

Art & Art History

Department Overview

The Department of Art & Art History at UTA started in 1937. Since that time, our programs have grown, with research areas providing outstanding undergraduate and graduate training in theory and experimental and applied art across a range of disciplines. We have the second largest art and design undergraduate program in Texas. Our graduates are sought after by both industry and academia because of their contemporary, up-to-date educational experiences. With a distinguished faculty we continue to educate a new generation of artists, designers, historians, and art educators. The award-winning faculty and students receive high praise and recognition for their research and creative accomplishments.

Our mission is to educate a wide range of students, cultivating their artistic, design, and critical thinking skills within a welcoming environment that encourages imaginative inquiry and experimentation. Our faculty develop innovative curriculum, creative practice, and research across art and design disciplines, bringing unique creative, art historical, and art education perspectives and expertise to our students, fellow cultural producers, and the wider communities with which we engage.

The Department of Art & Art History is accredited by the National Association of Schools of Art and Design (NASAD). Founded in 1944, NASAD is committed to upholding the highest standards of art and design education at universities, colleges, and conservatories across the U.S. and currently has over 300 accredited institutional members.

Graduate program (<https://catalog.uta.edu/archives/2025-2026/liberalarts/art/graduate/>)

Undergraduate programs (<https://catalog.uta.edu/archives/2025-2026/liberalarts/art/undergraduate/>)

Contact Information

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COURSES

ART 1300. FIRST YEAR SEMINAR IN ART. 3 Hours.

This is a required course intended to establish a solid overview of the Art and Art History Department for all first semester UTA students who intend to declare a studio art or art history major. Topics for the class can include: visiting artist speakers, attendance of exhibitions, writing assignments, surviving the advising process and concentration portfolio review, and library resources. Other topics may be discussed. This course may only be taken once for credit. This course includes student success curriculum and associated content and fulfills the University requirement for either UNIV 1101 or UNIV 1131.

ART 1301. ART APPRECIATION. 3 Hours. (TCCN = ARTS 1301)

Intended to develop an understanding, appreciation, and enjoyment of art in its many forms. Recommended as a fine arts elective for non-art majors.

ART 1305. TWO-DIMENSIONAL DESIGN. 3 Hours. (TCCN = ARTS 1311)

The principles and elements of two-dimensional design as expressed through concepts and problems with various media and techniques.

ART 1306. THREE-DIMENSIONAL DESIGN. 3 Hours. (TCCN = ARTS 1312)

Three-dimensional design principles will be explored to expand knowledge of various materials and develop an awareness of spatial elements as a creative expression.

ART 1307. DRAWING FUNDAMENTALS. 3 Hours. (TCCN = ARTS 1316)

Basic drawing principles and elements in varied media including such concepts and skills as hand-eye coordination, perceptual acuity, spatial organization, and interpretation of directly observed subjects.

ART 1309. INTRODUCTION TO ART HISTORY I: PREHISTORIC THROUGH 16TH CENTURY. 3 Hours. (TCCN = ARTS 1303)

Major developments in the art of the Mediterranean Basin and Europe from prehistory to the end of the 16th century.

ART 1310. INTRODUCTION TO ART HISTORY II: 17TH CENTURY TO THE PRESENT. 3 Hours. (TCCN = ARTS 1304)

The work of major figures in European and American art from the 17th century to the present.

ART 1317. INTRODUCTION TO ART HISTORY III: AFRICA, ASIA, AMERICAS. 3 Hours.

Introduces visual arts and cultural traditions of Africa, Asia, Oceania, and the ancient/indigenous Americas, including how bias from colonial narratives has factored into scholarship on these regions.

ART 2304. DIGITAL MEDIA. 3 Hours. (TCCN = ARTS 2348)

This course introduces students to a variety of digital software and hardware as applied to design and artistic concepts.

ART 2308. DRAWING CONCEPTS. 3 Hours. (TCCN = ARTS 1317)

Application of specific drawing skills with emphasis on personal expression. Course content will focus on conceptual development and media exploration as outlined by instructor. Previous drawing experience strongly recommended. Formerly listed as ART 1348. Credit will not be granted for both ART 1348 and ART 2308. Prerequisite: ART 1305 and ART 1307 or permission of instructor.

ART 2342. GLASSBLOWING. 3 Hours.

