Public History
Gary G. Land, Coordinator
269-471-3511
Nethery Hall

Public or applied history refers to careers in history-related fields other than teaching, including museum management, archival management, and historic preservation, as well as the production of historical media programs. In most cases, a master’s degree in a public or applied history program or certification upon completion of certain graduate courses are needed prior to employment. The Department of History and Political Science recommends as curricula a major in history with a second major or minor and electives as the most advantageous undergraduate basis for a public-history career. Curriculum recommendations are available from the department chair.

Respiratory Care
Bill Chobotar, Coordinator
269-471-3262
Price Hall (Science Complex)

Andrews University offers prerequisite course work to prepare students who wish to enter a 2-year Associate of Science degree program or a 4-year Bachelor of Science degree program in Respiratory Care. Admission requirements vary among professional respiratory care programs. Not all professional programs accept transfer credits. Therefore, as soon as possible, interested students should contact the programs of choice for the most current prerequisite requirements. A list of accredited respiratory care programs may be obtained from the American Association for Respiratory Care, 11030 Ables Lane, Dallas, TX 75229 (phone 972-243-2272 and ask for the Education Department) or explore the web at: www.aarc.org/patient_resources/schools.html.

Loma Linda University: Interested students may complete the prerequisites for Loma Linda University’s Respiratory Care Education Program while attending Andrews University. Check with the above listed coordinator for the required course work. The Pre-LLU/RC student may then apply and transfer to LLU through its selective admissions process as a second-year student in their program.

Mission
We, the Andrews University Departments of Art & Design and Digital Media & Photography, mentor students to be Christ-centered, socially responsible creative individuals by developing their artistic gifts in a nurturing spiritual environment.

Department Goal
It is the goal of the Departments of Art & Design and Digital Media & Photography to help each student achieve the traditional and digital skills necessary to achieve entrance into a graduate program, begin work as a professional artist or craftsman or achieve a professional portfolio that will allow them to directly pursue a career in their chosen track after graduation. Through dedicated faculty, quality education and active community
involvement, we seek to empower students to honor God in their visual communication.


Multiple Majors & Degrees. The department of Art & Design allows students to graduate with a double BFA major or a BFA and a BA in Art History. Credits cannot be duplicated within the 36 credit emphasis track.

Computer policy. The Departments of Art & Design and Digital Media & Photography regard the computer as a tool integral to the success of the visual communicator in their professional development. All students are required to purchase a laptop computer and software meeting the department guidelines. Because computer technology is continually changing, a revised policy is drafted in the fall semester, outlining the specific requirements for each year. Laptop purchases should be made by mid-fall semester of the student’s freshman year. Use of the computer in the curriculum varies by course.

Undergraduate Programs

Bachelor of Fine Arts (BFA)
The three closely related departments of Art & Design, Communication, and Digital Media & Photography offer students an exciting opportunity to earn a collaborative Bachelor of Fine Arts degree (BFA). The BFA degree encompasses three areas Photography, Visual Communication and Visual Art.

Each of the BFA degree emphases has a 4-part curriculum:
(1) Art History
(2) Studio Core
(3) Foundation Courses, and
(4) Portfolio Track.
Additional cognates along with the General Education requirements complete the specifications for graduation for the BFA degrees.

Upon completion of the Studio Core and Foundation Courses the student must arrange for a BFA review. The BFA review should happen no later than the end of the sophomore year. The BFA review is a critique of the student’s portfolio by the combined faculty of the Department of Art & Design. All work created in the Studio Core and Foundation program should be available for review. Once accepted into the BFA program students must maintain a 2.75 GPA in all BFA coursework. No courses with a final grade below a C will be accepted toward the completion of the BFA. The completion of the BFA includes a senior exhibition and portfolio of the student’s work.

Bachelor of Fine Arts (BFA) (75–78)

Art History—12

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>ARTH325</td>
<td>Prehistoric to Medieval Art</td>
<td>3</td>
</tr>
<tr>
<td>ARTH326</td>
<td>Renaissance to Modern Art</td>
<td>3</td>
</tr>
<tr>
<td>ARTH440</td>
<td>Art Since 1945</td>
<td>3</td>
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Choose one additional class from this list:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHTO210</td>
<td>History of Photography</td>
<td>3</td>
</tr>
<tr>
<td>ARTH245</td>
<td>History of Graphic Design</td>
<td>3</td>
</tr>
</tbody>
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Foundation Courses

