

Texas A&M - Commerce

Undergraduate Catalog

www.tamu-commerce.edu

Art Courses (Art)

110. *Drawing I*. Four semester hours. (3 lecture, 3 studio)

The development of perceptual and descriptive skills through an introduction to a variety of drawing media, techniques and subject matter.

111. *Two-Dimensional Design*. Four semester hours. (3 lecture, 3 studio)

An exploration of the fundamental elements and organizing principles of two-dimensional design.

112. *Drawing II*. Four semester hours. (3 lecture, 3 studio)

A continuation of Drawing I, this course reinforces basic rendering skills and introduces additional drawing media and techniques. Emphasis is placed on the development of expressive and conceptual capabilities.

140. *Three-Dimensional Design*. Four semester hours (3 lecture, 3 studio)

An exploration of the fundamental elements and organizing principals of three dimensional design.

200. (ARTS 1303) *History of Art I*. Three semester hours.

A survey of the visual arts in Western Europe from prehistory to the Renaissance. Both the form and content of major works of art will be examined in relation to their social and cultural contexts. Art 200 meets the University Studies' Visual/Performing Arts requirement.

202. (ARTS 1301) *Art, Technology and Civilization*. Three semester hours.

This course examines the relationships between the visual arts and other expressions of human imagination and invention. Special attention is given to parallel developments in the histories of ideas, technology and art.

212. *Color Theory and Design*. Four semester hours. (3 lecture, 3 studio)

The study of basic color theory and design as applied to the visual arts.

213. *Figure Drawing*. Four semester hours (6 lecture/studio).

The solving of total compositional problems, through drawing media. Emphasis is placed upon the figure, with additional concentration upon other subject matter and nonobjective image-making.

300. *Typography*. Four semester hours. (6 lecture/studio) (formerly Art 260)

This course emphasizes the utilization of type design in the broader arenas of printed

and electronic media. Initial emphasis is placed on hand-eye skills and accurate visual judgments, while later topics include letter-spacing, overall visual order, positive/negative space, and historical and original usage of type design and design concepts. Students will sometimes work in groups to simulate the team efforts found among professionals in the Communication Arts. Course may be repeated for up to 8 sh. Prerequisite: Junior or Senior standing.

301. *History of Art II*. Three semester hours.

A survey of the visual arts from Early Renaissance to 1900. Major examples of architecture, sculpture and painting will be examined in relation to their social and cultural context. Art 301 meets the University Studies' Visual/Performing Arts requirement.

304. *American Art and Architecture*. Three semester hours.

A survey of all major visual art forms produced in America, including those by American Indians, from the period prior to colonization to the present. All the artworks will be examined in respect to their cultural, psychological, literary and philosophical contexts. Comparisons between select works of art will be made in respect to content, style, technique, composition and purpose.

305. *Integrated Arts for Elementary Teachers*. Three semester hours.

(Same as *Mus 305* and *The 305*). This course is designed to introduce students to various creative theatre, visual, and musical arts content and experiences in the elementary school classroom.

307. *Art in Context I*. Three semester hours. (Capstone)

This course surveys the visual arts in their social and cultural context from the prehistoric societies of the Paleolithic Age to the end of the Middle Ages. Art is examined as an expression of the human imagination and is considered in relation to other disciplines, such as science, literature, philosophy, politics, economics and the performing arts. The course will emphasize the contributions of various cultural groups and historical periods to the universal language of art. Prerequisite: Junior standing.

309. *Digital Imaging for Communication Art*. Four semester hours. (6 studio/lecture)

Introduction to digital photo manipulation and the manipulation of other images. Students will learn the preparation of images for use with print production, animation and web-based applications. Prerequisite: Pho 111 and Junior or Senior standing.

310. *Electronic Media*. Four semester hours. (6 lecture/studio) (formerly Art 216)

A broad-based practicum in computer-based electronic media with emphasis on advanced applications in the graphic arts. Area of emphasis will include typography, graphic design, illustration, digital imaging, and pre-press preparation. Prerequisite: Junior or Senior standing. Course may be repeated for up to 8 sh.

