

ART (ARTS)

QUICK FACTS: ARTS COURSES

- **Instructional School:** Arts and Humanities
- **Department:** Visual and Performing Arts

ARTS 101 Prehistoric to Medieval Art

(3 Credits, Fall/Spring/Summer)

A survey of the history of art and architecture from the ancient Middle East, the Mediterranean, and Western Europe. Students will develop their visual literacy skills, be able to analyze and evaluate artworks in their cultural and historical contexts, and apply this knowledge to contemporary culture.

(This CWI course meets Idaho State Board of Education GEM competency requirements for GEM 5 - Humanistic and Artistic Ways of Knowing.). (3 lecture hours, 0 lab hours, 3 credits)

ARTS 102 Renaissance to Modern Art in the West

(3 Credits, Fall/Spring)

A survey of the history of art and architecture from the European Renaissance through the present. Students will develop their visual literacy skills, be able to analyze and evaluate artworks in their cultural and historical contexts, and apply this knowledge to contemporary culture.

(This CWI course meets Idaho State Board of Education GEM competency requirements for GEM 5 - Humanistic and Artistic Ways of Knowing.). (3 lecture hours, 0 lab hours, 3 credits)

ARTS 105 Introduction to 2-D Art Foundations

(3 Credits, Fall/Spring/Summer)

This course begins the basic exploration of how choices are made in the construction of visual communications. The elements of art are discussed and then applied to principles of design in order to solve problems in 2D (two-dimensional) media. Students will also be introduced to conceptual issues in the visual arts and develop critical and analytical skills in verbal and written forms. This course will help students to become aware of the influence visual imagery has, not only on culture and society, but also on their own work. *(This CWI course meets Idaho State Board of Education GEM competency requirements for GEM 5 - Humanistic and Artistic Ways of Knowing.). (1 lecture hours, 4 lab hours, 3 credits)*

ARTS 106 Introduction to 3-D Art Foundations

(3 Credits, Fall/Spring/Summer)

This course begins the basic exploration of how choices are made in the construction of visual communication in 3-D (three-dimensional) media. The elements of art are discussed and then applied to principles of design in order to solve problems relevant to the manipulation of three-dimensional form and space. Students will also be introduced to conceptual issues in the visual arts and develop critical and analytical skills in verbal and written forms. This course will help students to become aware of the influence visual imagery has, not only on culture and society, but also on their own work. *(This CWI course meets Idaho State Board of Education GEM competency requirements for GEM 5 - Humanistic and Artistic Ways of Knowing.). (1 lecture hours, 4 lab hours, 3 credits)*

ARTS 109 Drawing I

(3 Credits, Fall/Spring)

This is a beginning drawing course. This course explores basic drawing skills, including exercises in line, shape, space, value/chiaroscuro, texture, and an introduction to color. Students will enhance their perception and sighting techniques that lead to more accurate angles and proportions in drawings. Students will be instructed in a variety of drawing media and subject matter. Analytical skills will be strengthened through discussions of composition, creative intent, and critical thinking in the presentation of numerous drawing projects. *(1 lecture hours, 4 lab hours, 3 credits)*

ARTS 150 Digital Photography I

(3 Credits, Fall/Spring/Summer)

This course explores the conceptual aspects of creative digital photography by integrating technical skills and aesthetic expression, culminating in a richer and more nuanced understanding of visual content. Students acquire a comprehensive working knowledge of the digital darkroom, emphasizing mastery of camera controls, how technical and image editing choices create or clarify artistic concepts, and museum-quality printing. An adjustable, digital camera capable of manual operation is required. It is strongly recommended that students have comfort with basic computer skills before enrolling in the course. This course is cross-listed with COMM 150. *(1 lecture hours, 4 lab hours, 3 credits)*

ARTS 199 Art Special Topics

(1-5 Credits, Varies)

This course is designed to permit the offering of special topics appropriate to a student's program. Regular or frequently recurring topics are not offered under this title. The course may be repeated as new topics are presented. *(1 lecture hours, 0 lab hours, 1 credits)*