Choose three classes from this list—9–11

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART105</td>
<td>Intro to Painting</td>
<td>3</td>
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<tr>
<td>ART106</td>
<td>Intro to Printmaking</td>
<td>3</td>
</tr>
<tr>
<td>ART107</td>
<td>Intro to Ceramics</td>
<td>3</td>
</tr>
<tr>
<td>ART214</td>
<td>Intro to Graphic Design</td>
<td>3</td>
</tr>
<tr>
<td>DGME175</td>
<td>Digital Imaging</td>
<td>4</td>
</tr>
<tr>
<td>DGME225</td>
<td>Vector Graphics</td>
<td>4</td>
</tr>
<tr>
<td>DGME250</td>
<td>Web Design I</td>
<td>3</td>
</tr>
<tr>
<td>JOUR140</td>
<td>Intro to Mass Communication</td>
<td>3</td>
</tr>
<tr>
<td>MKTG310</td>
<td>Principles of Marketing</td>
<td>3</td>
</tr>
<tr>
<td>VDEO130</td>
<td>Intro to Video</td>
<td>3</td>
</tr>
</tbody>
</table>

36-credit portfolio tracks include: Fine Art, Graphic Design, Art Direction/Advertising, Pre-Art Therapy, Multimedia Arts, Photography, Video Production, and Web Design.

Emphasis Areas

VISUAL ART EMPHASIS
The Visual Art Emphasis is recommended for students who wish to become professional artists, illustrators, craftsmen, or art teachers on a college level. It is the first step toward acceptance into an MFA program, which is the necessary degree for pursuing a teaching position at the college level. It is also the first step toward acceptance in an MA program in Art Therapy. After an exploratory period students will be encouraged to concentrate the majority of their credits in a single area: painting, ceramics, or printmaking. At least 18 credits in one area are recommended in order to achieve a professional portfolio of work and senior exhibition.

Fine Art Portfolio Track
The Fine Art track cultivates the individual voice and vision of the Fine Arts student and prepares them to sustain their professional lives as practicing artists.

36 Total Credits: 24 credits chosen from ART304 Drawing, ART305 Painting, ART306 Printmaking, ART307 Ceramics, ART308 Sculpture, ART380 Topics in Art, (all 300 level ART courses are repeatable); ART485 BFA Thesis Project (3), ART497 BFA Exhibition (3). With 6 additional elective credits to be chosen with your advisor from ART, ARTH, ARCH, PHTO, DGME, COMM, VDEO, MDIA, JOUR, or MKTG courses.

Illustration Portfolio Track
The Illustration track prepares students to enter a career in professional illustration. The successful illustrator is able to convey emotions, interpret events, tell a story or market a product or idea through the use of artistic concepts and images. Illustrators must master a wide range of drawing media and techniques to meet the objectives of a wide range of employers and projects.
36 Total Credits: ART304 Drawing (3), ART305 Painting (12), ART306 Printmaking (3), ART 310 Typography (3), ART485 BFA Thesis Project (3), ART497 BFA Exhibition (1) and ART496 Portfolio Development (2). With 9 additional elective credits to be chosen with your advisor from ART, ARTH, ARCH, PHTO, DGME, COMM, VIDEO, MDIA, JOUR, or MKTG courses.

Pre-Art Therapy Portfolio Track
The Pre-Art Therapy Emphasis is recommended for those planning to do graduate work in art therapy and to enter that profession. Work as an art therapist requires a master’s degree in Art Therapy. The Pre-Art Therapy Emphasis may require additional semesters of course work. The Pre-Art Therapy Emphasis is the Bachelor of Fine Arts Degree with a concentration in Fine Arts. In addition to the BFA degree most graduate programs require up to 15 credits of Psychology course work. We recommend PSYC101, 301, 410, 454 and 460. Because course requirements vary, the Pre-Art Therapy student should check the prerequisite requirements of the schools to which they intend to apply. Most art-therapy master’s programs also require up to one year of work experience with mentally or physically disadvantaged people prior to acceptance.

VISUAL COMMUNICATION EMPHASIS
The Visual Communication Emphasis is recommended for those wishing to work in the design professions. There are three portfolio tracks available: Art Direction & Advertising, Graphic Design and Web Design. The degree programs combine the study of art, communication, design, and technology as mediums for visual communication and/or personal artistic expression. Our students join the Visual Communication program because they possess the ability to think, speak, draw, write and design. They graduate as design leaders, having learned to inform, guide, clarify, promote and empower through visual form. The BFA Thesis Project and Senior Exhibition, as well as internships, bring students face-to-face with the design community. At the same time, students acquire valuable experience in problem solving and the application of design principles, making them cultural catalysts and sought-after design professionals.

