

ARTS-ART STUDIO

ARTS 1145G. Visual Concepts

3 Credits (2+4P)

Visual Concepts is an introduction to the philosophies of art, visual thinking, and principles of visual organization. Designed to give students a broad view of aesthetic traditions, ideologies, and techniques basic to the creation and evaluation of art. Principles and concepts are taught in a common lecture and applied in parallel small studio sections. For non-art majors only.

ARTS 1212. Color Theory

3 Credits (2+4P)

Various color theories as they relate to compositional organization. Required for art education majors.

ARTS 1240. Design I

3 Credits (3)

This course introduces the fundamentals of two-dimensional design as it applies to fine art and commercial contexts. Emphasis will be on basic color theory, elements of dynamic composition, vocabulary of visual arts and design, and development of visual conceptual skills. Students will use a variety of materials and techniques. Restricted to Community Colleges campuses only.

ARTS 1250. Design II

3 Credits (3)

This course introduces the basic formal (aesthetic), spatial, and physical aspects of 3-D form as they can be applied to sculptural and functional design. Techniques that explore structure, mass, volume, scale, surface, form, and function are covered, along with various media, which may include paper, wood, clay, and/or metal. Restricted to Community Colleges campuses only.

ARTS 1310. Introduction to Ceramics

3 Credits (2+4P)

This course introduces the technical processes and conceptual concerns of working with ceramic material. Various methods of forming functional and expressive works out of clay are explored. Methods used include handbuilding and throwing, basic clay bodies, slip and glaze, and atmospheric firing.

ARTS 1320. Ceramics I

3 Credits (2+4P)

An introduction to the medium of clay incorporating hand building and wheel throwing to introduce the student to both the sculptural and utilitarian uses of clay. The student will also be introduced to a variety of glazing and firing techniques

ARTS 1410. Introduction to Photography

3 Credits (2+4P)

This course introduces the making of photographic images from a broad viewpoint to consider both as an art practice and as a cultural practice. The course covers technical information on camera use and functionality, composition and visual design, digital workflow and editing, professional functions of manipulating and enhancing images, and printing correctly and effectively. The historical aspects of photography are also covered. May be repeated up to 3 credits.

ARTS 1520. Digital Media I

3 Credits (2+4P)

This course provides an introduction to two of Adobe's major software applications, Illustrator and Photoshop, which are essential in creating artwork, designing promotional materials, websites and more. Part of the course deals with creating a variety of documents using the major tools of each program, and gaining an understanding of the contemporary graphic design industry and basic elements and principles of design. Community Colleges only.

ARTS 1610. Drawing I

3 Credits (2+4P)

This course introduces the basic principles, materials, and skills of observational drawing. Emphasis is placed on rendering a 3-D subject on a 2-D surface with visual accuracy. Other topics include historical and contemporary references as well as an investigation of linear perspective, line, value, shape, space & composition. May be repeated up to 3 credits.

ARTS 1630. Painting I

3 Credits (2+4P)

This course introduces the tradition of painting as a medium for artistic expression. Students will investigate materials, tools, techniques, history and concepts of painting. Emphasis is placed on developing descriptive and perceptual skills, color theory, and composition. May be repeated up to 3 credits.

Prerequisite(s): ARTS 1610.

ARTS 1710. Introduction to Printmaking

3 Credits (2+4P)

This course provides direct experience of exploring basic printmaking processes, including relief, intaglio, and monoprint processes, as well as the investigation of materials/media, tools, techniques, history, and concepts of printmaking. Emphasis is given to solving problems through thematic development while producing a portfolio of prints.

ARTS 1711. Computer-Based Illustration

3 Credits (2+4P)

Introduction to the principles of computerized drawing and design. Using the basic concepts, drawing tools, and vocabulary of Adobe Illustrator.

Prerequisite: ARTS 1610, ARTS 1240, or consent of instructor.

ARTS 1712. Digital Graphics

3 Credits (2+4P)

Importing and exporting images and text into various desktop publishing formats. Exploring imaging, drawing, and page layout applications. Introduction to typography.

Prerequisite: ARTS 1520.

ARTS 1713. Web Page Design

3 Credits (2+4P)

Introduction to the creation of well-designed and organized Web sites. Emphasis on building creative but functional user-friendly sites. Introduction to HTML, Flash, Java Script, and Web-authoring software. Community Colleges only.

Prerequisite: ARTS 1520.

