ART (AT)

AT 100. Hardware Configuration and Troubleshooting: Macintosh/Windows. 1 Credit Hour.
This course will address setting up the computer and connecting peripheral devices such as cameras, scanners and printers; partitioning the hard drive, adding RAM, installing software and virus protection, and troubleshooting simple problems. Advanced topics include networking and using a server. Additional lab hours may be required. Prerequisite: Reading Proficiency.

AT 105. Digital Printing. 3 Credit Hours.
Digital Printing surveys and studies printing technologies that support the disciplines of photography, design, and the fine arts. Students will learn optimal and alternate ways to prepare and produce digital files for output on varied media. At the end of the semester, a portfolio of prints will be produced that demonstrate knowledge in: capture and file origination, color management, appropriate resolution and file preparation, and overall print quality. Prerequisites: ART 275, ART 172, and Reading Proficiency.

AT 106. Motion Media Design. 3 Credit Hours.
This course provides instruction in the use of still imagery, typography, sound, special effects, video and other digital media to create animated, motion graphic sequences. Additional lab hours required. Prerequisites: ART 131 with a minimum grade of “C” and Reading Proficiency.

AT 120. Computer Drawing I: Illustrator. 3 Credit Hours.
This course is an investigation of vector imaging software used for the creation of drawings, typography and logotypes. Tools, palettes and menus will be learned, and methods of creating original expressive works will be developed. Students will investigate scanning reflective art, tracing, creating shapes, line control, color fills, and printing. Additional lab hours required. Prerequisites: ART 131 with a minimum grade of “C” and Reading Proficiency.

AT 121. Watercolor I. 3 Credit Hours.
A foundation course covering basic watercolor techniques and materials including washes, wet-into-wet, glazing, shading, color mixing and layering. Course will emphasize development of skills, diverse approaches and an individual style. Through the study of both contemporary and traditional watercolors, students will become familiar with the amazing potential of this medium. Class will paint a variety of subjects including still lifes and nature. Additional studio hours required. Prerequisite: Reading Proficiency.

AT 135. Web Design I. 3 Credit Hours.
This course is an introduction to creating and building Web pages that effectively deliver art and information for business/organizational communications. Industry-standard software will be used and beginning HTML and CSS computer languages will be covered as well as design principles and how they relate to Web design. Additional lab hours required. Prerequisites: ART 131 and ART 133 with minimum grades of “C” and Reading Proficiency.

AT 143. Web Design II. 3 Credit Hours.
This course continues the exploration of web site design and creation begun in Web Design I and introduces students to the methods and practices of creating graphics for use in interactive digital media. Students will also continue using standard web languages of HTML and CSS. Building and modifying content management systems (CMS) is a major focus of the class. Web sites are designed and built that utilize best practices for multiple-page site design and navigation, advanced layout solutions, and incorporating multimedia. Students will create projects to be used in video, on mobile devices, online, and for social media content as well as for interactive communication. Additional lab hours required. Prerequisites: AT 135 with a minimum grade of “C” and Reading Proficiency.

AT 146. 3D Modeling I: Surface Modeling. 3 Credit Hours.
This course focuses on the development of three-dimensional models for use in multimedia, industrial design, and character development. Creation of 3D objects and spatial environments will be studied, in addition to photorealistic rendering, texture mapping and lighting techniques. Additional studio lab hours required. Prerequisites: ART 131 or ART 275 and Reading Proficiency.

AT 151. Interior Specifications, Materials, and Methods. 3 Credit Hours.
This course is an in depth analysis of materials used in interior environments. Students will gain experience in the process of researching, evaluating, selecting, and specifying appropriate materials for interior environments. Special emphasis is placed on textiles and sustainable materials. Prerequisite: Reading Proficiency.

AT 152. Lighting Design. 3 Credit Hours.
Lighting Design introduces students to the functional and technical aspects of designing interior environments utilizing artificial and natural lighting. Topics include: lighting sources, fixture selection, color and human response, lighting calculations, codes, and application of lighting principles to residential and commercial interior design projects. Prerequisites: ART 151 and Reading Proficiency.

AT 175. Video Art I. 3 Credit Hours.
Students will explore video art as a personal expressive media for the individual artist, including work with specific software programs, sound equipment, and other tools used in the contemporary art world. Students will have the opportunity to investigate these technologies as they combine the various media to make artistic statements based on personal concerns and aesthetic decisions. Prerequisite: Reading Proficiency.

AT 176. Photography Workshop. 1 Credit Hour.
Photography workshops will cover a variety of subjects in photography. Multiple sections on different topics may be offered during the same semester. Topics can include bookmaking, hand coloring, emulsion lifts, medium format photography, night photography, etc. Additional hours required. Prerequisite: Reading Proficiency.