Art Direction/Advertising Portfolio Track
The Art Direction/Advertising track prepares students for work in the advertising professions. It combines both tools for visual dialogue and tools for written communication. The Art Direction/Advertising student will become prepared to understand visual dialogue and to communicate effectively and creatively.


Graphic Design Portfolio Track
Graphic Design is a multifaceted discipline, which encompasses many types of content and media. Projects include book design, poster design, identity design, packaging, exhibit design, magazine design, interface design, and advertising design. The Graphic Design track provides a comprehensive education within this ever-expanding discipline and strives to prepare accomplished, resourceful graphic designers with critical minds to evaluate their own work, its place in the professional and in the larger community it is meant to serve.

36 Total Credits: ART310 Typography (3), ART430 Corporate Identity (3), ART431 Editorial Design (3), ART432 Corporate Design (3), ART433 Advertising and Package Design (3), PHOTO300 Media Ethics (3), ART485 BFA Thesis Project (3), ART497 BFA Exhibition (1), ART496 Portfolio Development (2), ART487 Internship (1). With an additional 11 credits to be chosen with your advisor from ART, ARTH, ARCH, PHTO, DGME, COMM, JOUR, MJIA, VIDEO or MKTG courses.

Web Design Portfolio Track
(Resides in the College of Technology)
Interested in creating visually stunning and interactive layouts for Web and other Interactive applications? The successful Web Design student will be able to discuss underlying technology—its possibilities and limitations as well as related issues—with clients and team members; layout accessible web pages and sites using (X)HTML and other web development languages; develop dynamic effects and animations; translate client needs, content, and branding into structured website concepts and project visitor needs into structured website concepts.

The student will develop strong design skills to gain an excellent grasp of visual, interaction and usability design principles through typography, graphics, color, layout, and other factors in a web-specific way. Projects will range from in-class projects to month-long projects for non-profit and for-profit organizations.

36 Total Credits: DGME335 Flash (4), DGME350 Web Design II (4), PHOTO365 Advanced Digital Imaging (4), ART310 Typography (3), one 400-level design class (3), CPTR151 Computer Science I (4), ART485 BFA Thesis Project (3), PHOTO300 Media Ethics (3), ART497 BFA Exhibition (1), ART496 Portfolio Development (2), ART487 Internship (1). With an additional 4 credits to be chosen with your advisor from ART, ARTH, PHTO, DGME, COMM, JOUR, MJIA, VIDEO or MKTG courses. Suggested electives include: JOUR465 Topics: Scriptwriting, BSAD355 Management & Organization, CPTR310 Database Application Programming.

PHOTOGRAPHY EMPHASIS
(Resides in the College of Technology)
The Photography Emphasis is recommended for those wishing to work in the creation of still or moving visual images. There are three portfolio tracks available: Commercial Photography, Documentary Video and Fine Art Photography. The degree encompasses elements of digital, commercial, and fine arts imaging, focusing on individual creativity and photo-journalism. The photography student will study the methods used to create effective and aesthetically pleasing imagery.

Commercial Photography Portfolio Track
The Commercial Photography track specializes in teaching students to run their own commercial studio or work as a photographer’s assistant.

36 Total Credits: PHTO200 Advanced Photography I (4), PHTO220 Color Photography I (4), PHTO285 Studio (4),
Art History Foundation—15 credits

ARTH325: Prehistoric to Medieval Art (3)
ARTH326: Renaissance to Modern Art (3)
ARTH440: Art Since 1945 (3)
ARTH450: Art Study Tour (3)
ART380: Special Topics: Methods in Art Historical Research (3)

Electives in Art History:
9 credits from three of the following:
ARTH220: Language of Art
ARTH228: Artists of the Renaissance
ARTH329: Nineteenth Century & Impressionism
ART380: Special Topics: (Art History topics such as Ancient Egyptian Art, Greek & Roman Art, Art in Archaeology, Modern and Contemporary Art, Woman and Gender in Art)
ART495: Independent Readings/Project

6 credits from two of the following:
ARCH390: Islamic Art & Architecture
ARCH390: Ancient Americas’ Art & Architecture
ARCH390: Far Eastern Art & Architecture
3 credits from one of the following:
- PHTO210: History of Photography
- ARTH245: History of Graphic Design

3 credits chosen from 2-D/3-D Visual Art:
(only one visual arts course may be applied to major)
- ART104: Intro to Drawing
- ART105: Intro to Painting
- ART106: Intro to Printmaking
- ART107: Intro to Ceramics
- ART207: Basic Design
- PHTO115: Intro to Photography

Required cognates:
- ANTH200: Cultural Anthropology or
  ENGL454: Professional Writing or
  ENGL438: Advanced Composition

