

ARV - VISUAL ARTS

ARV 110 Computer Graphics I (2-3-3)

Offered Fall, Spring and Summer Semesters

Prerequisites: Placement into ENG 101 and MAT 105

This course is a study of the fundamentals of computer-assisted graphic design. It utilizes the Macintosh operating system and applications. No computer experience is required to enroll in this course.

ARV 114 Photography I (2-3-3)

Offered Fall, Spring and Summer Semesters

Prerequisites: ARV 110, ARV 121

This course is a study of the principles, terminology, techniques, tools and materials of basic photography. Students will learn manual camera controls while exploring digital capture techniques and a digital workflow. Emphasis is placed on photography as a creative medium for expression and visual communication.

ARV 121 Design (2-3-3)

Offered Fall, Spring and Summer Semesters

Prerequisites: Placement into ENG 101 and MAT 105

This course covers basic theories, vocabulary, principles, techniques, media and problem-solving in basic design. This is a foundation design course required for all beginning visual arts majors.

ARV 122 3-Dimensional Design I (2-3-3)

Offered Spring Semester

Prerequisite: ARV 121

This course is a foundation design course that examines the principles, theory, techniques and materials of three-dimensional form, space and structure.

ARV 205 Graphic Illustration (2-3-3)

Offered on a rotational basis

Prerequisites: ART 111, ARV 110

This course covers the tools and techniques used to create graphic illustrations for various types of print advertising.

ARV 210 Computer Graphics II (2-3-3)

Offered Fall and Spring Semesters

Prerequisites: ARV 110, ARV 121

This course is an advanced computer art course which includes a study of the creation of graphic design using electronic imagery. The focus of this class includes advanced Photoshop techniques of image creation and manipulation for output.

ARV 212 Digital Photography (2-3-3)

Offered Fall Semester

Prerequisite: ARV 114

This course is a study of the principles, terminology, techniques, tools and materials of basic digital photography. Images produced in this course will address the needs of the visual communication industry. Students will develop an advanced digital workflow while exploring on-location lighting techniques that utilize natural and artificial light sources to create innovative and effective images for both commercial and artistic applications.

ARV 214 Photography II (2-3-3)

Offered Fall Semester

Prerequisite: ARV 114

This course covers advanced projects in photography, including studio work. Through studying the properties of light, students will learn how to use artificial lighting for both commercial and artistic applications. The course includes, but is not limited to, lighting techniques for portraiture, editorial, still life, and product photography.

ARV 215 Photography III (2-3-3)

Offered Spring Semester

Prerequisites: ART 106, ARV 114

This course incorporates advanced projects in photography, including studio and lab work. Students will produce black and white prints through an exploration of darkroom photographic techniques including, but not limited to, film developing, negative enlargement, printing, toning, and digital scanning. Emphasis is placed on photography as a creative medium for expression and visual communication.

ARV 217 Computer Imagery (2-3-3)

Offered on a rotational basis

Prerequisites: ART 111, ARV 110

This course covers the use of the computer as a tool to create images that address the needs of the visual communication field. Course content includes the study of the printing process and pre-press production procedures from the design stage through the finished product.

ARV 222 Computer Animation (2-3-3)

Offered Spring Semester

Prerequisites: ARV 110, ARV 121

This course introduces techniques of creating the illusion of motion and three-dimensional space. This course covers basic components of digital design tools including vector, raster, modeling language and animation.

ARV 227 Web Site Design I (2-3-3)

Offered Spring and Summer Semesters

Prerequisites: ARV 110, ARV 121

This course is an introduction to the production of an interactive world wide web site. Course content focuses on the use of creative and analytical concepts that employ Adobe Dreamweaver, HTML and CSS coding, and Adobe Photoshop. The student will produce an efficient, optimized web site which meets a theoretical client's evaluated needs.

ARV 228 Web Site Design II (2-3-3)

Offered Fall Semester

Prerequisite: ARV 227

This course covers a study of advanced web site design techniques culminating in an interactive web site. Course content includes problem-solving in Dreamweaver with advanced HTML and CSS coding in multiple websites.

ARV 230 Visual Arts Business Procedures (2-3-3)

Offered Spring and Summer Semesters

Prerequisite: Placement into ENG 101

This course covers a study of professional practices involved in the organization and operation of businesses concerned with the visual arts. Students will create a business plan, a marketing plan and an identity package. Topics include copyright law, taxes, business plan development, workplace ethics, marketing, resumes and interpersonal skills.

ARV 241 Painting II (2-3-3)

Offered on a rotational basis

Prerequisite: ART 211

This course emphasizes personal expression in classical and modern techniques of painting. Continued study of compositional strategies and color relationships through abstract concepts and thematics will be stressed.

ARV 244 Sculpture I (2-3-3)

Offered Summer Semester

Prerequisite: ARV 121

This studio course develops skills in working with 3-dimensional traditional and nontraditional sculptural methods. Personal expression in static, installation, site-specific, temporal and conceptual sculpture is explored.

ARV 265 Graphics Art Portfolio (1-.5-1)

Offered on a rotational basis

Prerequisite: Permission of instructor

This course covers the development of strategies for entering the graphic arts industry and refining portfolios and resumes to meet professional standards. This course will give students both graphic design and production experience by working in a studio environment.

ARV 266 Seminar in Graphics Art (2-3-3)

Offered on a rotational basis

Prerequisite: Permission of instructor

This course offers an introduction to contemporary topics and issues in graphic design.

ARV 276 Studio Practicum I (2-3-3)

Offered Spring Semester

Prerequisite: ARV 110

This course includes advanced practical projects in graphic design, multimedia, animation, web design, photography, and/or computer imagery.

ARV 280 Visual Arts Exit Portfolio (2-3-3)

Offered Summer Semester

Prerequisite: Permission of instructor

This course covers the preparation of students' job-seeking or academic placement portfolios. The course includes lectures, demonstrations and studio work. Student work is evaluated based on concept and execution. Satisfactory completion of both a portfolio and a verbal presentation is required.