AT 177. Jewelry and Metalsmithing. 2 Credit Hours.
This course will introduce students to jewelry design and metalsmithing techniques. Students will be exposed to a variety of fabrication methods from a selection of cold-joining, soldering, sawing and piercing, metal forming, roll-printing, hammer and chasing, toll texturing, bezel stone-setting, pin backing systems, casting, and surface finishing. Additional lab hours required. Prerequisite: Reading Proficiency.

AT 195. Special Topics in Graphic Design. 1-3 Credit Hours.
This course allows for the exploration of special topics as they emerge in the field of graphic design, maintaining a curriculum of problem solving and critical thinking. Additional hours required. Prerequisites: ART 131 and ART 133 with minimum grades of “C” and Reading Proficiency.
AT 201. Mixed Media. 3 Credit Hours.
An introduction to mixed media (assemblage) art; the complementary component for design, drawing and figure drawing. An incorporation of all aspects of picture-making with an emphasis on experimentation, process and concepts with paint integration in the visual arts. Additional lab hours required. Prerequisites: ART 107, ART 109 and Reading Proficiency.

AT 204. Comic Book Illustration I. 3 Credit Hours.
This course emphasizes the basics of comic book illustration and techniques associated with this popular genre. Various materials and techniques will be explored to produce formatted comic strips. Additional lab hours required. Prerequisites: ART 138 with a minimum grade of "C" and Reading Proficiency.

AT 205. Dimensional Illustration I. 3 Credit Hours.
Students interested in Illustration will go beyond usual two-dimensional art methods to create dimensional art. Various material and techniques will be explored to introduce unique three-dimensional sculpture-based art methods to students. Additional studio hours required. Prerequisites: ART 138 and Reading Proficiency.

AT 206. 3D Miniature Studio Set Design. 3 Credit Hours.
Students interested in creating 3D Miniature Studio Sets will learn the basics of designing and constructing miniature sets for various entertainment venues and other related uses. The student will utilize skills learned in Drawing for Graphics and Illustration classes to execute imaginative sets. Additional studio hours required. Prerequisites: ART 138 and Reading Proficiency.

AT 207. Digital Illustration. 3 Credit Hours.
This course is an exploration of the methods and theories of creating illustrations using the computer as the medium. A special emphasis will be placed on creative processes and using computer graphic software to produce illustrations. Additional lab hours required. Prerequisites: ART 131 and ART 138 with minimum grades of "C" and Reading Proficiency.

AT 208. Fantasy Illustration I. 3 Credit Hours.
Students interested in Illustration will learn the basics and techniques used on books and gaming covers. The student will utilize skills learned in drawing for graphics and illustration to execute imaginative and creative illustrations. Additional lab hours required. Prerequisites: ART 138 and Reading Proficiency.

AT 210. Drawing Problems. 3 Credit Hours.
This course focuses on drawing problems of an advanced nature. It will stress the continued development of individual ideas formulated in ART 210. Additional lab hours required. Prerequisites: ART 210 and Reading Proficiency.

AT 212. Special Topics in Photography. 3 Credit Hours.
Special Topics in Photography allows for specialized study within the medium of photography by concentrating on a select set of materials, techniques, concepts, or aesthetic issues. Prerequisites: Reading Proficiency.

AT 213. Advanced Ceramics. 3 Credit Hours.
A self-directed learning experience for students. Course work may include throwing, glaze formulation, hand-building and kiln firing. Additional studio hours required. Prerequisites: ART 213 and Reading Proficiency.

AT 215. Advanced Printmaking. 3 Credit Hours.
A continuation of ART 115 and ART 215. Students will pursue a more individual course of instruction and portfolio development in the printmaking media. The student will choose from media taught in ART 115 and ART 215 to develop a portfolio of professional prints. Additional studio hours required. Prerequisites: ART 215 or permission of coordinator and Reading Proficiency.

AT 221. Watercolor II. 3 Credit Hours.
An expansion and application of the basic watercolor techniques from the foundation course AT 121 through a series of paintings. Course will emphasize color theory, composition and development of an individual style along with study of master watercolorists both past and present. Students will paint a variety of subjects including still lifes, landscape and the human figure. Development of individual response and fluency of technique will be emphasized. Additional studio hours required. Prerequisites: ART 121 or permission of coordinator and Reading Proficiency.

AT 225. Watercolor III. 3 Credit Hours.
An expansion of AT 221. The self-motivated student will work on advanced watercolor techniques in specific assignments and in self-directed paintings. Course will emphasize advanced color theory and development of content, subject matter, personal style and the ability to self-critique, with significant input from the instructor. Additional studio hours required. Prerequisites: AT 221 or permission of coordinator and Reading Proficiency.

