

SCHOOL OF VISUAL ART AND DESIGN

Website Department (https://www.sc.edu/study/colleges_schools/artsandsciences/visual_art_and_design/)

The School of Visual Art and Design is home to an array of art programs involving painting, drawing, printmaking, sculpture, ceramics, photography, video, filmmaking and design. Our unit offers several degrees in four major areas of study: art education, art history, art studio and media arts.

The Bachelor of Arts degree is available with majors in art history, art studio and media arts. Students will gain broad proficiency in the creative arts with the option to specialize in one of three major areas of study.

- The art history program offers courses in art and architecture across cultures from antiquity to the present. Students develop skills in research, analysis, criticism and theory.
- Art studio encompasses seven areas of studio specialization in ceramics, drawing, graphic design and illustration, painting, photography, printmaking and 3D/sculpture.
- Students pursuing a degree in media arts learn media best practices and global cultures in courses where they analyze and produce media such as films, video games, manga or graphic novels, animations, internet art, mobile applications, screenplays and more.

The Bachelor of Fine Arts degree is offered in art studio and art education. The BFA in art education is designed for students who seek certification to teach art in K-12 settings. The BFA in art studio is a professional degree offering concentrations in ceramics, drawing, graphic design and illustration, painting, photography, printmaking and 3D/sculpture.

Minors in art history, art studio and media arts are available for students wanting to gain foundational knowledge in art practices and techniques and to add a creative component to a major course of study.

Degree Programs

The Bachelor of Arts degree is available with majors in art history, art studio, and media arts. A Bachelor of Fine Arts degree is offered in art studio and art education. The art education BFA is designed for students who seek certification to teach art in K-12 settings. The Bachelor of Fine Arts in art studio is a professional degree, which offers concentrations in: ceramics, drawing, graphic design and illustration, painting, photography, printmaking, and 3D/sculpture.

The School of Visual Art and Design offers four major areas of study and several degrees in the fields of ART EDUCATION, ART HISTORY, ART STUDIO, and MEDIA ARTS.

Students pursuing a degree in ART EDUCATION receive broad exposure to studio art, art history, education, critical perspectives and aesthetics, and can earn certification to teach art in K-12 schools.

The ART HISTORY program offers courses in art and architecture across cultures and from antiquity to the present. Students develop skills in research, analysis, criticism, and theory.

ART STUDIO encompasses seven areas of studio specialization within the BFA degree: ceramics, drawing, graphic design and illustration, painting, photography, printmaking, and 3D/sculpture.

Students pursuing a degree in MEDIA ARTS study media practices and global media cultures in courses where they analyze and produce media such as films, video games, manga, animations, internet art, mobile applications, screenplays, and more.

Interested in film and media studies (https://sc.edu/study/majors_and_degrees/film_and_media_studies.php)?

Interested in film and media production (https://sc.edu/study/majors_and_degrees/media_arts.php)?

Interested in graphic design and illustration (https://sc.edu/study/colleges_schools/artsandsciences/visual_art_and_design/study/undergraduate/studio_art/graphic_design_illustration.php)?

Honors Sections

The School of Visual Art and Design participates in the University's Honors College. Each year, one or more sections of art, media, or art history courses are generally offered for honors students.

Scholarships

A limited number of competitive scholarships are available for School of Visual Art and Design majors, including incoming freshmen. Contact the department office or visit the School of Visual Art and Design website for further information.

Class Attendance

Students are obligated to complete all assigned work promptly, to attend class regularly, and to participate in whatever class discussion may occur. The instructor's attendance policy should be ascertained by the student at the beginning of the semester. Faculty members should notify classes specifically of the attendance policy which they intend to follow in each class.

Programs

- Art Education, B.F.A. (<https://academicbulletins.sc.edu/undergraduate/arts-sciences/visual-art-design/art-education-bfa/>)
- Art History Minor (<https://academicbulletins.sc.edu/undergraduate/arts-sciences/visual-art-design/art-history-minor/>)
- Art History, B.A. (<https://academicbulletins.sc.edu/undergraduate/arts-sciences/visual-art-design/art-history-ba/>)
- Art Studio Minor (<https://academicbulletins.sc.edu/undergraduate/arts-sciences/visual-art-design/art-studio-minor/>)
- Art Studio, B.A. (<https://academicbulletins.sc.edu/undergraduate/arts-sciences/visual-art-design/art-studio-ba/>)
- Art Studio, B.F.A. (<https://academicbulletins.sc.edu/undergraduate/arts-sciences/visual-art-design/art-studio-bfa/>)
- Media Arts Minor (<https://academicbulletins.sc.edu/undergraduate/arts-sciences/visual-art-design/media-arts-minor/>)
- Media Arts, B.A. (<https://academicbulletins.sc.edu/undergraduate/arts-sciences/visual-art-design/media-arts-ba/>)

Courses

ARTE 101 - Introduction to Art (3 Credits)

Introduction to art appreciation. Elements and principles of the visual arts, with examples from the history of art.

Carolina Core: AIU

ARTE 201 - Special Topics in Art Education (3 Credits)

Topics selected by the instructor for specialized study. Course content may include a variety of new, contemporary, and emerging art-related issues that are not regularly included in the general art education curriculum. May be repeated.

ARTE 260 - Interdisciplinary Relationships in the Arts (3 Credits)

The study of relationships among visual arts, music, theatre, and dance.

Carolina Core: AIU

ARTE 345 - Art Evaluation (3 Credits)

The language of art is taught through viewing, interpreting, producing, and appreciating art. Historical and contemporary art criticism; methods of teaching art criticism to children and young adults.

ARTE 399 - Independent Study (3-9 Credits)

CL: 2020.

Graduation with Leadership Distinction: GLD: Research

ARTE 520 - Art for Elementary Schools (3 Credits)

Methods of teaching art to elementary and preschool children. Major emphasis will be given to relevant studio experiences.