The manipulation, construction, and experimentation of glass as a sculptural medium. Emphasis will be on developing technical and aesthetic expertise in glassblowing and related techniques. Exploration of the conceptual application of the material will be addressed.

ART 2353. VISUAL COMMUNICATION FOUNDATION. 3 Hours.

Introduction to the studio practices in the area of Visual Communications. Focus is on advanced foundation design concepts and exposure to contemporary digital tools. In addition, an introduction to the purpose, industry, and broad history of visual communication will be established. Prerequisite: Art + Art History Major, Permission of Advisor, ART 1305.

ART 2354. TYPOGRAPHY. 3 Hours.

Creative problem solving using basic elements of visual communication with an introduction to typography, composition, and materials. Prerequisite: ART 2353 or permission of the instructor.

ART 2355. LAYOUT. 3 Hours.

Development and application of concept, layout, and design as related to visual communication. Prerequisite: ART 2353 or permission of advisor.

ART 2357. DIGITAL PHOTOGRAPHY FOR DESIGNERS. 3 Hours.

Introduction to the production of visuals through digital photographic imaging as related to the needs of the Visual Communication Design field. Students will study composition, camera function, studio lighting, and photographic proficiency to create compelling imagery. Students will be expected to incorporate these photographic skills and concepts into their design practice.

ART 2358. CINEMA PRODUCTION 1. 3 Hours.

Introduction to the video and filmmaking production process, techniques, history and aesthetics through the use of digital video, basic film, and basic digital (computer) video and audio editing. Students will write, produce, and edit a number of short original works.

ART 2360. INTRODUCTION TO PHOTOGRAPHIC CONCEPTS. 3 Hours. (TCCN = ARTS 2356)

Introduction to the essentials of photography including digital camera operation, editing software, inkjet printing, and utilizing the principles of photography for artistic expression. Students are encouraged to use their own digital camera; some cameras may be available for check out on a limited basis.

ART 2371. PAINTING. 3 Hours. (TCCN = ARTS 2316)

Fundamentals of painting, composition and techniques both traditional and contemporary. Prerequisite: ART 1305 and ART 1307 or permission of the instructor.

ART 2387. FILM ANALYSIS AND AESTHETICS. 3 Hours.

Students will critically engage in screenings of selected significant films and learn concepts and approaches to film analysis and criticism. The course will examine the emergence of the film form, the elements of film language, formal approaches and principles of film analysis, and the workings of motion pictures as a means of narrative expression.

ART 3300. METHODS FOR THE STUDY OF ART HISTORY. 3 Hours.

Sources and procedures of art historical research. Introduction to methodologies of art historical scholarship. Use of computer and data retrieval is emphasized.

ART 3302. ART OF ANTIQUITY. 3 Hours.

Ancient art and architecture of the Mediterranean Basin from the Aegean Bronze Age (3000 BCE) to the Late Roman Empire (4th century CE) with attention to the ritual and political uses of art. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3304. JAPANESE ART AND ARCHITECTURE. 3 Hours.

Art and architectural traditions of Japan from the prehistoric to the early modern period. Structured around specific artistic media and techniques that reflect the cultural and social movements informing artistic changes over time. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3305. MID-RENAISSANCE. 3 Hours.

Art and architecture in 15th century Italy, beginning with developments in Renaissance Florence. The relation of humanism and science to the visual arts, patronage, and the social and historical contexts of artistic production. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3306. BYZANTINE AND MEDIEVAL ART. 3 Hours.

Art and architecture of the Mediterranean Basin and Europe beginning with the Early Christian and Byzantine periods (330 CE) to the Gothic Era (14th century). Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3307. THE EARLY RENAISSANCE. 3 Hours.

Art and architecture of the Italian peninsula in the 13th and 14th centuries with attention to cross-cultural exchanges within Europe and across the globe. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3308. HIGH RENAISSANCE. 3 Hours.

Art and architecture of the Italian peninsula in the 16th century with attention to cross-cultural exchanges within Europe and across the globe.

Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3309. ART OF THE SILK ROADS. 3 Hours.

Exploration of the empires, cultures, and artistic hubs of the overland Silk Roads from the 3rd-10th centuries. Addresses the legacy of Silk Roads art in contemporary society through questions of the ownership of cultural heritage, repatriation of antiquities, and global trade. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3310. FILM AS ART. 3 Hours.