311. *Multimedia I*. Four semester hours. (6 lecture/studio) (same as CSci 311)

An introduction to producing multimedia presentations. Students learn authoring

techniques to incorporate digital imagery, audio and video into a running interactive presentation. Prerequisites: Art 300, 309, 310.

312. *Internet Development I*. Four semester hours. (6 lecture/studio) (same as CSci 312)

Introduction to web site design and publishing. Students learn the basics of HTML programming to incorporate graphics into functional interactive sites, including HTML tags, frames and scripting. Prerequisites: Art 300, 309, 310.

313. *Interactive Vector Graphics and Animation*. Four semester hours. (6 lecture/studio).

Vector-based graphics for the implementation of internet applications ranging from a navigational interface to 2D animation. Prerequisites: Art 300, 309, 310.

316. *Advanced Drawing*. Four semester hours (6 lecture/studio).

Emphasis on experimental and individually based, expressive statements using drawing media. A variety of subjects, including the figure, will be used. May be repeated to a maximum of 8 semester hours.

317. *Three-Dimensional I*. Four semester hours. (6 lecture/studio)

Overview of 3D modeling, texturing, lighting, and animation. Exploration of the toolsets involved in creating and animating the 3D scene. Prerequisite: Art 365 or permission of the instructor.

320. *Airbrush Painting*. Four semester hours (6 lecture/studio).

Introduction to fundamentals of painting with an airbrush, and operation and maintenance of the basic airbrush. Stencils, frisket, and freehand techniques are explored. May be repeated to a maximum of 8 sh. Prerequisites: Art 111 and 212.

321. *Watercolor I*. Four semester hours (6 lecture/studio).

Exploration of a variety of traditional and contemporary experimental watercolor processes and concepts. Ongoing evaluation of development of personal expression. May be repeated to a maximum of 8 sh.

325. *Painting I*. Four semester hours (6 lecture/studio).

Introduction to the fundamentals of oil painting. Exploration of traditional and contemporary techniques and methodologies through a variety of subjects including imagination, still life, and the figure. May be repeated to a maximum of 8 sh. Prerequisites: Art 111 and 212.

330. *Printmaking*. Four semester hours (6 lecture/studio).

A technical and conceptual exploration of fine art printmaking that may include relief, intaglio, paleographic, and stencil processes and calligraphic prints. Emphasis is placed on the development of the student's personal expression. Screen-printing may be a follow-up for the course.

331. *Screen-printing*. Four semester hours.

A technical and conceptual exploration of fine art printmaking using screen-printing techniques. Emphasis is placed on the development of the student's personal expression. May be repeated up to a maximum of 8 sh.

340. *Sculpture I*. Four semester hours (6 lecture/studio).

Application of the fundamental elements and principles involved in three-dimensional design. Sculpture projects include selections from metal fabrication, welding, wood, plaster, plastics and mixed media. May be repeated to a maximum of 8 sh. Prerequisite: Art 140.

341. *Sculpture II*. Four semester hours (6 lecture/studio).

Continued application of the fundamental elements and principles involved in three-dimensional design. Sculpture projects include selections from metal fabrication, welding, wood, plaster, plastics and mixed media. May be repeated to a maximum of 12 sh. Prerequisite: Art 140.

350. *Ceramics I*. Four semester hours (6 lecture/studio).

An introduction to ceramic techniques, processes, and concepts for fine art, general art, and elementary or secondary education students. Hand-building, wheel-throwing, decorating, glazing, and kiln-firing methods are covered. May be repeated to a maximum of 12 sh.

360. *Illustration I*. Four semester hours (6 lecture/studio).

Exploration of a variety of contemporary and traditional approaches to illustration. May be repeated to a maximum of 8 sh. Prerequisite: Art 300, 309, 310.

365. *Design Communications I*. Four semester hours (6 lecture/studio).

Introduction to, and resolution of, graphic design problems, including posters, logos, letterheads, billboards, and ad campaigns. Emphasis upon creative solutions and concepts. Includes layout and prepress preparation. Illustration students will do related projects from the perspective of the illustrator. May be repeated to a maximum of 8 sh. Prerequisite: Art 300, 309, 310.

380. *Experimental Concepts*. Four semester hours (6 lecture/studio).