ARTE 525 - Elementary Methods for K-12 Art Certification (3 Credits)

Curriculum, methods, and materials for teaching art to elementary and preschool children.

ARTE 525P - Elementary Methods for K-12 Art Certification Practicum (1 Credit)

Experiential practice and learning in elementary schools.

Corequisite: ARTE 525.

ARTE 530 - Art of Children (3 Credits)

A study of historical and contemporary theories of child art. Students will also engage in field experiences with children and adolescents to observe and evaluate the significance of art making in young people's lives.

ARTE 540 - The School Art Program (3 Credits)

An introduction to art education as a profession. The history, curricular development, and current issues are examined. Students practice proven teaching techniques.

Prerequisites: ARTE 520.

ARTE 540P - Practicum in Art Education (1 Credit)

A sequence of supervised practicum experiences in middle and secondary school art education settings. Seminars and group discussions.

Corequisite: ARTE 540.

ARTE 550 - Incorporating Digital Media in Art Education (3 Credits)

Applications of media literacy theories and current digital media platforms for K-12 art classrooms.

ARTE 560 - Secondary Methods for K-12 Art Certification (3 Credits)

Curriculum, methods, and materials for teaching art to secondary school students.

Corequisite: ARTE 560P.

ARTE 560P - Secondary Methods for K-12 Art Certification Practicum (1 Credit)

Curriculum, methods, and materials for teaching art to secondary school students. Note: ARTE 560 and ARTE 560P cannot be taken simultaneously with ARTE 540 and 540P.

Prerequisites: C or better in ARTE 525 and ARTE 525P.

Corequisite: C or better in ARTE 560.

ARTE 565 - Field Experience Seminar (3 Credits)

Corequisite: EDSE 471.

ARTE 571 - Directed Teaching in Art (12 Credits)

Students seeking K-12 certification in art participate in directed teaching in elementary and secondary art programs while being supervised by an art education faculty member. Students are evaluated using a state-mandated assessment tool. Completion of course work in art education, admission to professional program, College of Education, and FBI check are required.

Graduation with Leadership Distinction: GLD: Professional and Civic Engagement Internships

ARTE 595 - Art Education Workshop (1-6 Credits)

A workshop especially for teachers and prospective teachers, featuring practical art experiences and projects for elementary and secondary school. Topic varies by title.

ARTH 105 - History of Western Art I (3 Credits)

The visual arts from Paleolithic times to the Renaissance.

Carolina Core: AIU

Graduation with Leadership Distinction: GLD: Global Learning

ARTH 106 - History of Western Art II (3 Credits)

The visual arts from the Renaissance to the present.

Carolina Core: AIU

Graduation with Leadership Distinction: GLD: Global Learning

ARTH 107 - History of Asian Art (3 Credits)

Art and culture of India, China, and Japan from prehistory to the present.

Carolina Core: GHS

Graduation with Leadership Distinction: GLD: Global Learning

ARTH 312 - Greek Art and Archaeology (3 Credits)

A survey of ancient architecture, painting, and sculpture 2000-160 B.C.

Cross-listed course: CLAS 340

ARTH 313 - History of Roman Art (3 Credits)

An examination of the development of architecture, painting, and sculpture until the end of the Roman Empire.

Graduation with Leadership Distinction: GLD: Global Learning

ARTH 315 - History of Medieval Art (3 Credits)

A survey of architecture, painting, and sculpture in Europe during the Middle Ages.

ARTH 320 - History of Italian Renaissance Art (3 Credits)

The origins and development of Renaissance painting, sculpture, and architecture in Italy during the 15th and 16th centuries.

Graduation with Leadership Distinction: GLD: Global Learning

ARTH 321 - History of Northern Renaissance Art (3 Credits)

The arts of Northern Europe during the 15th and 16th centuries with particular emphasis on the developments in the Low Countries, Germany, and France.

Graduation with Leadership Distinction: GLD: Global Learning

ARTH 325 - History of Southern Baroque Art (3 Credits)

The art and architecture of Italy and Spain in the 17th century.

Graduation with Leadership Distinction: GLD: Global Learning

ARTH 326 - History of Northern Baroque Art (3 Credits)

The art and architecture of Holland, Flanders, France, England, Germany, and Austria in the 17th century.

Graduation with Leadership Distinction: GLD: Global Learning

ARTH 327 - History of 18th-Century European Art (3 Credits)

A survey of eighteenth-century European painting and sculpture, following the lives and works of major artists, changes in style and taste against the backdrop of a broader cultural and historical context.

ARTH 330 - History of 19th-Century European Art (3 Credits)

A survey of nineteenth-century European painting and sculpture, following the lives and works of major artists, changes in style and taste against the backdrop of a broader cultural and historical context.

ARTH 333 - Art, Anatomy, and Medicine, 1700-Present (3 Credits)

Considers anatomical instruction in artistic training; anatomy and ideas of beauty and morality; role of art in dissemination of anatomical/medical information; why artistic representations of medicine and anatomy feature in popular culture; role of art in medical training; how art has imagined anato-medical improbabilities that are now reality.

ARTH 335 - History of 20th Century Art (3 Credits)

A survey of architecture, painting, and sculpture in the 20th century.

ARTH 337 - History of Modern Architecture (3 Credits)

Architecture from the turn of the century until the present.

ARTH 340 - History of American Art I (3 Credits)

A survey of the history of art in America from colonial times to 1860.

ARTH 341 - History of American Art II (3 Credits)

A survey of art in America from 1860 to the present.

ARTH 342 - Contemporary American Art (3 Credits)

Recent trends in painting and sculpture.

ARTH 345 - History of Asian Art (3 Credits)

A survey of the visual arts of India, China, and Japan from prehistory to the present.

ARTH 346 - African Art (3 Credits)

Sculpture, painting, architecture of Sub-Saharan Africa.