Students are encouraged to spend a year abroad at one of Andrews University's affiliate colleges in France or Italy.
Students are also encouraged to seek an internship or Undergraduate Research Assistantship with one of the following:
- One of the professors in the Department of Art & Design
- The Horn Archaeological Museum on the Andrews University Campus
- The Art Institute of Chicago, Ill.
- The Museum of Natural History, Chicago, Ill.
- Other museums or galleries

Pre-Art Therapy Emphasis—43
Pre-art therapy students take the visual art foundation and advanced visual art component from the visual art emphasis listed below (40 credits) and 3 credits of ART 380 Topics is required—topics which relate to the study or practice of art therapy. A minor in Behavioral Sciences is required, including PSYC101, 220, 410, 454, 460.

Visual Art Emphasis—40
Recommended for those planning to enter professions that require skilled eye-hand coordination, sensitive workmanship, and well-developed perceptual and conceptual skills. In addition to the 9 credits of art history listed above, the following 31 credits of visual art (24 credits foundation and 7 credits advanced):

Visual Art Foundation—22
2-D Courses: ART104, 105, 106, 207, PHTO115
3-D Courses: ART107, 209

Advanced Visual Art—9
Selected in consultation with the advisor from advanced drawing, painting, printmaking, and ceramics courses.

BS: Visual Arts Education (53)
Secondary (K–12)
(No minor required)
This degree, offered in cooperation with the Department of Teaching and Learning, prepares students to teach art on both the elementary and secondary levels. The Visual Arts Education degree is a K-12 endorsement for secondary certificates. This degree should only be taken by those seeking teacher certification. Majors must complete the requirements for denominational and/or Michigan state teacher certification through the School of Education. The BS in Visual Arts Education requirement includes the successful completion of a senior exhibition and a portfolio of the student’s work given to the Department of Art & Design.

Art History—12
ARTH325, 326, 440
Choose one course from:
- ARCH485 Islamic Art & Architecture (3)
- ARCH485 Ancient Americas’ Art & Architecture (3)
- ARCH485 Far Eastern Art & Architecture (3)

Art Methods—12
- ART457 Art Methods: Elementary (4)
- ART459 Art Methods: Secondary (4)
- ART480 Visual Art Education Practicum (4)

Visual Art Foundation—18
ARTH104, 105, 106, 107, 207, 209

Senior Exhibition—3
ART497 (BFA Exhibition)

Advanced Visual Art Requirements—8
In consultation with the advisor, choose 8 elective credits in one studio area from the following: ART304, 305, 306, 307, 414.

Minor in Art History (21)
Recommended for students of literature, history, and sociology as a complementary area of study. The minor concentration in art history responds to the needs of those students pursuing a major in another field who would like to expand their knowledge of the art of various cultures and of art-historical research methods. The minor offers flexibility in the selection of courses to suit the interests of students in other fields of the humanities or sciences seeking the broad cultural perspective that art history provides.

Required courses:
- ARTH325, 326, 440, 450 and 6 elective credits in Art History chosen from ARTH328, 329, 380 (special topics in art history classes only) or 495, and one course from the following:
  - ARCH390 Islamic Art & Architecture (3)
  - ARCH390 Ancient Americas’ Art & Architecture (3)
  - ARCH390 Far Eastern Art & Architecture (3)

Minor in Digital Media (21)
Recommended for students of ??

Required courses:
- DGME130 Intro to Digital Media (3), ART207 Basic Design (3), PHTO115 Intro to Photography (4), DGME175 Digital Imaging (4), DGME225 Illustrator (4), DGME250 Web Design I (3)

Minor in Graphic Design (22)
Recommended for students interested in communication, marketing, architecture, photography and technology.

Required courses:
- ART104 Intro to Drawing (3), ART207 Basic Design (3), ART274 Intro to Graphic Design (3), ART310 Typography (3), one 400-level design class (3), ARTH295 History of Design (3), DGME175 Digital Imaging (4)
Minor in Photography (20)
Recommended for students interested in technology, communication, architecture, the humanities and the design areas.


Minor in Visual Art (22)
Recommended for students interested in technology, the humanities, and the design areas.

Required courses: ART104 Intro to Drawing (3), ART105 Intro to Painting (3), ART107 Intro to Ceramics (3), ART207 Basic Design (3), ART106 Intro to Printmaking (3), PHTO115 Intro to Photography (4), ART220 Language of Art (3)

Minor in Web Design (24)
Recommended for students interested in communication, technology and the design areas.