ARTS 212 Drawing II

(3 Credits, Spring)

This course is a continuation of ARTS 109. Students will continue to refine their drawing skills and further explore technical and conceptual approaches to drawing including exercises in contour line, shape, space, value/chiaroscuro, and texture while utilizing form from observation and imagination. Students will develop individual content, research artists, and experiment with the drawing process. Color will be explored and figurative drawing will be introduced. Students will utilize the critique process and continue to develop and expand their vocabulary in the discipline of drawing. PREREQ: ARTS 109. *(1 lecture hours, 4 lab hours, 3 credits)*

ARTS 215 Painting I

(3 Credits, Fall/Spring)

This is a beginning painting course that introduces students to painting techniques and fundamentals of seeing in relationship to historical and contemporary painting. Students will become familiar with the characteristics of easel painting on various surfaces and begin to explore color, space, volume, and light. Students will continue to utilize tools and techniques introduced in Drawing I to create images in painting. Analytical skills will be strengthened through discussions of composition, creative intent, and critical thinking in the presentation of numerous projects. PREREQ: ARTS 109. *(1 lecture hours, 4 lab hours, 3 credits)*

ARTS 231 Sculpture

(3 Credits, Fall/Spring)

Investigation of sculptural forms and arrangements through a variety of materials and processes such as carving, fabrication, casting, installation, and new media. Students will refine their understanding of artistic expression in three-dimensional media through further exploration of the elements and principles of three-dimensional design. Students will develop an individual aesthetic and focused content in their sculptural forms and arrangements through utilizing visual problem-solving skills and engaging in the critique process. PREREQ: ARTS 106. (1 lecture hours, 4 lab hours, 3 credits)

ARTS 250 Digital Photography II

(3 Credits, Spring)

With an emphasis on a creative approach to picture making, this course provides opportunities for the refinement of basic technical abilities and image conceptualization. Students acquire advanced digital darkroom and introductory lighting skills while developing a personal photographic aesthetic. An adjustable, digital camera capable of manual operation is required. PREREQ: ARTS 150 or COMM 150. (1 lecture hours, 4 lab hours, 3 credits)

ARTS 275 Painting II

(3 Credits, Varies)

This course is a continuation of ARTS 215. In addition to oils, students will explore various painting mediums and the process of seeing. Students will develop individual content, research artists, and experiment with the painting process. Students will be encouraged to cite intention and utilize visual problem-solving skills as they continue to develop and expand their vocabulary in the discipline of painting. PREREQ: ARTS 215. (1 lecture hours, 4 lab hours, 3 credits)

ARTS 290 Studio Art Capstone

(2 Credits, Spring)

This course prepares students to take their first steps as professional artists. Students will refine skills learned in foundation classes, engage in critical reading and writing about historical and contemporary art, and develop professional practices in the visual arts. PREREQ: ARTS 101, ARTS 102, ARTS 105, ARTS 215, and ARTS 231, or PERM/INST. (1 lecture hours, 2 lab hours, 2 credits)

ARTS 293 Studio Art Internship

(1-3 Credits, Varies)

Internships allow students to apply learning to real-life career possibilities. Credits are earned through supervised fieldwork specifically related to a student's area of study. PREREQ: PERM/INST. (0 lecture hours, 3 lab hours, 1 credits)

ARTS 296 Studio Arts Independent Study

(1-10 Credits, Varies)

This is a term long project. Each credit hour is equivalent to 45 hours of work on a project. Students should make arrangements with the instructor in their field of interest. Before enrolling for independent study, a student must obtain approval of the department chair and dean, acting on the recommendation of the instructor who will be supervising the independent study. An Independent Study Registration Form must be completed and turned into a One Stop Student Services location before a student may register for this course. PREREQ: PERM/INST and submission of a completed Independent Study Registration Form. (0 lecture hours, 0 lab hours, 1 credits)

Refer to [How to Read Course Descriptions](#) for an explanation of elements found in the course descriptions above.