ARTH 350 - History and Theory of Art Criticism (3 Credits)

Art criticism from antiquity to the present.

ARTH 366 - History of Cinema II (3 Credits)

Survey of the international cinema from 1945 to the present.

ARTH 380 - African American Art (3 Credits)

A study of fine art, craft, and material culture made by people of African descent in the United States from the 17th century to the present, accounting for African American artistic innovation and creativity as it has influenced art production globally.

Cross-listed course: AFAM 384

ARTH 390 - Topics in Art History (3 Credits)

Topic varies by title.

ARTH 399 - Independent Study (3-9 Credits)

CL: 2020.

Graduation with Leadership Distinction: GLD: Research

ARTH 498 - Independent Study (3 Credits)

Graduation with Leadership Distinction: GLD: Research

ARTH 499 - Independent Study (3 Credits)

Graduation with Leadership Distinction: GLD: Research

ARTH 501 - Methodologies of Art History (3 Credits)

A seminar for art history majors and graduate students in the history and various methodologies of the discipline.

ARTH 503 - Internship in Art History (1-6 Credits)

Supervised experience in the field of art history, including museums, galleries, art dealers and auction houses. Requires a university internship contract and is subject to approval by advisor. May be repeated.

Graduation with Leadership Distinction: GLD: Professional and Civic Engagement Internships

ARTH 511 - Etruscan Art and Archaeology (3 Credits)

Seminar in the art and civilization of the pre-Roman Etruscan peoples of Italy. Slide lectures, discussion sessions, and some examination of archaeological field methods and pottery classification.

ARTH 514 - Topics in Ancient Art (3 Credits)

Topic varies by title.

ARTH 519 - Topics in Medieval Art (3 Credits)

Topic varies by title.

ARTH 520 - History of Renaissance Painting (3 Credits)

An analysis of the paintings and painters of importance during the period of the Renaissance in Europe.

ARTH 521 - History of Renaissance Sculpture (3 Credits)

A survey of the major developments in the art of sculpture associated with the European Renaissance.

ARTH 522 - History of Renaissance Architecture (3 Credits)

European architecture and architectural theory during the 15th and 16th centuries.

ARTH 523 - Florentine Art (3 Credits)

The artistic development of Florence from the age of Giotto to that of Michelangelo as seen in the context of social and cultural developments.

ARTH 524 - Topics in Renaissance Art (3 Credits)

Topic varies by title.

ARTH 525 - History of Baroque Painting (3 Credits)

17th-century European painting.

Prerequisites: ARTH 106 or ARTH 325 or ARTH 326.

ARTH 526 - History of Baroque Sculpture (3 Credits)

17th and 18th-century European sculpture.

Prerequisites: ARTH 106 or ARTH 325 or ARTH 326.

ARTH 527 - History of Baroque Architecture (3 Credits)

The architecture of Europe in the 17th century with special attention to the major architects of Italy, France, Germany, and England. Topics to be included are: the church, the palace, the garden, and city planning.

Prerequisites: ARTH 106 or ARTH 325 or ARTH 326.

ARTH 529 - Topics in 18th-Century Art (3 Credits)

Topic varies by title.

Prerequisites: ARTH 106 or ARTH 327.

ARTH 534 - Topics in 19th-Century Art (3 Credits)

Topic varies by title.

Prerequisites: ARTH 106 or ARTH 330.

ARTH 535 - History of Modern Painting (3 Credits)

A detailed examination of 20th century painting.

ARTH 536 - History of Modern Sculpture (3 Credits)

The development of sculpture in the 19th and 20th centuries with special attention to contemporary tendencies.

ARTH 537 - Topics in Modern Architecture (3 Credits)

Topic varies by title.

Prerequisites: ARTH 106 or ARTH 337.

ARTH 539 - Topics in Modern Art (3 Credits)

Topic varies by title.

ARTH 540 - History of American Painting (3 Credits)

Important aspects of American painting with emphasis on the 19th and 20th centuries.

ARTH 542 - History of American Architecture (3 Credits)

A consideration of the evolution of architecture in America including aspects of town and city planning.

Experiential Learning: Experiential Learning Opportunity

ARTH 543 - The History of American Antiques and Decorative Arts (3 Credits)

A survey of our material culture concentrating upon the evolution of styles.

ARTH 544 - Topics in American Art (3 Credits)

Topic varies by title.

ARTH 545 - Special Topics in Modern Chinese Art (3 Credits)

Topics in modern Chinese art selected for specialized study. May be repeated as content varies by title.

ARTH 546 - Special Topics in Asian Art (3 Credits)

Topics in Asian art selected for specialized study. May be repeated as content varies by title.

ARTH 547 - Afrofuturist and Afrosurrealist Art (3 Credits)

Considers artworks from Africa and the African diaspora (including the United States) that use themes of future, sci-fi, and imaginary worlds, which have been central to Black creative expression.

ARTH 548 - Art of the U.S. South and Afro-Caribbean (3 Credits)

An expansive study of art, material culture, and popular culture by people of African descent in the U.S. South, and of Afro-Caribbean lineage, which understands these two regions as importantly intertwined.

Cross-listed course: LASP 548

ARTH 549 - Topics in Non-Western Art (3 Credits)

Topic varies by title.

ARTH 550 - Trends in Art History (3 Credits)

A critical examination of the development of the discipline of art history and an analysis of its major trends and theoretical positions.

ARTH 551 - Special Topics in Film and Media Studies (3 Credits)

Intensive study of a specific topic in film and media studies. May be repeated as content varies by title.

Prerequisites: FAMS 240.

Cross-listed course: FAMS 511, MART 591

ARTH 557 - History of Printmaking (3 Credits)

Technical, aesthetical, and historical study of the development of printmaking.

ARTH 560 - Museology I (3 Credits)

The history and theory of museums and an introduction to museum practices in the setting of a multi-disciplinary institution. Practical experience provided through the various units of the University Museums.