ARTS 1810. Jewelry and Small Metal Construction I

3 Credits (2+4P)

This course introduces the basic techniques, materials, and tools traditionally used in the creation of jewelry and/or small-scale sculptural objects.

ARTS 2010. Portfolio Development**3 Credits (2+4P)**

This course presents the practicalities of building an art career with emphasis on developing a professional portfolio through visual aids, resumes, statements, and presentations. It covers professional practices of the studio artist including self-promotion, contracts, research tools for exhibition venues and other art related opportunities.

Prerequisites: ARTS 1712, ARTS 2611, and ARTS 1520, or consent of instructor.

ARTS 2355. Stained Glass**3 Credits (2+4P)**

Instruction in the fundamental fabrication and design techniques for stained glass. Introduction to visual decision making skills, historical, and critical issues of the medium. Community Colleges only.

ARTS 2410. Black & White Photography**3 Credits (2+2P)**

This course introduces the fundamental techniques of black and white photography, which includes camera functions and use, exposure techniques and film processing, traditional darkroom printing, and presentation of work. Same as ARTS 1410.

ARTS 2430. Photographic Portraiture**3 Credits (2+2P)**

This course covers the study of professional photography that involves people, including studio and environmental portraits. Topics include studio and exterior lighting techniques, and selecting lighting equipment and supplies. Restricted to: Community Colleges only.

Prerequisite(s): ARTS 1410 or FDMA 1545.

ARTS 2431. Introduction to Graphic Design**3 Credits (2+4P)**

Introduction to the principles of visual communication and digital media, letterforms, typography and identity marks. Projects produced using conventional and digital tools.

ARTS 2440. Photo Finishing & Presentation**2 Credits (1+2P)**

Use of visual language for personal expression. Freelance photography; care of original photos; preparation of portfolios, photographic markets, exhibitions and judging, galleries and copyrights. Students will prepare a photographic portfolio. Restricted to: Community Colleges only.

Prerequisite(s): FDMA 1545.

ARTS 2610. Drawing II**3 Credits (2+4P)**

This course introduces color and colored media as an element of composition while emphasizing descriptive and perceptual drawing skills and conceptual approaches to contemporary drawing. Restricted to ART and ANVE/DFM majors.

Prerequisite(s): ARTS 1610.

ARTS 2611. Advanced Computer-Base Illustration**3 Credits (2+4P)**

Design custom graphics and create special effects with filtering, special effects on type, graphing, technical illustrations, and three-dimensional drawing using Adobe Illustrator.

Prerequisites: ARTS 1212, ARTS 1711, and ARTS 1520, or consent of instructor.

ARTS 2616. Aspects of Drawing**2-3 Credits**

Continued work in drawing with emphasis on personal creative endeavor. Community Colleges only.

Prerequisites: ARTS 1610 and ARTS 2610.

ARTS 2630. Painting II**3 Credits (2+4P)**

This course focuses on the expressive and conceptual aspects of painting, building on the observational, compositional, technical, and critical skills gained previously. Students will investigate a variety of approaches to subject matter, materials, and creative processes through in-class projects, related out-of-class assignments, library research or museum/gallery attendance, written responses, and critiques.

Prerequisite(s): ARTS 1610 and ARTS 1630

ARTS 2635. Painting III**2-3 Credits**

Continuation of ARTS 2630.

Prerequisites: ARTS 1610, ART 1240 (for art majors), ART 1630, or consent of instructor.

ARTS 2671. Writing in Art**3 Credits (3)**

This reading- and writing-intensive course will introduce students to various approaches of writing about historical art.

ARTS 2839. Introduction to Sculpture**3 Credits (2+4P)**

Beginning sculpture students "explore space" while learning new processes and skills, including mold making, welding and woodworking.

ARTS 2993. Art Workshop**0.5 Credits (.5)**

Required for all freshman and sophomore Art majors for four semesters, this workshop is designed to build professional student cohorts within the Department of Art; incorporate visiting artist and scholar lectures into the curriculum; and actively involve students in exhibitions and gallery and departmental events. May be repeated up to 4 credits. Crosslisted with: ARTS 308. Restricted to: BA Studio Art, BA Art History BFA Studio Art, BFA Museum Conservation majors. Restricted to Las Cruces campus only.

ARTS 2996. Special Topics in Studio**1-3 Credits**

Specific subjects and credits to be announced in the Schedule of Classes. No more than 9 credits toward a degree.

Prerequisite: consent of instructor.