Required courses: DGME130 Intro to Digital (3), DGME150 Intro to Web (3), DGME250 Web Design I (4), DGME335 Flash (4), DGME175 Digital Imaging (4), ART207 Basic Design (3), ART214 Intro to Graphic Design (3)

Courses (Credits)
See inside front cover for symbol code.

Art History, Theory, and Issues

ARTH220 Language of Art (3)
Presents the elements of visual language and studies them in relationship to images of famous paintings, sculptures, and contemporary advertisements. Does not duplicate an art history course.

ARTH245 History of Graphic Design (3)
This course surveys the pivotal events and achievements that led to the current state of graphic communication. The unceasing quest to give form to ideas is traced from the pictographs painted on cave walls to the latest imaginative designs. Through lectures, videotapes, discussions, presentations and research, students are introduced to the creative thinkers, important innovations and breakthrough technologies that have shaped the evolution of visual communication.

ARTH325 Prehistoric to Medieval Art (3)
Examines the ancient images of non-Western and Western cultures as they are manifested in famous works of art and architecture.

ARTH326 Renaissance to Modern Art (3)
A survey of selected Western and non-Western artists, techniques, and cultural eras from 1300 to 1945.

ARTH328 Artists of the Renaissance (3)
A chronology and analysis of Italian masters from Giotto to Raphael, and northern masters from VanEyck to Rembrandt. A study of the importance of social and cultural influences impacting these artists and the contributions made through their art.

ARTH329 Nineteenth Century and Impressionism (3)
A chronological study of the major artists influencing culture, primarily in France, from David to Cezanne in the movements of Neo-classicism, romanticism, realism, impressionism, and post-impressionism.

ARTH440 Art Since 1945 (3)
A study of selected artists associated with post-WWII Western culture, the critical schools they are associated with, and the major influences upon their work.

ARTH450 Study Tour: (0–6)
Study Tour: Travel to selected areas of cultural, artistic and/or historic interest combined with lectures, directed reading, and individual research. A maximum of 6 credits may be applied to a degree in art.

Visual Art
The department reserves the right to hold some student work until the termination of the spring student show. Students leaving the campus at the end of the semester must take their work with them. Because of minimal storage space, work and supplies remaining in the department after the close of the spring semester are removed and discarded.

ART104 Introduction to Drawing (3)
A foundational course where basic drawing principles are introduced and observational abilities are developed. Standards of drawing, such as line, value, composition and perspective are explored using a variety of approaches, tools and media.

ART105 Introduction to Painting (3)
An introduction to various painting techniques, principles of color, composition and materials. Objective subject matter is emphasized and the development of a basic visual vocabulary.

ART106 Introduction to Printmaking (3)
Explores printmaking methods such as monoprint, wood cut, linoleum cut, etching and engraving, lithography, and screen printing. Emphasis on technical-skills development and personal images.

ART107 Introduction to Ceramics (3)
An introduction to working with clay and glazes for the creation of hand-built ceramic objects.

ART207 Basic Design (3)
A study of the elements and organizational principles of 2-dimensional design.
ART209 $ (3)
3-D Design
An introduction to the principles of three dimensional design and sculpture media. Introduces students to a variety of tools and materials which help to develop 3-D expression.

ART214 $ (3)
Introduction to Graphic Design
A transition from design theory to design application as it relates to visual communication. A series of projects develops basic skills and familiarity with design process and the graphic design profession. Prerequisite: ART207.

ART304 $ (2–6)
Drawing
Students use many media and concentrate on individual methods of expression through drawing. Repeatable. Prerequisite: ART104.

ART305 $ (2–6)
Painting
Repeatable, advanced level painting course, with an in-depth study in the art and craft of painting, designed to expand one’s visual vocabulary. Exploration in an area of painting practice; illustration, portrait, figurative, still life, landscape or conceptual. Prerequisite: ART105.

ART306 $ (2–6)
Printmaking
One of the major methods (relief, planographic, intaglio, stencil) may be selected for semester-long exploration. Anything over 3 credits in one semester needs permission of instructor. Repeatable. Prerequisite: ART106.

ART307 $ (2–6)
Ceramics
A systematic exploration of a particular area of ceramic practice. Subjects may include: wheel throwing, glaze formulation, various firing practices, raku, ceramic sculpture, exploring a form, or other assignments chosen by the professor. Repeatable. Prerequisite: ART107.

ART308 $ (2–6)
Sculpture
The expressive use of a range of materials through the skills of modeling, carving, and construction. Usually one medium is studied during the semester. Repeatable.

ART 310 $ (3)
Typography
An exploration of typographic structures terminology, methods, and visual problem solving. This studio course addresses typographic design as a practical form of visual communication. Prerequisites: ART207, 214.