AT 226. Watercolor IV. 3 Credit Hours.
An expansion of AT 225. The advanced and self-motivated student will work on specific assignments and on self-directed paintings with significant input from the instructor. Emphasis will be on using the watercolor medium to create sophisticated compositions, a thematic body of work and a personal style. Additional studio hours required. Prerequisites: AT 225 or permission of coordinator and Reading Proficiency.

AT 227. 3-D Studio. 3 Credit Hours.
This course provides students with the opportunity to pursue extended study in 3-dimensional studio disciplines. Additional studio hours required. Prerequisites: AT 213 or ART 216 and Reading Proficiency.

AT 229. Advanced Painting Projects. 3 Credit Hours.
This course will develop the painting and perceptual skills of students. The course is taught with an emphasis on individual study. Additional studio hours required. Prerequisites: ART 214 and Reading Proficiency.

AT 233. Storyboarding/Animatics. 2 Credit Hours.
This course is an introduction to pre-production planning for special effects and animation as applied to multimedia, interactive media, video and film. The class will focus on communicating the drama of movement and special effects through effective design and pacing. Course topics include storytelling, storyboarding formats and flowcharts, along with sound track and script interpretation. Additional lab hours required. Prerequisites: ART 111 and ART 131 with minimum grades of "C" and Reading Proficiency.

AT 234. Fundamentals of Animation. 3 Credit Hours.
This course teaches the basic principles of animation and how to apply them to create the convincing illusion of motion. They will explore the concepts of acting, staging, and storytelling through the creation of a number of short animated projects. Additional lab hours required. Prerequisites: ART 111 and ART 131 with minimum grades of "C" and Reading Proficiency.

AT 235. Animation Techniques: Digital 2D. 3 Credit Hours.
Building upon what the students learned in Fundamentals of Animation, students will further explore techniques for the creation of animated films and videos. This course will introduce students to the use of sound and lip-sync. Students will learn a variety of strategies for creating digital 2D animation including cell, cut-out ("flash" animation), and freehand. Additional lab hours required. Prerequisites: AT 234 with a minimum grade of "C" and Reading Proficiency.
AT 238. Special Topics in Animation. 1-3 Credit Hours.
This course allows for the exploration of special topics as they emerge in the field of animation, involving current software and delivery formats. Additional hours required.
Prerequisites: ART 134 with a minimum grade of "C" and Reading Proficiency.

AT 242. History of Graphic Communications. 3 Credit Hours.
This is a survey course on the history of graphic communications as it developed throughout human history. This course covers the history and development of visual communication, as relayed through the use of fine and applied art, printed words and imagery. Students study how historical events and culture influence advertising and design. Design developments in different cultures and how they affect each other is also explored.
Prerequisite: Reading Proficiency.

AT 246. Advanced Computer Art Applications. 3 Credit Hours.
This course is a continuation of Computer Art Studio. Students learn advanced software techniques that apply to graphic design and illustration. Industry standard software is used. Additional lab hours required.
Prerequisites: ART 131 with a minimum grade of "C" and Reading Proficiency.

AT 249. Multidimensional Design and Printing. 3 Credit Hours.
Students will learn to plan and design 3D objects and output them using 3D printers and other devices. Principles of 3D design will be examined, and various kinds of 3D printers will be explored, along with their operation and maintenance. The integration of 3D design and printing as a part of the creative process applied to various disciplines (such as product and packaging design) will be emphasized. Additional hours required.
Prerequisite: ART 131 and ART 133 both with minimum grades of "C" and Reading Proficiency.

AT 251. Computer Aided Kitchen and Bath Design. 3 Credit Hours.
Utilizing 3-D design software, students will learn to layout, design and specify residential kitchens and baths. Students will create 2-D and 3-D visual presentations and renderings of kitchen and bath interiors.
Prerequisite: Reading Proficiency.

AT 254. Workplace Learning: Interior Design. 3 Credit Hours.
This experiential course provides the student the opportunity to apply theory and skills learned in the classroom, learn new skills, and explore career possibilities while supervised by a professional in the field and a faculty member. Students will observe and participate in the functions of the interior design industry to enhance their preparation for entering the field. Minimum of 150 hours in the workplace throughout the term.
Prerequisites: Satisfactory completion of the first year of program, department approval and Reading Proficiency.

AT 275. Video Art II. 3 Credit Hours.
Video Art II is a continued investigation into video art as a personal expressive medium and includes work with computers, software, video and sound equipment, and other tools used in the contemporary art world. Students will have the opportunity to investigate these technologies as they combine the various media to make artistic statements based on personal concerns and aesthetic decisions. This course is specifically for the fine artist who wishes to use technology as a creative medium.
Prerequisites: AT 175 or permission of instructor and Reading Proficiency.