ARTH 561 - Museology II (3 Credits)

Museum practices emphasizing the conservation, installation, and interpretation of the object in the context of an art museum. Practical experience provided through the Columbia Museum of Art.

ARTH 562 - Art Conservation (3 Credits)

History, theory, practices, ethics, and procedures of modern art conservation. Practical experience provided through the South Carolina Institute of Archaeology and Anthropology.

ARTH 569 - Special Topics in Film and Media Histories (3 Credits)

Intensive study of a specific topic in film and media history. May be repeated as content varies by title.

Prerequisites: C or better in FAMS 300.

Cross-listed course: FAMS 510, MART 592

ARTH 590 - Topics in Art History (3 Credits)

Topic varies by title.

Prerequisites: ARTH 105 or ARTH 106 or any ARTH 300.

ARTH 599 - Independent Study (1-6 Credits)

Independent study for advanced undergraduate majors and graduate students in art history. Approved independent study contract required for enrollment. May be repeated, but no more than 12 credits of Independent Study may be applied to the degree.

ARTS 102 - Design Technology and Concepts (4 Credits)

Fundamental methods of solving visual problems found in the design arts with an emphasis on clarity and immediacy of solutions for a general audience.

ARTS 103 - Fundamentals of Art (4 Credits)

Introduction to visual thinking and principles of two-dimensional design.

Carolina Core: AIU

ARTS 104 - 3-Dimensional Design I (4 Credits)

Introduction to visual thinking and principles of three-dimensional design.

Carolina Core: AIU

Graduation with Leadership Distinction: GLD: Research

ARTS 107 - Color and Composition (3 Credits)

Color, color theory, and compositional systems.

Prerequisites: ARTS 103.

ARTS 111 - Basic Drawing I (3 Credits)

Introduction to the materials and basic techniques of drawing.

ARTS 145 - Design Technology & Concepts / Portfolio Review (1 Credit)

Portfolio review of work completed in ARTS 102. This one-credit course is required for progression in the Art Studio BFA concentration in Graphic Design.

Prerequisites: C or better in ARTS 102.

ARTS 210 - Introduction to Painting (4 Credits)

An introductory course in the materials and techniques of painting.

Carolina Core: AIU

ARTS 211 - Beginning Painting II (4 Credits)

Exploration of materials and techniques of painting with emphasis on individual creative expression.

ARTS 215 - Introduction to Printmaking (4 Credits)

An introductory course in printmaking with emphasis on monotype, relief, and intaglio processes.

ARTS 220 - Introduction to Ceramics (4 Credits)

An introduction to the materials and techniques of ceramics through hand-building and throwing on the wheel.

ARTS 225 - Introduction to Sculpture (4 Credits)

An introductory course in the concepts, materials, and techniques of three-dimensional media.

Prerequisites: C or better in ARTS 104.

ARTS 230 - Introduction to Drawing (4 Credits)

An introduction to the materials and basic techniques of drawing, including observation, composition, spatial awareness, and critical language.

ARTS 232 - Figure Structure (4 Credits)

The structural nature of figure, with emphasis on the translation of form in space onto a two-dimensional surface. This includes drawing from the human figure. This course is repeatable up to 12 credits.

Prerequisites: C or better in ARTS 230.

ARTS 233 - Figure Structure II (4 Credits)

Drawing from the human figure.

Prerequisites: C or better in ARTS 230.

ARTS 235 - Introduction to Fiber Arts (4 Credits)

An introductory course in the materials and processes of fiber arts.

ARTS 241 - Color for Art and Design (4 Credits)

Color theory, systems, and applications in visual art and communications.

Graduation with Leadership Distinction: GLD: Research

ARTS 245 - Typographic Design I (4 Credits)

Fundamental concepts in graphic design with a focus on formal issues, employing fundamental visual communication principles, image development, and traditional and modern relevant digital applications.

Prerequisites: C or better in ARTS 102.

ARTS 246 - Typographic Design II (4 Credits)

Fundamental concepts in typography with a focus on long form text, hierarchy of emphasis, anatomy, pairings and exploration of grid systems using traditional and modern relevant digital applications.

ARTS 255 - Introduction to Jewelry Making and Metalsmithing (4 Credits)

Introduction to concepts and design of jewelry and objects in a variety of metals and other materials.

ARTS 260 - Photography for Non-Majors (3 Credits)

Photographic history, theory, and practice with emphasis on developing a personal vision through the use of digital still cameras.

ARTS 261 - Introduction to Photography (4 Credits)

A thorough grounding in 35mm black and white photography using both digital and traditional output, as well as the aesthetics of the photograph as a personal artistic expression.

ARTS 265 - Illustration I (4 Credits)

Beginning illustration projects emphasizing principles of visual communication, development of resource material, composition and preparation of sketches, comprehensives, and finished illustrations in various media.

Prerequisites: C or better in ARTS 102; C or better in ARTS 111 or ARTS 230.

ARTS 266 - Illustration II (4 Credits)

Intermediate illustration projects emphasizing principles of visual communication, development of resource material, composition and preparation of sketches, comprehensives, and finished illustrations in a variety of media.

Prerequisites: C or better in ARTS 265.

ARTS 310 - Intermediate Painting I (4 Credits)

An exploration of painting as a means of multi-sensory expression through visual experience.

ARTS 311 - Intermediate Painting II (4 Credits)

An exploration of the depiction of space and form in painting with a continued emphasis on materials and techniques combined with individual creative expression.

ARTS 315 - Intermediate Printmaking I: Relief (4 Credits)

Linoleum, woodblock printing, and other relief techniques including the execution of original works in these media.

ARTS 316 - Intermediate Printmaking II: Screen (4 Credits)

Screen printing techniques including the execution of original works in these media.

ARTS 320 - Intermediate Ceramics I (4 Credits)

Concentration on development of throwing skills. Experimentation with clay and glaze chemistry.