ART380 (1–3)
Topics in Art
Courses cover specific topic areas in Art and Art History such as: African Arts, Asian Arts, Design, Egyptian Arts, Mesopotamian Art. Studio courses are also eligible.

ART430 $ (3)
Corporate Identity
This course focuses on the creation of effective corporate trademarks and logotypes. Prerequisites: ART207, 214.

ART431 $ (3)
Editorial Design
This course is concerned with the design of the page and the page sequence of books, periodicals and magazines through editorial concept, content, format, image and audience. Prerequisites: ART207, 214.

ART432 $ (3)
Brand Design
This course is concerned with creating a brand and provides a basis for deciding the procedures and practices for corporate communication goals. Prerequisites: ART207, 214.

ART433 $ (3)
Advertising and Package Design
This course explores the many facets of print advertising and package design. Prerequisites: ART207, 214.

ART457 ♦ (4)
Art Methods: Elementary
Covers the process of teaching creativity and artistic expression to students at the elementary level. The focus is on understanding the developmental levels of creativity in children. Art is also integrated in the rest of the curriculum. Art projects are part of this course.

ART459 ♦ (4)
Art Methods: Secondary
Deals with teaching creativity and artistic expression to students at the secondary level. It covers the developmental levels of students and gives practical ideas for developing individual creativity. Project ideas are part of the course.

ART480 ♦ (4)
Practicum in Visual Art Education
Application of principles of art in education, and integrating various subjects into the art curriculum. An introduction to the curriculum of K-12 schools, including unique SDA curricular materials and Michigan Content Standards and Benchmarks. Field experience included in class meeting time. Prerequisites: ART457, 459.

ART485 (3)
BFA Thesis Project
This capstone course allows for the synthesis of the students' academic and studio work, developing an individual project proposal and culminating in a thoughtful presentation that demonstrates knowledge of specific issues, methods, and materials. Prerequisites: minimum of 24 credits in a portfolio track and permission of the instructor.

ART487 (1–3)
Internship
Supervised work experience with a design firm. 120 hours of work is required for each credit. Students must be a junior and have at least a 3.00 GPA in all BFA coursework. May be repeated up to 3 credits. Prerequisites: ART207, 214, 414.

ART495 ♦ (1–4)
Independent Reading/Project
Independent study or senior exhibition and portfolio creation. Repeatable. Requirements vary.
ART496/MEDIA496
Portfolio Development
This course focuses on students' job-seeking portfolios through lectures, demonstrations and studio work. Existing projects are refined and gaps are filled in new projects. All projects must meet the most professional standards, with emphasis on quality and job-related subject matter. Prerequisites: minimum of 24 credits in a portfolio track and permission of the instructor. Repeatable to 4 credits.

ART497
BFA Exhibition
Presentation of the capstone BFA thesis project in a gallery exhibition. May also include preparation for graduate school.

Digital Media and Photography
DGME130
Introduction to Digital Media
An introductory survey of the discipline of digital media. Students are introduced to electronic publishing, basic printing principles, sound digitizing, vector and raster graphics, interactive multimedia, image acquisition and output, web publishing and e-mail. Understanding the Macintosh computer is also covered. Lab required. Fall, Spring

DGME150
Introduction to Web Design
This introductory course is designed to familiarize students with the design and creation of web pages and web sites. Students will learn basic HTML and XHTML structure along with basic styling terminology, audio digitizing and nonlinear editing. Students will then apply this knowledge to various video, interactive and web applications. Lab required. Prerequisite: DGME130. Fall, Spring

DGME165
Principles of Print Production
A study of print production that includes prepress concepts, digital printing, digital image capture, color management, and page imposition. Fall

DGME175
Digital Imaging
In this foundation course the student will begin to learn how to apply their creative vision within the boundaries of Adobe Photoshop. Emphasis is on creative and technical issues as they relate to the creation of visual work. Layers, adjustment layers, compositing methods, and restoration are explored. Technical proficiency, creative expression, and attention to detail are stressed. Prerequisites: ART 207, DGME 130, PHTO 115 recommended.