In-depth experimentation with concepts that address the creative process. Media selection is up to the individual students with the intent of arriving at innovative and effective individual expressions that explore the relevant concepts. May be repeated to a maximum of 8 sh.

403. *Practicum in Art*. Three to four semester hours (5 lecture/studio).

This course prepares students for the job market in the visual arts through exercises in résumé writing, artist's statements, and grant writing. It also provides information to help students in compiling and organizing portfolios, presenting slide lectures, entering into gallery and sales contracts, and understanding copyright and IRS laws. Generally to be offered every third semester.

404. *Contemporary Issues*. Three semester hours.

This course considers criticism, theory, styles, processes and other issues relevant to an understanding of contemporary art.

405. *History of Modern Art*. Three semester hours.

This course surveys the major developments in the visual arts of Europe and North America from the latter half of the nineteenth century to the 1960s.

410. *Three-Dimensional II*. Four semester hours. (6 lecture/studio)

The creation of complex mechanical and organic 3D objects. Students explore the fundamentals of lighting, mapping, and rendering of 3D models. Prerequisites: Art 317 and 365.

411. *Multimedia II*. Four semester hours. (6 lecture/studio) (same as CSci 411)

An introduction to producing multimedia presentations. Students learn authoring techniques to incorporate digital imagery, audio and video into a running interactive presentation. Prerequisites: Art 310 and 313.

412. *Internet Development II*. Four semester hours. (6 lecture/studio) (Same as CSci 412)

An introduction to web site design and publishing. Students learn the basics of HTML programming to incorporate graphics into functional interactive sites, including HTML tags, frames and scripting. Prerequisites: Art 312 and 313.

414. *Motion Graphics*. Four semester hours. (6 lecture/studio)

Exploration of linear animation. Students will learn the basics of how to composite and apply special effects to graphics, audio, and video over a time sequence. Prerequisite: Art 313.

416. *Advanced Electronic Media*. Four semester hours. (6 lecture/studio)

Advanced study in electronic media with emphasis on complex illustration and graphic design, focusing, too, on creative problem-solving and individual style. Student may repeat for a maximum of 8 sh. Prerequisites: Art 300, 309, 310.

417. *Three-Dimensional III*. Four semester hours. (6 lecture/studio)

Creation of complex environments with multiple 3D objects. Emphasis on the creation of realism through the use of custom mapping, lighting and rendering. Prerequisite: Art 410.

418. *Three-Dimensional IV*. Four semester hours. (6 lecture/studio)

Animation of three-dimensional environments and incorporation of special effects in time based sequence. Prerequisite: Art 417 or permission of the instructor.

422. *Painting II*. Four semester hours (6 lecture/studio). Advanced concepts of painting. May be repeated to a maximum of eight semester hours. Prerequisites: Art 212 and 320 or 325 or 321 or permission of the instructor.

432. *The Art of the Book*. Four semester hours (6 lecture/studio).

Study and development of original books, with emphasis upon unifying aesthetic relationships between visual and literary contents. The class will address original concepts, and both contextual and practical aspects of visual imagery, design, writing and production. May be repeated to a maximum of 12 sh. Prerequisite: Permission of the department head.

440. *Sculpture III*. Four semester hours (6 lecture/studio).

Continuation of earlier courses in Sculpture and Metals at an advanced conceptual and methodological level, with particular stress upon individual direction. Materials used in the sculpture projects are selected at the discretion of the student with instructor's approval. May be repeated to a maximum of 12 sh. Prerequisite: Art 140.

450. *Ceramics II*. Four semester hours (6 lecture/studio).

Continued exposure to ceramic forming processes, surface treatment, and kiln firing with consideration of methods of value to the ceramic artist and teacher of art. Increased attention will be given to the conceptual and aesthetic aspects of ceramics. May be repeated to a maximum of 12 sh.

451. *Ceramics III*. Four semester hours (6 lecture/studio).

Continued exposure to ceramic forming processes, surface treatment, and kiln firing with consideration of methods of value to the ceramic artist and teacher of art. Increased attention will be given to the conceptual and aesthetic aspects of ceramics. May be repeated to a maximum of 12 sh.

460. *Illustration II*. Four semester hours (6 lecture/studio).