Prerequisites: C or better in ARTS 220.

ARTS 321 - Intermediate Ceramics II (4 Credits)

Concentration on hand-building skills. Glaze experimentation and ceramic materials will be researched.

Prerequisites: C or better in ARTS 220.

ARTS 325 - Intermediate Sculpture I (4 Credits)

Contemporary principles in various three-dimensional media.

Prerequisites: C or better in ARTS 225.

ARTS 326 - Intermediate Sculpture II (4 Credits)

Further study of various three-dimensional media.

Prerequisites: C or better in ARTS 225.

ARTS 330 - Intermediate Drawing I (4 Credits)

Enhancing graphic richness in drawings with intellectual and visual perception as content.

Prerequisites: C or better in ARTS 230.

ARTS 331 - Intermediate Drawing II (4 Credits)

Contemporary cultural stimuli as the content for drawing projects. Emphasis on intellectual and emotive approaches.

Prerequisites: C or better in ARTS 230.

ARTS 335 - Intermediate Fiber Arts I (4 Credits)

Exploration of fiber constructions such as weaving, spinning, and feltmaking.

Prerequisites: C or better ARTS 235.

ARTS 336 - Intermediate Fiber Arts II (4 Credits)

Exploration of fiber surface design techniques such as batik, tie dye, and block printing.

Prerequisites: C or better in ARTS 335.

ARTS 345 - Visual and Verbal Interaction (4 Credits)

Intermediate level exploration of current issues in type and image through complex design problems employing various media.

Prerequisites: C or better in ARTS 245 and ARTS 246.

ARTS 346 - Process and Systems (4 Credits)

Advanced design emphasizing creation of cohesive messaging systems covering a range of media spanning environmental, motion, print, web, and packaging. Creation of identity systems based on research and appropriate to content, context, and audience. Discussion of current design issues and trends.

Prerequisites: C or better in ARTS 345.

ARTS 347 - Interaction Design (4 Credits)

Investigation and practice of user interface and user experience design for digital products as a contemporary fine art and communication medium.

Prerequisites: C or better in ARTS 245 and ARTS 246.

ARTS 355 - Intermediate Jewelry and Metalsmithing: Fabrication (4 Credits)

Continuation of jewelry and metalsmithing concepts, fabrication, and findings using traditional and contemporary approaches.

Prerequisites: C or better in ARTS 255.

ARTS 356 - Intermediate Jewelry and Metalsmithing: Forming (4 Credits)

Exploration of forming, forging, and surface treatment using traditional and contemporary approaches.

Prerequisites: C or better in ARTS 255.

ARTS 360 - Advanced Black & White Photography (4 Credits)

Continuation of black and white photographic techniques introduced in ARTS 261. Introduction to advanced exposure and film development, exhibition quality printing and presentation, medium and large-format cameras, b&w digital output and darkroom experimentation.

Prerequisites: C or better in ARTS 261.

ARTS 361 - Digital Photography (4 Credits)

Exploration of digital imaging techniques including image adjustment and printing methods with an emphasis on color photography.

ARTS 370 - Special Topics in Graphic Design (4 Credits)

Specialized investigation into relevant current trends in graphic design.

Prerequisites: C or better in ARTS 245 or ARTS 246.

ARTS 371 - Special Topics in Illustration (4 Credits)

Specialized investigation into relevant current trends in illustration.

Prerequisites: C or better in ARTS 246.

ARTS 390 - Special Topics in Art Studio (4 Credits)

Investigation and analysis of various thematic concepts, processes, and techniques in a variety of media. Content varies by course title.

ARTS 399 - Independent Study (1-6 Credits)

Contract approved by instructor, advisor, and department chair is required for undergraduate students.

Graduation with Leadership Distinction: GLD: Research

ARTS 410 - Advanced Painting I (4-6 Credits)

Advanced development of individual direction in painting the human figure from a live model. Special emphasis on material selection and formal principles of painting as applied toward individual goals. Note: This course is repeatable up to 12 credit hours.

Prerequisites: C or better in ARTS 310 or ARTS 311.

ARTS 411 - Advanced Painting II (4-6 Credits)

Advanced development of individual direction in painting and skills which may include working observationally from the live model. Special emphasis on material selection and formal principles of painting as applied toward individual goals.

Prerequisites: C or better in ARTS 310 or ARTS 311.

ARTS 415 - Advanced Printmaking: Intaglio (4-6 Credits)

Intaglio techniques, such as drypoint, etching and collagraph, including the execution of original works in these media.

ARTS 416 - Advanced Printmaking: Lithography (4-6 Credits)

Lithography techniques, including the execution of original works in these media.

ARTS 420 - Advanced Ceramics (4-6 Credits)

Further development of throwing and hand-building skills. Introduction to kiln firing and continued glaze and clay experimentation and research.

Note: Course is repeatable up to 12 credit hours.

Prerequisites: C or better in ARTS 320 or ARTS 321.

ARTS 421 - Advanced Ceramics II (4-6 Credits)

Further development of throwing and hand-building skills. Continued development of kiln-firing methodology. Research in clay and glaze technology.

Prerequisites: C or better in ARTS 420.

ARTS 425 - Advanced Sculpture (4-6 Credits)

The development of fabrication skills and creative expression in various three-dimensional media. May be repeated up to 12 credit hours.

Prerequisites: C or better in ARTS 325 or ARTS 326.

ARTS 426 - Advanced Sculpture II (4-6 Credits)

Further development of fabrication skills and creative expression in various three-dimensional media.

Prerequisites: C or better in ARTS 325 or ARTS 326.

ARTS 430 - Advanced Drawing (4-6 Credits)

Development of a thematic approach to drawing in a series of individual and group generated artworks. Note: Course is repeatable up to 12 credit hours.

Prerequisites: C or better in ARTS 330 or ARTS 331.

ARTS 431 - Advanced Drawing II (4-6 Credits)

Development of highly individualized content in a series of drawings.