DGME185
Desktop Publishing I
Students learn to produce publications on desktop computers, including: brochures, magazine covers, corporate stationery, book covers, etc. Course topics incorporate: effective page layout, basic color theory, monitor calibration, gray balance, tone compression, GCR and UCR, digital proofing, image acquisition, and final output. Applications of color theories and color separation are stressed. Lab required. Prerequisite: DGME175. Fall

DGME215
Digital Sound
An introduction to digital sound acquisition, manipulation and storage techniques. Students learn fundamentals of sound encoding, audio digitizing and nonlinear editing. Students will then apply this knowledge to various video, interactive and web applications. Lab required. Prerequisite: DGME130. Fall, Spring

DGME225
Digital Vector Graphics
A study of digital vector graphic imaging emphasizing graphic production for print, digital multimedia, and web publishing. Lab required. Prerequisite: DGME130 or equivalent. Fall

DGME250
Intermediate Web Design
This intermediate course expands a knowledge of XHTML and CSS to include basic DOM, Javascript and PHP. Students learn through a series of projects designed to advance not only their technical knowledge, but also their design skills. Prerequisite: DGME150. Fall

DGME335
Flash & Action Scripting
Flash is a proprietary, robust graphics animation/application development program used to create and deliver dynamic content, media (such as sound and video), and interactive applications over the web via the browser. Actionscript programming incorporates usability features, such as respecting the browser's font size and allowing blind users to use screen readers. Actionscript 2.0 is an Object-Oriented language, allowing the use of CSS, XML, and the design of class-based web applications. Prerequisite: ART104; DMGE130 or equivalent. Spring

DGME350
Advanced Web Design
Students in Advanced Web Design will use their knowledge in CSS, XHTML, Javascript, and PHP to set up an Open Source Content Management System for a client and will begin working with databases, XML, and web servers. Emphasis is placed on using technology to design visually stunning and highly effective web sites. Prerequisites: DGME 250 (DGME335 is also encouraged). Spring

MDIA194/494
Project Course/Independent Study
Development of a skill or independent study in a given area by working independently under the supervision of an instructor. Repeatable to 12 credits. Prerequisite: Permission of instructor. Fall, Spring

MDIA390
Internship
On-the-job internship experience for students seeking industrial experience which cannot be simulated in a classroom setting. A range of 120–150 clock hours of work are required for each credit. Selected in consultation with the advisor. May be repeated.
PHTO115 $ (4)
Introduction to Photography
Basic introduction to the principles of the camera and darkroom techniques with consideration toward composition, psychological, and aesthetic attitudes in black-and-white photography. Lab required. Fall, Spring

PHTO116 $ (3)
Introduction to Digital Photography
Students are introduced to photography through the use of digital tools. Digital SLRs and Quadtone printers are used to explore the technical and aesthetic issues involved in the process of making images. Consideration will be given to digital workflow, managing data, and creating visually appealing photographs. Lab required. Fall, Spring

PHTO200 $ (4)
Advanced Photography I
Develops the art of photographic perception and use of photography as a visual language. Emphasizes craftsmanship and awareness of tools available, as well as aesthetics, and the art of seeing creatively. Developing skills beyond introductory camera usage is emphasized. Lab required. Prerequisite: PHTO115. Fall, Spring

PHTO210 $ (3)
History of Photography
Historical study of significant contributors in the development of photography, and their influence on art and society. Fall, Spring

PHTO220 $ (4)
Color Photography I
Designed to acquaint students with color materials, their handling and exposure. Aesthetic and communicative aspects of color photography are stressed in producing visually effective color transparencies. Lab required. Prerequisite: PHTO115 or by permission of instructor. Fall

PHTO285 $ (4)
Studio
Study of lighting techniques in standard-equipped studio, emphasizing portraiture, commercial illustration, and experimental techniques in black-and-white and color mediums. Lab required. Prerequisite: PHTO200. Spring

PHTO300 $ (3)
Media Ethics
An exploration and discussion of the media and its effect on society, covering such issues as body image, violence, politics, etc. Students study how to recognize the way moral values of media professionals influence themselves and society. Spring

PHTO305 $ (4)
Alternative Photographic Processes
This course is designed to provide the advanced student with additional methods of creative expression. The Cyanotype and VanDyke Brown processes will be learned as well as various methods of image transfer. Creative expression and technical proficiency in these techniques will be emphasized. The creation of a portfolio with strong visual unity will be a significant part of the class. Prerequisites: DGME175, PHTO285.

PHTO320 $ (4)
Color Photography II
An image-oriented course, drawing on the student background in the use of color comprehension, photographic technical and aesthetic understanding, and working knowledge of emulsion and digital photography. Information in this class is for the sole purpose of comprehensive color image. Lab required. Prerequisites: DGME175, PHTO220. Fall

PHTO326 $ (3)
Business of Photography
After taking most of our photo classes many ask, “Now how do I make a living as a photographer?” The purpose of this course is to teach you how to get paid fairly for the photography you love doing. You will learn that charging for photography is much different than most businesses because it is based on usage and not time and materials.