The history and aesthetics of the motion picture from 1895 to the present day. Screening and analysis of film as an artistic medium, focusing on various technical innovations, filmmakers, and landmarks of film history. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3311. AMERICAN ART. 3 Hours.

Focuses on the artists and communities that have shaped American art and national identity from the 18th to 21st centuries, including an emphasis on how contemporary artists amend these today. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3312. NEO-CLASSICISM AND ROMANTICISM. 3 Hours.

European and American art from 1760 to c.1840. Emphasis is placed on cultural and historical contexts. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3313. BACKGROUNDS OF MODERN ART. 3 Hours.

Painting, sculpture, and photography of the period c.1850-1900 in western Europe and the U.S., focusing on Realism, Impressionism, Post-Impressionism, and Symbolism. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3314. MODERN ART. 3 Hours.

The history of European and American art from the late 19th century to the mid-20th century. Emphasis on the formal and conceptual evolution of modernism in art and society, and on the rise of the avant-garde. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3315. IMPRESSIONISM. 3 Hours.

The history, theory, and aesthetics of Impressionist painting in France from 1860 to 1900. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3316. ANCIENT EGYPTIAN AND NEAR EASTERN ART. 3 Hours.

Explores the major art and architectural history of ancient Egypt, including relationships to the Near East and Mesopotamia. Religious, political, economic, and social contexts feature prominently as well as contemporary attitudes toward Egyptian antiquities. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3317. ART AND ISLAM. 3 Hours.

Explores the art of regions with significant Muslim populations and/or Muslim political leadership from the period of the Prophet Muhammad's life to the present. Students analyze how culture, religion, and cross-cultural relationships shape arts of these regions. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3318. THE JAPANESE UKIYO-E WOODBLOCK PRINT. 3 Hours.

Japanese art and cultural history seen through the Japanese woodblock print from the 17th century to the modern era. Technical developments, genres, and master designers examined within the context of East Asian visual traditions, the publishing industry, urban culture, and colonialism. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3319. ART AND ARCHITECTURE OF INDIA. 3 Hours.

Explores the art and architecture of the Indian subcontinent, covering prehistoric periods, the Indus Valley culture, the Vedic Period, early through historic Buddhist and Hindu states, the Islamic states/empires, the Colonial period, and contemporary art of independent India. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3320. ART OF THE ANCIENT AMERICAS. 3 Hours.

Explores the art, architecture, and archaeology of the Americas from the Paleoindian period through European colonization across North, Central, and South America. Students critically consider the biases of scholarship, colonial legacies, and contemporary perspectives. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3321. CHINESE ART AND ARCHITECTURE. 3 Hours.

Art and architectural traditions of China from the Neolithic to the early modern period. Structured around artistic media and techniques that reflect the cultural and social movements informing artistic changes over time. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3322. INTRODUCTION TO ART EDUCATION. 3 Hours.

This course studies the theories and outlines the history of art education and provides undergraduate students with the basic knowledge, skills, and strategies for teaching art. Students will be introduced to current issues in art education including multicultural, visual culture, technological art education, creativity, museum collaborations, and arts for special needs. The course will cover TEKS and national visual arts standards, a child's artistic development, learning styles, and philosophy. Also, students will learn and understand professional development resources. Prerequisites: None.

ART 3323. PLANNING AND CONSTRUCTING ART CURRICULA. 3 Hours.

This course reviews and introduces the elements needed to create art education curricula including production, performance and exhibition of visual art and other performing arts practices, historical and cultural contexts as well as critical and aesthetic response. Students will focus on curriculum development for both 2D and 3D artwork for various age levels. Prerequisite: None; however students are highly encouraged to take ART 3322 before, or concurrent with, this course.

ART 3324. 3D MODELING. 3 Hours.

An introduction to manipulating three-dimensional polygonal forms in digital space. Studying the complexities of modeling, texture mapping, and rendering solutions. Prerequisite: ART 1307.

ART 3325. STUDIES IN THE BAROQUE. 3 Hours.

Developments in European art and architecture in the 17th century with attention to cross-cultural exchanges within Europe and across the globe. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3326. SEQUENTIAL ILLUSTRATION. 3 Hours.

The fundamentals of ordering illustrations for both process and finalized works. Focusing on series of images to tell stories and convey the passage of time. Previously offered as ART 2331. Prerequisite: ART 1307.

