

# ARTS-ART STUDIO

## ARTS 1121. Studio Core I: Concept Development-Process and Play 3 Credits (2+4P)

This course is designed to introduce students to the process of making art from conception through research and execution without the expectation of technical proficiency in any one media area. This course focuses on a deceptively simple question. "What is Contemporary Art, and how can we make it?" Through the exploration of basic visual design concepts, collaborative learning, and interdisciplinary studio production, this course will help us to discover what it means to be an artist in the 21st century.

## ARTS 1122. Studio Core II: Formal Structure Tools & Techniques 3 Credits (3)

Introduce students to formal design concepts as well as to various technical skills and tools in order to explore and develop innovative forms of artistic expression.

### Learning Outcomes

1. Analyze and interpret visual elements within artworks, recognizing the application of formal design concepts.
2. Demonstrate an understanding of how formal design concepts contribute to effective visual communication and apply an understanding of how aesthetics enhance the overall impact and quality of artistic creation.
3. Explore and apply technical skills across a range of artistic mediums, including traditional and digital formats.

## 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.

### Learning Outcomes

1. Develop understanding of history, major styles and contemporary issues in art.
2. Introduce students to the language of visual perception and aesthetic evaluation.
3. Introduce students to the fundamental processes of visual perception and artistic expression.
4. Develop students' confidence in using various art materials for artistic expression.
5. Develop students' ability to verbalize ideas and processes in art making.
6. Develop student's ability to communicate through writing about art and art experiences.

## 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.

### Learning Outcomes

1. Produce art works that apply and organize the elements of two-dimensional form (line, shape, value, texture, color and space).
2. Produce artworks that apply the principles of two-dimensional design (harmony, variety, repetition, balance, rhythm, proportion, dominance, movement, and economy).
3. Demonstrate effective use of materials and techniques with consideration for craftsmanship and presentation.
4. Use visual art vocabulary in the development and critique of work
5. Explore concepts and ideas: from conceptual, realistic/referential to non-representational

## 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.

### Learning Outcomes

1. Apply the artistic qualities of the elements of art and principles of design to three-dimensional form.
2. Create 3 dimensional form using varied sculptural methods, construction techniques and media.
3. Produce 3 D design projects safely with proper use of equipment and materials.
4. Apply realistic, referential, and abstract concepts and ideas to projects.
5. Demonstrate knowledge of 3-D related art vocabulary, origin and trends in sculpture, and 3-D design fundamentals.

## 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.

### Learning Outcomes

1. Explain the transformation of the ceramic material from raw clay form to glazed ceramic object
2. Demonstrate proficiency of technical ceramic skills
3. Explain larger concepts and design principles
4. Apply basic 3-D design principles in the formation of a work of art, as they apply to the ceramic media
5. Create ceramic works of art based on conceptual prompts
6. Critically evaluate a variety of artwork
7. Gain an understanding of the history of ceramic art from a multicultural perspective

## 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

**Learning Outcomes**

1. Demonstrate through critical discourse or writing an introductory knowledge of the history of ceramics, and ceramic language and terminology.
2. Demonstrate through mechanical application an introductory knowledge of the properties of clays, glazes, and a variety firing techniques.
3. Produce a body of work that exemplifies good ceramic design through the effective use of form, surface, and color.
4. Through the production a body of work demonstrate competency in hand building and throwing on the wheel.

**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.

**Learning Outcomes**

1. Gain fluency with basic camera function as well as a working knowledge of other photographic equipment and software to produce technically competent photographs.
2. Have a familiarity with current image-editing software to enhance images as well as developing a digital workflow for the management of digital images.
3. Be able to develop creative solutions to visual photographic problems.
4. Gain awareness of contemporary issues in contemporary art photographic practice that can be applied to the one's own individual practice.
5. Develop the ability to critically analyze and discuss photographic images.
6. Print and produce a final project that demonstrates synthesis of ideas presented in the course readings, critiques, and individual research.
7. Demonstrate photographic terminology, and the many ways photographs function in society, both currently and historically.