AT 276. Photo Imaging II: Photoshop. 3 Credit Hours.
This course explores intermediate methods of working with continuous tone images in an efficient manner. Topics include refinements in tonal and color adjustment tools, masking tools, typography tools, color modes, sharpening procedures, and compositing techniques. A portfolio of color images will be produced by the end of the course emphasizing the individual expressiveness of the student. Additional studio hours required.
Prerequisites: ART 275, ART 108 (may be taken concurrently) and Reading Proficiency.

AT 279. Alternative Photographic Processes. 3 Credit Hours.
This course explores the use of non-traditional methods, and a variety of hand-applied emulsions, to produce photographic images. Students will have the opportunity to create prints using historic processes (cyanotype, Van Dyke brown, gum bichromate, etc.) on a variety of papers or fabrics, as well as working with other light-based formats. Additional lab hours may be required.
Prerequisites: ART 165 and Reading Proficiency.

AT 280. Advanced Photography. 1-4 Credit Hours.
This course is a course that emphasizes both the conceptual and technical challenges of creating a cohesive, related body of work for either a portfolio or exhibition. Additional lab hours required.
Prerequisites: ART 166, ART 172 and Reading Proficiency.

AT 282. Workplace Learning: Graphic Communications. 1-3 Credit Hours.
This experiential course provides the student the opportunity to apply theory and skills learned in the classroom, learn new skills, and explore career possibilities while supervised by a professional in the field and a faculty member. Students will observe and participate in the functions of the business to enhance their preparation for entering the field. Minimum of 50 hours per credit in the workplace throughout the term is required.
Prerequisites: ART 234 with a minimum grade of "C" and Reading Proficiency.

AT 283. Digital Media Portfolio. 2 Credit Hours.
Preparing effective presentations of creative work within current digital formats is the focus of this course. Students will learn to edit, record and prepare material for the development of an effective portfolio, aiding the completion of their studies in various career programs. Recommended preparation: Permission of program coordinator. Additional lab hours required.
Prerequisites: ART 131 and Reading Proficiency.

AT 284. Special Topics in Illumination. 1-3 Credit Hours.
This course allows for the exploration of special topics as they emerge in the field of illumination, especially as related to problem-solving in current design formats. Additional hours required.
Prerequisites: ART 138 with a minimum grade of "C" and Reading Proficiency.

AT 285. Interior Design Codes and Specifications. 3 Credit Hours.
Interior Design Codes and Specifications explores codes, standards, and federal regulations that impact the design of the built environment. Students will analyze interior codes related to building and life safety, accessibility standards, sustainability practices, mechanical and electrical requirements, and furniture and finish selections. Students will then apply the codes requirements to interior design projects.
Prerequisites: ART 251 with a minimum grade of "C" and Reading Proficiency.

AT 286. Interior Design Business Practices and Ethics. 3 Credit Hours.
Interior Design Business Practices and Ethics provides an overview of common business practices and ethical standards in the interior design profession. Students will gain an understanding of the characteristics of the interior design profession, analyze strategies and solutions to common ethical situations, and develop interior design business documents.
Prerequisites: ART 251 with a minimum grade of "C" and Reading Proficiency.

AT 287. Architectural Graphics and Technology II. 3 Credit Hours.
Architectural Graphics and Technology II builds upon previous computer-aided interior design knowledge and introduces students to methods for utilizing building information modeling (BIM) software to create interior design drawings. Students will create presentation drawings, construction documents, schedules, and construction details for interior environments utilizing BIM software.
Prerequisites: ART 154, ART 251 both with minimum grades of "C", and Reading Proficiency.
AT 288. Interior Detailing and Construction Documentation. 3 Credit Hours.  
Interior Detailing and Construction Documentation focuses on the process of developing concept drawings into comprehensive detailed drawings to clearly communicate design choices in interior environments. Students will create detailed casework and construction drawings utilizing computer-aided design software.  
Prerequisites: ART 186, AT 287 both with minimum grades of "C" and Reading Proficiency.

AT 289. Interior Design Research Methods. 2 Credit Hours.  
Interior Design Research Methods explores common research methods used in the interior design profession. Students will research interior design-related topics utilizing quantitative and qualitative methods and synthesize information into a comprehensive research project.  
Prerequisites: ART 252, ENG 101 both with minimum grades of "C" and Reading Proficiency.

AT 290. Interior Design Professional Preparation. 1 Credit Hour.  
Interior Design Professional Preparation prepares students for the first phase of interior design professional certification. Students will explore the Interior Design Fundamental Examination (IDFX) content areas that cover the knowledge and skills interior designers must acquire to protect public health, safety, and welfare.  
Prerequisites: AT 285, AT 286, AT 287, AT 288, AT 289 all with minimum grades of "C" and Reading Proficiency.