ART 3330. 18TH CENTURY ART. 3 Hours.

A history of European and American art from the end of the Baroque era through the Rococo and Neoclassical styles to the beginning of Romanticism. Emphasis will be on cultural and global contexts in which paintings, prints, sculptures, and architecture were produced. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3331. BRITISH ART. 3 Hours.

An overview of British art from prehistory to the present with an emphasis on the period from the 17th century to the present. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3332. ART OF SUB-SAHARAN AFRICA. 3 Hours.

An examination of the art and architectural traditions of cultures within and south of the Sahara Desert of Africa. Emphasis is on indigenous visual traditions prior to Muslim and European contact and contextualizing our understanding through anthropological perspectives. This course incorporates critical considerations of the biases involved in the study of sub-Saharan arts. May include participation with local African arts and archival collections and various campus collections to undertake experiential analysis of primary sources. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3333. ALTERNATIVE PHOTOGRAPHIC PROCESSES. 3 Hours.

This class explores the use of hand-made, physical photographic processes, both historical and modern. Techniques may include camera obscura, pinhole, cyanotype, VanDyke brownprint, tintype, and inkjet negatives. May be repeated for up to six hours credit. Prerequisite: Six hours to be selected from: ART 1305, ART 2360, ART 2371, or ART 3343; or permission from the instructor.

ART 3340. KILN FORMED GLASS. 3 Hours.

The exploration of various non-blowing techniques of glass construction and manipulation. Students will use kilns to explore fusing, slumping, pate de verre, and casting. May be repeated for credit.

ART 3341. SCULPTURE. 3 Hours.

An exploration of sculptural forms, concepts, and methods through various media. Emphasis on contemporary processes and individual expression. May be repeated for credit. Prerequisite: ART 1306. For non-art majors, permission of the instructor.

ART 3342. INTERMEDIATE GLASSBLOWING. 3 Hours.

Continued technical and aesthetic development, manipulation, construction, and experimentation with glass as a sculptural medium. Other techniques may be introduced in order to explore a stronger conceptual application of glass. Prerequisite: ART 2342 or permission of the academic advisor.

ART 3343. PRINTMAKING. 3 Hours.

Development in the technical and conceptual practice of printmaking. Emphasis placed on an understanding of the history, theory and philosophy of independently published prints. Both traditional and nontraditional processes for creating printed images will be explored, including: lithography, relief, intaglio, silk screen, monoprints, book arts, and photomechanical technologies. Prerequisite: ART 1305 and ART 1307 or permission of the instructor.

ART 3344. NEON AND ILLUMINATED GLASS ART. 3 Hours.

Basic techniques of luminous glass tube manipulation as a contemporary art form. Emphasis on hot glass bending, design, pattern making and electrical systems. Prerequisite: ART 1306 or permission from the instructor.

ART 3345. WORKS ON PAPER. 3 Hours.

The class will focus on works on paper as a finished work of art as opposed to being preliminary study for paintings, sculptures, and other disciplines. Class may work in a variety of media including watercolor, drawing, collage, painting and mixed media. Personal creativity and development is stressed along with critical thinking and analysis. May be repeated for credit. Prerequisite: ART 1306, ART 1307, and ART 2308 or permission of the instructor.

ART 3346. PAPERMAKING. 3 Hours.

Procedures for the understanding and development of both Eastern and Western handmade papers. Focus will be on sheet-forming, casting, and marbleizing papermaking processes. Emphasis placed on personal expression, process, and innovation. May be repeated for credit. Prerequisite: ART 1305, ART 1306.

ART 3347. ADVANCED DRAWING. 3 Hours.

Conceptual and expressive problems to encourage independent thinking with regard to contemporary drawing issues. May be repeated for credit. Prerequisite: ART 2308.

ART 3348. LIFE DRAWING. 3 Hours.

Drawing of the human figure using a variety of media in the solution of figure construction problems with emphasis on perceptual and creative expression. May be repeated for credit. Prerequisite: ART 2308.

ART 3349. WATER MEDIA PAINTING. 3 Hours.

Transparent and opaque water color media and techniques. Emphasis on conceptual and manipulative skills. May be repeated for credit. Prerequisite: ART 1305, ART 1307, and ART 2371 or permission of the instructor.