**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.

**Learning Outcomes**

1. Demonstrate appropriate skills in configuring and navigating computer systems software applications as appropriate to digital image making needs including organization of files using keywords and running batch processes.
2. Exhibit an understanding of a layer based bitmap editing program, through photo retouching, precise use of selection tools, and color adjustment techniques.
3. Create imagery using a vector based illustration program which demonstrates an understanding of vector based drawing tools.
4. Integrate the use of bitmap and vector images using bitmap and vector based image making applications to demonstrate a basic

understanding of composition, color, and appropriate image size and resolution.

**ARTS 1543. Digital and Analog Drawing: Bridging Tradition and Technology****3 Credits (3)**

An introduction to the historical foundations and contemporary potential of drawing that combines digital and traditional approaches. Students will develop their ability to create and manipulate images by hand and with the aid of a computer, and learn to compare, translate, and integrate visuals made by old and new technologies. Students will gain a better understanding of digital tools, their expressive capacities, and their application within the context of drawing.

**Learning Outcomes**

1. Demonstrate proficiency in traditional drawing fundamentals (including line, value, perspective, and proportion) as well as the formal principles of composition.
2. Develop a working knowledge of traditional drawing materials and supports; digital drawing and 3d-modeling software, such as Adobe Photoshop, Adobe Illustrator, and SketchUp and competency in hardware (including scanners, printers, vinyl/laser cutters, monitors, and projectors).
3. Apply observational drawing skills to digital drawing while demonstrating an understanding of digital drawing's unique materiality.
4. Demonstrate critical thinking and problem-solving skills through the analysis and critique of traditional and digital drawings.
5. Understand historical foundations of drawing and articulate how this intersects with contemporary technologies and approaches.

**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.

**Learning Outcomes**

1. Produce drawings that demonstrate techniques and mechanics of observational drawing.
2. Demonstrate competency in the following practices: measuring and sighting, gesture, contour line, negative space, shape, value, space, volume, plane and texture.
3. Create drawings primarily from observation with black and white traditional drawing media.
4. Demonstrate effective verbal or written response to one's own art and the art of others.

**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.

**Prerequisite:** ARTS 1610.

**Learning Outcomes**

1. Produce paintings that demonstrate the tradition of methods, techniques, materials, and tools of oil painting.
2. Construct a variety of support structures and grounds on which paintings are created

3. Examine the historical origins and practices of painting from the personal, social and cultural perspective.
4. Identify and apply environmentally safe painting practices, care of tools, equipment, and facilities, as well as disposal of mediums, solvents and paints.
5. Apply basic color theory to representational and non-representational painting.

### **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.

#### **Learning Outcomes**

1. Properly operate a printing press and safely handle materials and equipment.
2. Demonstrate an adequate ability to utilize basic historical printmaking techniques that are widely relevant to contemporary, artistic expressions.
3. Utilize formal elements of art and design (line, shape, value, texture, space, and color), to create prints that are formally sophisticated.
4. Create imagery that contains conceptual depth, which can be interpreted by viewers with regard to social, cultural, political, geographical, and/or psychological experiences and relevance.

### **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.

#### **Learning Outcomes**

1. Demonstrate drawing with the pen tool.
2. Demonstrate the use of blending color and creating shapes.
3. Create spot colors and effectively use them in a page layout.
4. Demonstrate formatting and creating typography.
5. Demonstrate the use of layers, effects, graphic styles, symbols, and brushes
6. Demonstrate competency in creating digital graphics using of Adobe Illustrator software

### **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.

#### **Learning Outcomes**

1. Demonstrate competency in the use of InDesign software.
2. Create appropriate visual solutions based on target marketing information.
3. Demonstrate competency in the design and production of advertising and promotional materials.
4. Present ideas and concepts effectively and competently.
5. Visually demonstrate design solutions to be used in a portfolio

### **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.

#### **Learning Outcomes**

1. Outline the structure and functionality of a typical website.
2. Demonstrate design and layout skills.
3. Demonstrate competency in the use of Dreamweaver software.
4. Demonstrate competency in the use of photo editing software.
5. Demonstrate skills learned for website functionality.
6. Create an Internet compatible website.

### **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.

#### **Learning Outcomes**

1. Apply basic jewelry fabrication techniques (such as: piercing, cold connections, soldering, metal forming, casting and stone setting) to complete projects.
2. Create design sketches of the objects prior to fabrication.
3. Demonstrate knowledge of materials and safe practices for making jewelry, as well as small functional and non-traditional objects.
4. Analyze projects through critiques, oral presentations, and discussions.