Prerequisites: C or better in ARTS 430.

ARTS 435 - Advanced Fiber Arts I (4 Credits)

Advanced study of materials and techniques of fiber arts with emphasis on individual creative expression.

Prerequisites: C or better in ARTS 336.

ARTS 436 - Advanced Fiber Arts II (4 Credits)

Advanced study of materials and techniques of fiber arts with emphasis on individual creative expression.

Prerequisites: C or better in ARTS 435.

ARTS 445 - Time and Sequence (4 Credits)

Advanced motion projects involving time and sequencing with both visual and verbal elements using a variety of media.

Prerequisites: C or better in ARTS 246 or MART 262.

ARTS 446 - Structures (4 Credits)

Advanced exploration of 3D graphic design projects.

Prerequisites: C or better in ARTS 104 or ARTS 246.

ARTS 447 - Senior Project I (4 Credits)

Individual final project in graphic design.

Prerequisites: C or better in ARTS 445.

Graduation with Leadership Distinction: GLD: Research

ARTS 448 - Portfolio Studio (4 Credits)

Preparation of students for professional practice and job seeking.

Development of online and print portfolios, and other collateral.

Contemporary design and illustration practices through discussions, reading, writing, guest speakers, and studio visits. Emphasis on assisting each student in preparing for their unique future.

Prerequisites: C or better in ARTS 346.

ARTS 449 - Graphic Design Practicum (4 Credits)

Practical design experience for students through design or publicity problems in non profit organizations.

Prerequisites: C or better in ARTS 345 or ARTS 346.

ARTS 450 - Intermedia Studio I (4 Credits)

Advanced intermedia; formal and conceptual problems associated with combining multiple forms of imaging processes.

ARTS 451 - Intermedia Studio II (4 Credits)

Advanced intermedia; creation of portfolio work combining multiple forms of imaging processes.

ARTS 455 - Advanced Jewelry and Metalsmithing: Fabrication (4 Credits)

Advanced investigation of jewelry and metalsmithing concepts and fabrication techniques through individual expression.

Prerequisites: C or better in ARTS 355 or ARTS 356.

ARTS 456 - Advanced Jewelry and Metalsmithing: Forming (4 Credits)

Advanced investigation of forming, forging, and surface treatment techniques through individual expression.

Prerequisites: C or better in ARTS 355 or ARTS 356.

ARTS 460 - Photography Portfolio (4-6 Credits)

Advanced techniques and career practices in photography. The development of personal vision through the production of a fine arts portfolio. Students may work with any photographic process (digital or analog) towards the completion of a cohesive body of work. Note: Course is repeatable up to 12 credit hours.

Prerequisites: C or better in ARTS 360 or ARTS 361.

ARTS 461 - Photography Exhibition (4-6 Credits)

Advanced concepts in photography. The development of personal vision culminating in a collaborative exhibition. Students may work with any photographic process (analog or digital).

Prerequisites: C or better in ARTS 360 or ARTS 361.

ARTS 465 - Advanced Illustration for Design I (4 Credits)

Projects exploring aspects of visual narrative through illustration. Further development of style, media, and technique.

Prerequisites: C or better in ARTS 266.

ARTS 466 - Advanced Illustration II (4 Credits)

Capstone projects in commercial illustration. Further development of style, media, and technique with emphasis in development of commercial portfolio and promotion.

Prerequisites: C or better in ARTS 465.

ARTS 490 - BFA Capstone Professional Practices (5 Credits)

Professional development of practices including preparing a portfolio, mounting an exhibition, oral presentation of artwork, researching career options, and preparing applications for exhibition and funding opportunities.

Prerequisite or Corequisite: C or better in ARTS 360 and ARTS 361 OR C or better in ARTS 410, ARTS 415, ARTS 416, ARTS 420, ARTS 425, or ARTS 430.

ARTS 498 - Independent Study (3-9 Credits)

CL: 2020.

Graduation with Leadership Distinction: GLD: Research

ARTS 499 - Independent Study (3-9 Credits)

Graduation with Leadership Distinction: GLD: Research

ARTS 500 - Visual Meaning (4 Credits)

The analysis, structuring, and production of individual works of art using traditional and non-traditional approaches.

ARTS 501 - Art Business (3 Credits)

Business practices for the studio artist. Contracts, portfolio preparation, promotion, alternate professions, museums, galleries, copyright, and shipping will be discussed.

ARTS 510 - Painting I (6 Credits)

BFA Painting Capstone course stressing focus on further development of individual approaches to painting culminating in a cohesive body of work and a written thesis defense.

Prerequisites: ARTS 210, ARTS 211, ARTS 310, and ARTS 311.

ARTS 511 - Painting II (6 Credits)

BFA Painting Capstone course focusing on further development of individual approaches to painting culminating in a BFA Senior Thesis Exhibition and defense.

Prerequisites: ARTS 510.

ARTS 512 - Introduction to Watercolor (3 Credits)

Introduction to traditional and experimental transparent watercolor technique. Encompasses field work at off campus locations. Note: This course is repeatable up to 6 credit hours.

ARTS 513 - Advanced Watercolor (3 Credits)

Advanced study of watercolor and water-based media with emphasis on individual creative expression. Encompasses field work at off campus locations.

ARTS 514 - Workshop: Painting (4 Credits)

Advanced study in various painting problems, content varies by title.

ARTS 515 - Printmaking I (3 Credits)

Further development of individual approaches to printmaking.

Prerequisites: ARTS 416.

ARTS 517 - Capstone Printmaking II: Exhibition (3-6 Credits)

Preparing for an exhibition.

Prerequisites: ARTS 215 and one ARTS 300 - ARTS 400 level print course.

ARTS 519 - Workshop: Printmaking (3 Credits)

Advanced investigation and analysis of various printmaking techniques. Topic varies by title.