ART 3350. SCREENWRITING 1. 3 Hours.

Students will learn the principles of storytelling and will apply these principles to the craft of screenwriting. As part of this process students will learn to evaluate and improve their own and other's original stories, characters, dramatic conflict, dialogue and descriptions. All screenplays must use proper screenwriting formatting and all creative projects must demonstrate the use of content introduced in class. Offered as ENGL 4330 when that course is taught as Screenwriting; credit will be granted in only one department. Prerequisite: ENGL 1301 and ENGL 1302 or permission of instructor.

ART 3351. ILLUSTRATION FOR DESIGN. 3 Hours.

Practical approach to concepts, techniques, and problem solving for crafting and integrating illustration with typographic elements for successful layout solutions. Prerequisite: ART 2354 and ART 2355.

ART 3352. DIGITAL IMAGING. 3 Hours.

Basic course in computer imaging for art majors. Emphasis is on the introduction and use of the computer as a tool for personal expression. Fundamental principles in electronic media are explored with additional emphasis on experimental and innovative techniques. May be repeated for credit. Prerequisite: ART 2304.

ART 3354. SIGN AND SYMBOL. 3 Hours.

Design and problem solving focusing on transformation of visual elements into logos, logotypes, information and environmental graphics. May only be taken once for credit. Prerequisite: ART 2353, or permission of the advisor.

ART 3355. ADVANCED TYPOGRAPHY. 3 Hours.

Typographic theory exploring traditional and non-traditional forms, both historical and contemporary typographic achievements. Prerequisite: ART 2354, ART 2355, or permission of the advisor.

ART 3356. INTERACTIVE DESIGN CONCEPTS. 3 Hours.

Guides design students to understand and apply fundamental principles that are required to progress through all interactive design courses in our area. Students will become familiar with key concepts and techniques for web-based typographic systems, information hierarchy, navigation strategies, user connection, and grid applications. This course was formerly titled Web Typography. Prerequisite: ART 2355.

ART 3357. SUSTAINABLE DESIGN. 3 Hours.

An overview of critical environmental issues that affect the contemporary practice of visual communication. Emphasis on ethics, environmental and society responsibility, and creative visual problem solving. Course may include, but is not limited to, lecture, discussion, reading, and creative design exploration. Prerequisite: ART 2354 and ART 2355.

ART 3358. CINEMA PRODUCTION 2. 3 Hours.

Continuation of ART 2358 with emphasis on more advanced concepts, production techniques, film/video history, and aesthetics. May include basic 16mm film production, digital video post-production and studio editing. Students will propose, write, produce and edit a number of short, original works. Prerequisite: ART 2358 or permission from the instructor.

ART 3359. APPLYING AND TEACHING ART CURRICULA. 3 Hours.

This course provides art education students with an overview of teaching in the K-12 art classroom through further exploration in curriculum and instructional methods as well as observation in the DFW area public schools. Students are provided opportunities to observe various work situations, to reflect on their own education, and to examine teaching practices within the arts. Emphasis is placed on both 2D and 3D studio issues. Students are expected to develop professional skills in observation and written and oral communication. The material in this course serves to establish a foundation for building professional awareness and a normative philosophy of art education. Prerequisite: ART 3323.

ART 3360. BLACK AND WHITE PHOTOGRAPHY. 3 Hours.

This course introduces students to black and white photography as a means to express ideas and become more aware of the potential of photographic art. Some coursework may be digitally based but the emphasis will be on analog black and white processes. Students will learn how to use various film camera formats, process film, and produce black and white darkroom prints. May be repeated for credit. Prerequisite: ART 2360 (or equivalent), or permission of instructor.

ART 3361. SITUATIONAL LIGHTING. 3 Hours.

This course is a skills based class that will explore augmenting and improving existing light at photographic locations. Prerequisite: ART 2360 or permission of instructor.

ART 3362. MOTION GRAPHICS AND ANIMATION. 3 Hours.

This course will introduce motion graphics and animation techniques using traditional and computer forms. Theoretical and conceptual approaches to motion graphics design and techniques will be explored using international examples. Students will complete several animation projects with increasing complexity during the semester. Prerequisite: ART 2358 or permission from the instructor.

ART 3363. CLAY. 3 Hours.

The various methods of construction, manipulation, and decoration of clay. The integration of form, design, and concept, emphasizing clay as an expressive medium. Prerequisite: ART 1306. For non-art majors, permission of the instructor.