### **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.

#### **Learning Outcomes**

1. Develop a portfolio package with visual aids, photographic documentation, resumes, bios and artist statements.
2. Analyze the qualifications, procedures and portfolio requirements necessary for professional art related opportunities.
3. Complete an oral presentation on a series of personal works.
4. Distinguish pathways for navigating the business side of being a professional artist.

### **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.

#### **Learning Outcomes**

1. Demonstrate successful operation of studio lighting equipment and accurately define lighting equipment terminology
2. Illustrate the principles of photographic lighting
3. Demonstrate and apply how to use and modify natural light effectively

4. Demonstrate understanding of different approaches such as formal, informal, candid, vernacular and their cultural implications
5. Distinguish historic and contemporary cultural notions informing different types of portraits

#### **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.

##### **Learning Outcomes**

1. Demonstrate working knowledge of the graphic design software.
2. Identify and apply basic design concepts for the purpose of visual communication.
3. Conduct visual research and create presentations on design topics.
4. Solve graphic design problems through solving fundamental communication challenges by sketching, drawing, typographic composition, use of image and color.

#### **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.

##### **Learning Outcomes**

1. Define your target market and create a complete "Personal Promotional Package"
2. Produce a professional Resume Cover Letter.
3. Produce a professional looking Business Card, Letterhead Mailing Labels
4. Produce a single page Promotional Piece, (and possible follow-up material)
5. Produce a PDF Formatted Portfolio (Create in Photoshop Export as PDF)
6. Produce a clean, professional looking traditional hard portfolio with 20-30 pieces
7. Present the Entire Promotional Portfolio and promo materials in a "Job Interview"

#### **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.

##### **Learning Outcomes**

1. Create drawings in wet and dry color media.
2. Practice analyzing and visually translating observed subjects from realistic, referential, and/or objective form, to non-representational or abstract imagery in drawings.
3. Compose fully developed drawings that include a conceptual or historical basis.
4. Engage in effective written and oral critique in response to one's own art and the art of others.

#### **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.

##### **Learning Outcomes**

1. Demonstrate competency in the use of Adobe Illustrator software.
2. Create appropriate visual solutions based on target marketing information.
3. Demonstrate competency in the design and production of advertising and promotional materials.
4. Present ideas and concepts effectively and competently.
5. Visually demonstrate design solutions to be used in a portfolio

#### **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.

##### **Learning Outcomes**

1. Advanced skill level in the visual dynamics of line involved in the creation of drawing.
2. Advanced skill level in the visual dynamics of shape involved in the creation of drawing.
3. Advanced skill level in the visual dynamics of value involved in the creation of drawing.
4. Advanced skill level in the visual dynamics of color involved in the creation of drawing.
5. Advanced skill level in the visual dynamics in the combination of line, shape, value and color involved in the creation of drawing.

#### **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

##### **Learning Outcomes**

1. Produce paintings building on the skills and techniques learned in Painting I
2. Solve unique format, support, ground, over and under texturing surface challenges
3. Practice analyzing and translating observed subjects from realistic, referential, and/or objective form, to non-representational imagery
4. Create paintings that explore personal content, stylization, symbolism, narrative, and/or iconography

#### **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.

##### **Learning Outcomes**

1. Color mixing and color relationships
2. Create illusions of space and volume
3. The student will strengthen his or her own personal artistic style.
4. Knowledge of the proper use and maintenance of painting tools

5. Explore and learn the technique of a master painter of the past.
6. Awareness of nature, "eye hand response," and an imaginative or personal use of the medium.
7. Awareness of the creative process, exploring unforeseen possibilities
8. An ability to work independently.
9. Understanding of painting styles and arts vocabulary

### **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.

#### **Learning Outcomes**

1. Be able to utilize a variety of traditional materials and sculpture processes, including: mold making, metal fabrication/wood fabrication, and the creative integration of mixed media.
2. You will learn to differentiate between objects and installations, and be prepared to explore sculpture in upper division, topics based courses.

### **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.

#### **Learning Outcomes**

1. Varies

### **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.

#### **Learning Outcomes**

1. Varies