

ART AND DESIGN-VISUAL ARTS

Courses

VAR 100. Art and Design Foundation. 1 Hour

Defines and examines the process of beginning a program of education in the visual arts within the larger context of the College of Arts and Sciences and the University. Integrates pragmatic and conceptual issues critical to liberal learning for visual arts students.

VAR 210. Visual Journal. 3 Hours

Students research, document and interpret their exploration, experience, and research of a given site through the sustained and mentored production of visual journals through interdisciplinary perspectives and various social and cultural issues. In the creation of these visual journals, which can take a variety of forms as personal interpretive projects, students research particular themes as they collect, compose, revise/edit visual materials in combination with written commentary and reflections toward the development of ever-deepening and thematically-focused visual engagements with place and the medium of the journal. May be taken for additional credit when topics change.

VAR 220. Visual Resources. 3 Hours

Students study a wide variety of visual elements, including many forms of visual communication as well as architecture, public spaces, and museums, in order to understand ways in which art and design play key roles in defining the unique cultural environment of a given site.

VAR 250. Diversity in Creative & Performing Arts. 3 Hours

This course serves to introduce students to the interdisciplinary fields of visual and performing arts through a critical multicultural and social justice lens that foregrounds the appreciation of diversity and enables the expansion of personal cultural competencies. This Integrative and Diversity and Social Justice CAP course will also engage students in creating performance and/or art in response to diversity and social justice issues.

VAR 299. The Exchange. 0 Hours

All Art and Design majors (BFAs and BAs) must complete the Exchange. Eligibility for the Exchange is determined by the student's advisor and is based on a student's progress in the major. Participation in the Exchange is determined by completion of Art and Design Foundation coursework and/or in progress at the time of the review. Prerequisites: Completion of studio art Foundation courses VAF 104; VAF 112; VAF 117; VAF 216; VAP 101 or approval of the student's advisor; For Art History students completion of VAH 129; VAH 201; VAH 202; VAH 203 and additional art history course work deemed relevant to the Exchange.

VAR 303. Scenic Painting. 3 Hours

Exploration through experiential learning of the tools, techniques and terminology used in the craft of scenic painting. The student will learn fundamental and advanced scenic painting techniques with additional emphasis on faux painting techniques and trompe l'oeil painting. Open to all university students.

VAR 315. Visual Ethics. 3 Hours

This course examines ethical questions within visual art and culture associated with the making, manipulation, use, sharing, and judging of images in society. With a focus ranging from historical imagery to imagery resulting from emerging technologies, students develop skills in the critical examination and/or making of images in the context of ethical issues. Prerequisites: PHL 103 or PHL 1HC.

VAR 330. Comparative Visual Culture in Film. 3 Hours

The course examines visual culture codes through a survey of global cinema. Students focus on the analysis and interpretation of visual culture through comparisons of western and non-western societies. Discussion topics may include race/ethnicity, gender/sexuality, age, disability and socioeconomic class issues. Students will examine the ways through which topics are depicted in film through visual language. The geographic regions and the main theme of cinema may vary each semester dependent upon the expertise each faculty member brings to class.

VAR 333. Constructions of Place. 3 Hours

Multidisciplinary, art and design-based course that explores the complex connections between our sense of place, space, and the environmental conditions that influence landscapes and communities on local and global levels. We use the history and practice of Eco-Art and comparisons of built and natural environments as a starting point to explore topics including art history, studio arts, photography, design and socially-engaged art through both scholarly and experiential, project-based learning.

VAR 345. Computer Modeling & Animation I. 3 Hours

Introduction to history, theory, and practice of three-dimensional computer modeling and animation for video, computer, and print media. Visualization, Cartesian space, simple polygonal modeling, surface rendering, and animation techniques will be explored.

VAR 347. Introduction to Community Arts Engagement. 3 Hours

Interdisciplinary introduction to the fundamental principles, strategies, and tools of community arts engagement and non-profit arts organization. Recommended for students with a background in any arts discipline, communication, English, and/or business. Required as an entry-level course to the undergraduate Certificate in Community Arts Engagement.

VAR 350. Art and Social Practice. 3 Hours

Exploration of varying modes of collaborative art production, for both artists and non-art students, towards the end of understanding and organizing for effective social change and/or inquiry within studio and community settings. Students organize, produce and exhibit an inter-disciplinary group project developed utilizing sociological and transdisciplinary lenses in an off-campus exhibition space and/or a final publication.

VAR 379. Sustaining Art and Faith. 3 Hours

Exploration of the interrelated nature of faith traditions and the art connected to those traditions in terms of how they inform and sustain each other. Pre-requisite: a Crossing Boundaries: Faith Traditions course. Prerequisite(s): REL 103 or AS1 110.

VAR 440. Computer Modeling & Animation II. 3 Hours

Detailed study of spline-based modeling, surface rendering and mapping, editing complex animation sequences, motion control, and other topics. Prerequisite(s): VAR 345.

VAR 445. Computer Modeling & Animation III. 3 Hours

Individual projects in conceptualization and production of animated sequence from storyboard to final presentation. Prerequisite(s): VAR 440.

VAR 477. Honors Thesis Project. 3 Hours

First of two courses leading to the selection, design, investigation, and completion of an independent, original Honors Thesis project under the guidance of a faculty research advisor. Restricted to students in the University Honors Program with permission of the program director and department chairperson. Students pursuing an interdisciplinary thesis topic may register for three semester hours each in two separate disciplines in consultation with the department chairpersons. Prerequisite(s): Approval of University Honors Program.

VAR 478. Honors Thesis Project. 3 Hours

Second of two courses leading to the selection, design, investigation, and completion of an independent, original Honors Thesis project under the guidance of a faculty research advisor. Restricted to students in the University Honors Program with permission of the program director and department chairperson. Students pursuing an interdisciplinary thesis topic may register for three semester hours each in two separate disciplines in consultation with the department chairpersons. Prerequisite(s): Approved 477; approval of University Honors Program.

VAR 488. Internship in Community Arts Engagement. 3-4 Hours

Arts work experience in approved community organizations for students pursuing the undergraduate Certificate in Community Arts Engagement. Prerequisites: MUS 347 or VAR 347 or THR 347.

VAR 490. Special Problems. 1-5 Hours

Advanced, independent study with faculty direction in a visual arts subject or topic that is not covered in existing, discipline-specific courses. Permission.

VAR 497. Senior Project Seminar, Presentation and Paper. 3 Hours

VAR-497 is a 3 credit hour capstone course to be taken in the senior year. Graduation requirement for Bachelor of Arts visual arts majors. Students select a faculty mentor committee and work with that committee to establish a capstone project topic, goals, outcomes, and timeline associated with the project. Students reflect upon their selected vocation in the visual arts by reviewing professional practices, standards and activities across several related disciplines. Students complete a senior project and paper, and give a public presentation of their research to be reviewed by faculty and peers. Faculty approval of project and paper is required for graduation. Prerequisites: Senior Standing, VAR majors only or permission of department chairperson.