Advanced problems leading to finished portfolio pieces, with emphasis on current trends in illustration. May be repeated to a maximum of 8 sh. Prerequisites: Art 310 and 360 or permission of the instructor.

462. *Illustration III*. Four semester hours (6 lecture/studio).

Continuation of advanced problems in illustration, combined with an introduction to the network of illustrators and publishers in the Dallas-Fort Worth area. Visits to the studios of established illustrators. May be repeated to a maximum of 8 sh. Prerequisites: Art 310 and 360 or permission of the instructor.

466. *Design Communications II*. Four semester hours (6 lecture/studio).

Development of portfolio pieces using a variety of design concepts, methods, and technologies. Emphasis upon the visual and thematic relationship between design and headline or simple body copy. May be repeated to a maximum of 8 sh. Prerequisite: Art 365 or permission of the instructor.

467. *Design Communications III*. Four semester hours (6 lecture/studio).

Advanced problems in design communications for students in design, art direction, and advertising art. Assignments in design and advertising concepts will emphasize brainstorming and problem-solving. May be repeated to a maximum of 8 sh. Prerequisites: Art 310 and 365 or permission of the instructor.

472. *Art Direction*. Four semester hours (6 lecture/studio).

Problems in advertising art from the perspective of an art director. Emphasis upon contemporary trends in advertising, brainstorming and group concept-forming techniques. Relationships between concept, design, and copy will be emphasized. May be repeated to a maximum of 8 sh. Prerequisites: Art 310 and 365 or permission of the instructor.

473. *Advertising Art Concepts and Copywriting I*. Four semester hours (6 lecture/studio).

Problems in advertising art concepts and copywriting, with emphasis on brainstorming and group collaboration. May be repeated to a maximum of 8 sh. Prerequisites: Art 365 and 472, or permission of the instructor.

474. *Advertising Art Concepts and Copywriting II*. Four semester hours (6 lecture/studio).

Advanced problems in advertising art concepts and copywriting. May be repeated to a maximum of 8 sh. Prerequisites: Art 365 and 472, or permission of the instructor.

489. *Independent Study*. One to four semester hours.

Individualized instruction/research at an advanced level in a specialized content area under the direction of a faculty member. May be repeated when the topic varies. Prerequisite: Consent of art faculty and department head.

490H. *Honors Thesis*.

491H. *Honors Research*.

495. *Internship*. Four semester hours.

Supervised work in the field of Communication Arts. Terms and conditions of the internship must be approved before enrollment. Prerequisite: Permission of the instructor.

497. *Special Topics*. One to four semester hours.

Organized class. May be repeated when topics vary.

Note: For descriptions of graduate courses see the *Graduate Catalog*.

Photography Courses (Pho)

110. *Photography for Non-Majors*. Four semester hours. (3 lecture, 3 lab)

A survey of basic photography with instruction in basic camera handling and printing black and white pictures. (Not for photography or art majors)

111. *Basic Photography I*. Four semester hours. (3 lecture, 3 lab)

A foundation course in both technical and creative aspects of photography. Instruction in operation of camera, development of film, and printing of photographs.

Design and creativity are addressed through analysis of the work of master photographers and practical problems.

112. *Basic Photography II*. Four semester hours. (3 lecture, 3 lab)

A continuation of Photography 111 with increased emphasis on print and negative quality. Advanced study of composition and the elements of good photographs. Studio lighting, zone system, digital imaging and basic color theory and perception are introduced. Prerequisite: Photography 111.

209. *Professional Tools and Techniques I*. Four semester hours. (3 lecture, 3 lab)

Introduction to large-format photography. Course covers view camera movements, densitometry, zone system tests, and basic studio lighting with tungsten and electronic flash. Emphasis on architectural and studio still life photography. Prerequisite: Photography 112.

210. *Professional Tools and Techniques II*. Four semester hours. (3 lecture, 3 lab)

Advanced professional photographic techniques utilizing the view camera and other formats. Advanced studio and location work in black-and-white and color. Experimentation in lighting techniques. Superior negative and print making techniques in all formats. Prerequisite: Photography 209.

212. *Visual Perception in Photography*. Three semester hours.