ARTS 520 - Ceramics I (6 Credits)

Further development of a personal approach to the ceramic process, supported by an investigation of ceramic history.

Prerequisites: C or better in ARTS 421.

ARTS 521 - Ceramics II (6 Credits)

Further development of a personal approach to the ceramic process, supported by an investigation of ceramic history.

Prerequisites: C or better in ARTS 520.

ARTS 524 - Workshop: Ceramics (3 Credits)

Advanced investigation and analysis of problems and methods in ceramics. Topics vary by title.

ARTS 525 - Sculpture I (3-6 Credits)

Personal concepts and expressions in various three-dimensional media.

Prerequisites: C or Better in ARTS 425 or ARTS 426.

ARTS 526 - Sculpture II (3-6 Credits)

Personal concepts and expressions in various three-dimensional media.

Prerequisites: C or better in ARTS 425 or ARTS 426.

ARTS 529 - Workshop: Sculpture (3 Credits)

Investigation and analysis of various three-dimensional concepts, processes, and techniques. Content varies by title.

ARTS 530 - Drawing Capstone I (3-6 Credits)

Further development of individual approaches to drawing with emphasis on intellectual and visual perception as content.

Prerequisites: ARTS 431.

ARTS 531 - Drawing Capstone II (6 Credits)

Further development of individual drawing with emphasis on intellectual and emotive approaches.

Prerequisites: ARTS 530.

ARTS 532 - Advanced Life Drawing (3 Credits)

Human anatomy and instruction in drawing and painting the model from life in a variety of media.

Prerequisites: ARTS 232 or ARTS 233.

ARTS 535 - Fiber Arts I (3 Credits)

Advanced study in the processes and materials of fiber arts.

Prerequisites: ARTS 436.

ARTS 536 - Fiber Arts II (3 Credits)

Advanced study in the processes and materials of fiber arts.

Prerequisites: ARTS 535.

ARTS 537 - Papermaking (3 Credits)

The art and techniques of handmade paper.

ARTS 539 - Workshop: Fiber Arts (3 Credits)

Advanced study in various technical aspects of fiber arts. Topic varies by title.

ARTS 545 - Internship in Graphic Design (3-9 Credits)

Experiential course focused on relevant work experience within the business of graphic design, visual communication, and/or illustration. Students are required to obtain and complete an internship, then reflect on the experience. Graduation with Leadership Distinction: Professional and Civic Engagement.

Prerequisites: C or better in ARTS 246.

Graduation with Leadership Distinction: GLD: Professional and Civic Engagement Internships

ARTS 546 - Advanced Process and Systems (3 Credits)

Advanced design course in the development of a range of self-directed content and emphasizing creation of cohesive messaging systems that cover a wide range of media. Creation of identity systems that are based on research and appropriate to content, context, and audience. Media may span environmental, motion, print, web, and packaging.

Prerequisites: C or better in ARTS 346.

ARTS 547 - Advanced Interaction Design (3 Credits)

Advanced investigation and practice of user interface and user experience design for digital products as a contemporary fine art and communication medium.

Prerequisites: C or better in ARTS 345.

ARTS 555 - Jewelry and Metalsmithing I (4 Credits)

The development of individual directions in jewelry and metalsmithing.

Prerequisites: C or better in ARTS 455 or ARTS 456.

ARTS 556 - Jewelry and Metalsmithing II (3 Credits)

The development of individual directions in jewelry and metalsmithing.

Prerequisites: C or better in ARTS 555.

ARTS 558 - Crafts (3 Credits)

Contemporary applications of traditional craft media, emphasizing the design and conceptual development of works of art.

ARTS 559 - Workshop: Jewelry and Metalsmithing (4 Credits)

Advanced study in various technical aspects of jewelry and metalsmithing.

ARTS 560 - Photography Thesis: Portfolio (6 Credits)

Further development of individual approaches to photography.

ARTS 561 - Photography Thesis: Exhibition (6 Credits)

Further development of individual approaches to photography.

ARTS 564 - Workshop: Photography (4 Credits)

Advanced investigation and analysis of problems in photography. Topic varies by title.

ARTS 570 - Special Topics in Graphic Design (4 Credits)

Specialized investigation into relevant current trends in graphic design.

Prerequisites: C or better in ARTS 246.

ARTS 590 - Video Art: Theory and Practice (3 Credits)

Television as a medium; small format video systems are used in the creation of individual projects.

ARTS 595 - Independent Study (3 Credits)

Independent study for advanced undergraduate majors and graduate students in art studio. Approved independent study contract required for enrollment.

MART 101 - Making Media That Matters (3 Credits)

Introductory media arts creation and study for non-majors, with emphasis on developing an individual aesthetic for screen and related media.

Carolina Core: AIU

MART 110 - Media Culture (3 Credits)

Introduction to the critical study of film, video, photography, audio, and new media.

Cross-listed course: FAMS 110

Carolina Core: AIU

MART 201 - Foundations of Media Arts Production (3 Credits)

Fundamental conceptual and technical aspects of media.

Carolina Core: AIU

MART 210 - Digital Media Arts Fundamentals (3 Credits)

Introduction to theory and practice of origination, sequencing, and processing of screen-based and related media art.

Carolina Core: AIU

MART 262 - Digital Compositing (3 Credits)

Introduction to time-based digital media, concept development, and foundational techniques for video compositing and visual effects.

Prerequisites: C or better in MART 210.

MART 315 - African American Cinema (3 Credits)

Survey of the history of African American cinema that engages questions of culture, politics, race, and representation in American society.

Cross-listed course: FAMS 315

MART 321 - Media Writing (3 Credits)

Storytelling forms and formats for screen-based and related media arts.

MART 335 - African American Television (3 Credits)

Introduction to the critical study of African American representation on American television.

Cross-listed course: FAMS 335

MART 336 - Critical Studies in Digital & Emerging Media (3 Credits)

The history, politics, and culture of digital and emerging media, including the internet, social media, AI, algorithms, platforms, and smart devices.

