel video, 3+ channel sound, actions as channels, installation, performance, time-based media, and practices. Prerequisites: (ARTS:1510 and ARTS:1520 and (SCIM:2710 or SCIM:2810)) or DANC:2800 or DANC:2050.

SCIM:3300 Metal Fabrication 4 s.h.
Metal work, Computer Numerical Control (CNC) processes, and reading; conceptual thinking and familiarization with contemporary sculpture practices. Prerequisites: ARTS:1510 and ARTS:1520 and (SCIM:2710 or SCIM:2810).

SCIM:3400 Mold Making, Casting, and Replication 4 s.h.
Mold making, sculptures, and reading; conceptual thinking and familiarization with contemporary sculpture practices. Prerequisites: ARTS:1510 and ARTS:1520 and (SCIM:2710 or SCIM:2810).

SCIM:3700 Topics in Sculpture and Intermedia 4 s.h.
Intermediate-level art projects, readings, and experiments; specialized conceptual forms and issues in contemporary sculpture and time-based practices, such as installation, objects, performance, public art, interventions, video, and audio. Prerequisites: (ARTS:1510 and ARTS:1520 and (CERM:2010 or INTM:2710 or MTLS:2910 or PNTG:2410 or PRNT:2610 or SCLP:2810 or TDSN:2210)). Same as DANC:3710, INTM:3700.

SCIM:3799 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in intermedia for advanced students. Same as INTM:3799.

SCIM:3840 Robotic Art Studio 4 s.h.
Exploration, design, and creation of interactive artworks, kinetic sculpture, robotic art, sound works, light art, and performance environments; application of basic electronics and mechanical techniques; use of programmable micro-controller Arduino. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLS:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:3840, SCLP:3840.

SCIM:3876 Projection Design 3 s.h.
Introduction to the aesthetics and practical applications of projection design for live performance, including content creation, system design, media servers, projectors, cameras, and related professional equipment. Students learn how to create digital artwork with professional content/animation/effects software Adobe After Effects, Illustrator, Photoshop, Premiere Pro, Audition, etc. Through the media server QLab students learn how to integrate digital artwork and live video cameras into live performance via projectors and digital displays. GE: Engineering Be Creative. Same as CINE:3876, DANC:3876, DIGA:3876, INTM:3876, THTR:3876.

SCIM:3895 Topics in Sculpture 4 s.h.
Projects, reading; specialized conceptual forms and issues in contemporary sculpture, such as public art, installation. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or TDSN:2210 or MTLS:2910). Same as SCLP:3895.

SCIM:3900 Photography IV: Special Topics 4 s.h.
Investigation of contemporary themes including alternative processes, social documentary, portraiture, book making, and hybrid forms, among others. Prerequisites: INTM:2710 or (PHTO:2600 and PHTO:3100). Same as PHTO:3200.

SCIM:4700 Advanced Topics in Sculpture and Intermedia 4 s.h.
Advanced-level art projects, readings, and experiments; specialized conceptual forms and issues in contemporary sculpture and time-based practices, such as installation, objects, performance, public art, interventions, video, and audio. Prerequisites: SCIM:2710 or SCIM:2810.

SCIM:4825 Casting in Hot Metal 4 s.h.
Foundry work, wax working, mold making, and processes. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or MTLS:2910). Same as SCLP:4825.

SCIM:4835 Electronic Objects and Spaces 4 s.h.
Aesthetic use of electronics to sequence and control motion, light, and sound; introduction to basic electronics through hands-on workshops and discussions; demonstrations on how to build an Arduino, integrated circuits, power supplies, soldering, prototyping, motors, sensors; projects integrating electronics with objects and spaces; artist screenings and critiques. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLS:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:4835, SCLP:4835.

SCIM:4840 Air, Actuators, and Motors 4 s.h.
Introduction to wide range of motors, actuators, and air devices available for integration in art projects; various forms of motor control and necessary means to power these devices; DC and AC motors, stepper motors, solenoids, electro magnets, relays, pneumatics, inflatables, and other air-driven devices; development of a project utilizing one or more systems; examples and media demonstrations to show how artists and scientists employ these systems. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLS:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:4840, SCLP:4840.

SCIM:4899 Undergraduate Individual Instruction 1-3 s.h.
Individual instruction in sculpture for advanced students. Same as SCLP:4899.

SCIM:6264 Graduate Sculpture and Intermedia Workshop 3-4 s.h.
Critique seminar with readings; for sculpture and non-sculpture graduate students. Same as SCLP:6264.

SCIM:6799 Individual Instruction in Intermedia and Video Art arr.
Same as INTM:6799.

SCIM:6899 Individual Instruction in Sculpture arr.
Same as SCLP:6899.

Art Education Courses

ARTE:3143 Methods of Elementary Art and Field Experiences 3 s.h.
Application of studio methods to teaching children in Saturday Children's Art Class Program. Prerequisites: EDTL:2122 or EDTL:5222. Same as EDTL:3143.

ARTE:6267 Seminar: Current Issues in Art Education 3-4 s.h.
Analysis of literature in art education and related disciplines. Same as EDTL:6267.