Involves photographic seeing and thinking, communicative camera techniques that organize the elements of composition. Students learn the psychology of photography in terms of space, light, time and emotional impact. Lecture only.

250. *Digital Image Manipulation I*. Four semester hours. (3 lecture, 3 lab)

An introduction to photographic image manipulation on the Macintosh platform with emphasis on art and illustration. Areas of emphasis will include scanning, archiving, digital enhancement, digital cameras and output of digital files.

280. *Color Photography*. Four semester hours. (3 lecture, 3 lab).

An introduction to the theory and practice of color photography and digital color management. Instruction in basic digital color management and digital color output. Prerequisite: Photography 111.

339. *Environmental Portraiture*. Four semester hours (3 lecture, 3 lab).

An exploration of the creative potential inherent in the relationship between subject and environment in portraiture. Basic portrait strategies in both location and studio settings will be covered. Considerations in lighting, composition, gesture and mood will be discussed. Contemporary issues in portraiture for commercial, editorial and art purposes will be covered. Prerequisite: Photography 112.

341. *Advertising and Commercial Photography*. Four semester hours (3 lecture, 3 lab).

Emphasis on technical quality and the methods and techniques of commercial and advertising photography. The student will learn creative control of studio lighting and

equipment, and will develop a capacity to generate and refine ideas. Prerequisites: Photography 209 and 210.

349. *Nature and Wildlife Photography*. Four semester hours (3 lecture, 3 lab).

Nature and wildlife photographic techniques in various photographic media with emphasis upon 35mm color transparency material. One week of shooting in a wilderness area is required. Prerequisite: Photography 111.

350. *Advanced Digital Photography*. Four semester hours. (3 lecture, 3 lab).

A continuation of Photography 250 (Digital Image Manipulation I), this course places increased emphasis on the computer as a tool for the enhancement of photographic imagery or illustration. Students will use digital cameras and follow through on digital file output. Prerequisite: Photography 250.

357. *Documentary Photography*. Four semester hours. (3 lecture, 3 lab).

A workshop on photographic documentary strategies. A range of documentary approaches will be covered. Each student will choose a semester long photographic project. At the conclusion of the class students will assemble an exhibition. Prerequisite: Photography 112.

359. *Abstract and Experimental Photography*. Four semester hours (3 lecture, 3 lab).

Abstraction deals with the pleasures and terrors of visual experience through photography, disassociated from a picture's intellectually or objectively descriptive content. Experimentation explores the extension of visual experience and the search for new vision through manipulation and modification of the camera and the use of unconventional films and processing techniques. Prerequisite: Photography 112.

369. *Alternative Print Making*. Four semester hours. (3 lecture, 3 lab).

Experimental, antique and non-silver processes and unconventional modes of presentation. The Gum-Bichromate process, the Cyanotype, "Photographic" processes involving, digital negative production, montage, collage, masking, toning, intensification, and reduction may be included. Prerequisite: Photography 111.

379. *Survey of Photographic History*. Three semester hours.

An examination of the scientific and aesthetic history of photography from its origins to the present. Emphasis is placed on early processes, the pioneers of photography, photography as a visual art and developments in modern photography. Media, trends, and the work of photographers are analyzed.

397. *Special Topics*. One to four semester hours.

Organized class. Topics will be selected from studio, fine art, or experimental photography. May be repeated when topics vary.

403. *Business Practices in Photography*. Three semester hours.

This course introduces the student to business practices, copyright law, studio operation, marketing, financial management and other practical matters related to the business of photography. Prerequisite: Photography 111.

489. *Independent Study*. One to four semester hours.

Individualized instruction/research at an advanced level in a specialized content area under the direction of a faculty member. May be repeated when the topic varies.

Prerequisite: Consent of a member of the Photography faculty.

495. *Photography Internship*. Three semester hours.

Approved work experience in photography. Supervision under the guidance of a practicing professional and departmental faculty member. Prerequisite: Photography 210

497. *Special Topics*. One to four semester hours.

Organized class. Topics will be selected from studio, fine art, or experimental photography. May be repeated when topics vary.

Note: For descriptions of graduate courses see the *Graduate Catalog*.