PHTO365 $ (4)
Advanced Digital Imaging
In this course the student will build a deeper understanding of how to use software to create compelling visual work. Emphasis is on learning how to finely control the variables available within Adobe Photoshop and other related software. The student will learn how to use alpha channels, master complex masking, and understand critical color theory as they create a body of work that further defines a unique personal vision. Repeatable to 8 credits. Lab required. Prerequisites: ART207, DGME175, PHTO115.

PHTO385 $ (4)
Advanced Studio
An individual approach to an advanced level of studio photography. Students choose a concentration in the following areas: Portraiture, People/Fashion, Still-Life, Advertising/Illustration, and Location Photography. This course is designed specifically to learn visual concepts and solve visual problems of the commercial photo industry. Repeatable to 12 credits. Lab required. Prerequisite: PHTO285. Fall, Spring

PHTO400 $ (4)
Digital Photographic Processes
This class explores methods of digital photographic manipulation while emulating traditional technique. A high level of photographic output and the art of seeing will be stressed. Digital capture, processing RAW files and fine manipulation of the digital file will also be highlighted. Lab required. Prerequisites: PHTO220, 365. Fall
PHTO410 $ (4)
Advanced Photography II
A course designed for the advanced photographer to investigate personal potential in visual exploration, experimentation, and technical excellence. Discussion involves expanding personal vision and exploring new techniques to achieve goals. Repeatable to 8 credits. Prerequisite: PHTO285. Spring

PHTO420 (1–4)
Documentary Photography
Documentary photography provides students with a unique opportunity to grapple with documenting images that tell a story about a particular endeavor. Students will be encouraged to go much further in-depth with a specific project then they have ever done before. The class hours will be devoted to lectures, and critiquing of assignments. Labs will consist of carrying out the semester-long project, photographing assignments, developing film/digital, printing for critiques, and mounting images for the final project.

PHTO425 (4)
Travel Photography
Designed to be done in conjunction with on-location photography, and provides a background in the specific needs related to travel. Photographing people and their land in foreign environments is emphasized. Unique materials and equipment are discussed as they relate to travel photography. Repeatable to 8 credits. Prerequisite: PHTO115.

VDEO130 $ (2–3)
Introduction to Video
An introductory course in videography emphasizing the terminology, aesthetics, and methods of video production. PHTO115 recommended. Lab required. Fall

VDEO210 $ (3)
Digital Video Editing
An introductory class covering the fundamental techniques and concepts of nonlinear editing. Students explore the process of video editing from conceptualization to final output. Emphasis on sequencing and continuity, use of visual effects, color correction, audio editing, media management, narration and industry terminology. Lab required. Prerequisites: DGME175, VDEO130. Fall

VDEO320 $ (3)
Video Compositing
An introductory course covering the essential components in video compositing. Students learn how to create innovative visual effects and motion graphics for video. Emphasis on text animation, keyframing, masks, alpha channels, 3-D compositing, rendering, application integration, advanced visual and artistic effects. Lab required. Prerequisites: DGME215, VDEO210.

VDEO340 $ (3)
Video Shooting
An advanced study in digital video, exploring professional level cameras, lighting, sound and other equipment necessary to make good video, aesthetic issues of creating visual and audio stories, and developing skills and knowledge beyond an introductory level. Lab required. Prerequisites: ART214; JOUR230; VDEO130, 210. Spring

VDEO360 $ (4)
3-D Imaging
A study of basic 3-D modeling principles and techniques. Students learn 3-D modeling terminology and how to create 3-dimensional models using polygonal, nurbs, and subdivision techniques. Students also learn basic lighting and surfacing. Lab required. Prerequisites: ART104; DGME175. Fall

VDEO370 $ (4)
3-D Animation
A study of 3-D animation techniques implementing key frame, forward and inverse kinematics, dynamics, lighting, paint effects, rendering and more. Lab required. Prerequisites: DGME215; VDEO210, 360. Spring

VDEO390 $ (3)
DVD Authoring/Design
A course emphasizing production of interactive DVD-Video, DVD authoring, work flow, story boarding, navigation, menu design, bit budgeting, video and audio encoding, DVD video navigational structures, web linking, proofing, pre-mastering, and recording to DVD-R. Lab required. Prerequisite: DGME347. Spring

VDEO465 $ (3)
Video Documentary
Study and application of documentary storytelling techniques. Students will explore the technical and creative use of digital video cameras in documentary filmmaking. Emphasis on interview techniques, story selection and structure. One lab required. Prerequisites: VDEO130, 210, 340. Fall