Cross-listed course: FAMS 336

MART 341 - Sound Design (3 Credits)

Aesthetic and communicative elements of audio design for screen-based and related media arts.

Prerequisites: C or better in MART 201 and MART 210.

MART 360 - 2D Animation (3 Credits)

Introduction to the process of creating 2D animation in a digital environment, including the 12 principles of animation approached through frame-by-frame practice.

Prerequisites: C or better in MART 210.

MART 371 - The Moving Image (3 Credits)

Introduction to the theory and practice of motion picture production.

Prerequisites: C or better in MART 201.

MART 380 - New Media Art (3 Credits)

Introduction to the design and development of new media art, including internet-based art, media performance, installation, and interactivity.

Prerequisites: MART 210 or ARTS 102.

MART 399 - Independent Study (1-6 Credits)

Contract approved by instructor, advisor, and department head is required for undergraduate students.

Graduation with Leadership Distinction: GLD: Research

MART 490 - Special Topics in Media Arts (3 Credits)

May be repeated once for credit as topic varies by title.

MART 495 - Research Seminar (3 Credits)

Research in a selected area of media arts.

Prerequisites: junior status

Graduation with Leadership Distinction: GLD: Research

MART 499 - Internship in Media Arts (3-6 Credits)

Supervised experience in media productions and media production facilities. Contract approved by instructor, advisor, and department head is required for undergraduate students.

Graduation with Leadership Distinction: GLD: Professional and Civic Engagement Internships

Experiential Learning: Experiential Learning Opportunity

MART 521A - Media Writing Advanced: Screenwriting (3 Credits)

Advanced study of screenwriting.

Prerequisites: MART 321.

MART 521B - Media Writing Advanced: Feature Film (3 Credits)

Advanced study of feature film writing.

Prerequisites: MART 321.

MART 521C - Media Writing Advanced: Manga and Anime (3 Credits)

Advanced study of Manga and Anime.

Prerequisites: MART 321.

MART 521D - Media Writing Advanced: Television Writing (3 Credits)

Advanced study of television writing.

Prerequisites: MART 321.

MART 541 - Sound Design Advanced: Sound for Motion Picture (3 Credits)

Sound production for motion picture.

Prerequisites: C or better in MART 341.

MART 571A - Moving Image Advanced: Narrative (3 Credits)

Narrative for motion picture.

Prerequisites: MART 371.

MART 571B - Moving Image Advanced: Documentary (3 Credits)

Documentary production.

Prerequisites: MART 371.

MART 571C - Moving Image Advanced: Animation (3 Credits)

Animation production.

Prerequisites: C or better in MART 262.

MART 571D - Moving Image Advanced: Experimental (3 Credits)

Experimental motion picture production.

Prerequisites: MART 371.

MART 571E - Moving Image Advanced: Cinematography (3 Credits)

Motion picture cinematography.

Prerequisites: MART 371.

MART 581A - New Media Advanced: Site-based and Installation Art (3 Credits)

Art and practice of site-based and installation art.

Prerequisites: MART 380.

MART 581B - New Media Advanced: Mobile Platforms (3 Credits)

Art and practice of mobile platforms.

Prerequisites: C or better in MART 380.

MART 581C - New Media Advanced: Media Performance (3 Credits)

Art and practice of media performance.

Prerequisites: MART 380.

MART 581D - New Media Advanced: Video Game Design (3 Credits)

Art and practice of video game design.

Prerequisites: MART 380.

MART 581E - New Media Advanced: Sound Art (3 Credits)

Art and practice of sound art.

Prerequisites: C or better in MART 341 or equivalent.

MART 590 - Special Topics in Media Arts (3 Credits)

Selected topics in media arts. Course content varies and will be announced in the schedule of classes by title.

MART 591 - Special Topics in Film and Media Studies (3 Credits)

Intensive study of a specific topic in film and media studies. May be repeated as content varies by title.

Prerequisites: FAMS 240.

Cross-listed course: ARTH 551, FAMS 511

MART 592 - Special Topics in Film and Media Histories (3 Credits)

Intensive study of a specific topic in film and media history. May be repeated as content varies by title.

Prerequisites: C or better in FAMS 300.

Cross-listed course: ARTH 569, FAMS 510

MART 593 - Special Topics in U.S. Film and Media (3 Credits)

Intensive study of a specific topic in U.S. film and media studies. May be repeated as content varies by title.

Prerequisites: FAMS 240.

Cross-listed course: ENGL 566, FAMS 566

MART 594 - Special Topics in Global Film and Media (3 Credits)

Intensive study of a specific topic concerning films produced in a country other than the United States. May be repeated as content varies by title.

Prerequisites: C or better in FAMS 240.

Cross-listed course: ENGL 567, FAMS 598, FORL 598

Graduation with Leadership Distinction: GLD: Global Learning

MART 598 - Media Management and Distribution (3 Credits)

Research in media management and distribution.

Prerequisites: MART 110 and MART 210.

SVAD 499 - School of Visual Art and Design Internship (3-6 Credits)

Supervised experience in a professional environment within the fields of visual art, design, and media. Undergraduate internship contract required with approval of instructor, advisor, and department head before registration.

Prerequisites: C or better in ARTS 246 for Art Studio B.F.A. majors in the Graphic Design and Illustration concentration; no prerequisite for other majors.

Graduation with Leadership Distinction: GLD: Professional and Civic Engagement Internships

Experiential Learning: Experiential Learning Opportunity

SVAD 550 - Design Studio (4 Credits)

A faculty-led, student-run, digital and print design agency that will provide experiential learning opportunities, foster beyond the classroom engagement, and bring community visibility to the work of students who will create design solutions for real clients in the community.

Prerequisites: C or better in ARTS 345 and ARTS 347; students must also submit an application to be approved to take this course.