ART 3364. INTERACTIVE STORYTELLING. 3 Hours.

An exploration of interactive principles and narrative structures. Examining and crafting the flow of consequential decision-making with a non-linear story. Prerequisite: Permission from the instructor.

ART 3365. CONCEPT ART. 3 Hours.

The study of ideating environments, characters, and objects through digital painting. These concepts are utilized during the planning phases of complex projects to set the direction of the assets and experiences. Prerequisite: Permission from the instructor.

ART 3366. 2D ANIMATION. 3 Hours.

An overview of two-dimensional computer animation utilizing animation principles, pose-to-pose and straight-ahead techniques, and digital workflows for the purpose of creating believable kinematics. Prerequisite: ART 2331.

ART 3367. 3D ANIMATION. 3 Hours.

An overview of three-dimensional computer animation utilizing 3-D models, textures, rigging, and key frame animation for the purpose of creating believable kinematics. May be repeated for credit. Prerequisite: ART 2330 and ART 2331.

ART 3368. DIGITAL PAINTING. 3 Hours.

This course focuses on digital painting techniques and methods, to expand student vocabulary of painting terms and ideas, and to develop their pictorial, technical and expressive skills. Prerequisite: ART 2371.

ART 3371. INTERMEDIATE PAINTING. 3 Hours.

Continued development of painting techniques, composition and exploration of traditional and contemporary media. Specific problem solving assignments, creative thinking, and idea development will be emphasized. Prerequisite: ART 2308, ART 2371 or permission of the instructor.

ART 3374. PACKAGING & 3D CAD. 3 Hours.

Packaging structure design, materials, performance, testing and sustainability. The curriculum integrates with the Corrugated Prototype Design and CAD Production Lab (CORRPRO). Students use 3D structural design software, a variety of materials, and a computer-aided design (CAD) table to produce significant packaging solutions. Prerequisite: ART 1306 and ART 2353.

ART 3383. MOLDMAKING & CASTING IN CLAY. 3 Hours.

Continuation of ceramic media techniques and forming processes. The introduction of moldmaking, mold forming, slipcasting, tile design, kiln firing, and glaze techniques. Prerequisite: ART 3363 or permission of the instructor.

ART 3384. CINEMATOGRAPHY. 3 Hours.

An intense study of the visual language/style of film imagery through cinematography, lighting, gaffing, gripping, and extensive camerawork. Students will use digital equipment to shoot exercises, light sets and locations, and learn to accurately expose, color correct, and manipulate motion picture film. Students will also learn the proper use of advanced lighting equipment, professional production standards, camera crew responsibilities, and how to interpret a scene through visuals. Students will work in digital video and/or 16mm film format. May be repeated once for credit. Prerequisite: ART 2358 and ART 2360 or permission of instructor.

ART 3386. DIRECTING 1: ACTOR LAB. 3 Hours.

This course is designed to help student directors understand how actors approach their craft and will study the language of acting and various techniques and approaches for casting. Directors and actors will work together in rehearsal and on set to craft a performance for film and develop confidence in the skills necessary for collaboration. Prerequisite: ART 2358 or permission of instructor.

ART 3387. DIRECTED SCREENINGS. 3 Hours.

This course will screen significant films. It will examine the emergence of the film form, the elements of film language and the significance of film form and style. Motion pictures will be screened weekly with commentary or discussion by film faculty in class. This course may be taken only once for credit.

ART 3388. DIRECTING 2: VISUAL STORYTELLING. 3 Hours.

This course will cover the relationship of actor performance to the placement and/or movement of the camera and other cinematic techniques. Students will explore approaches to visual style and distinctly cinematic expression and study specific shot compositions, camera movement and blocking dynamics. Prerequisite: ART 3358 or permission from the instructor.

ART 3389. CONTEMPORARY ART. 3 Hours.

A focus on the period from 1980 to the present, exploring global contemporary art themes, across aesthetics and identity, considering the legacies of minimalism, pop and conceptual art, and practices of performance and activist art. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3390. HISTORY OF GRAPHIC DESIGN. 3 Hours.

A broad overview of the history and evolution of design from prehistory to the present day. Course emphasis is on the cultural and technological contexts that influenced the practice of graphic design in Europe and the United States. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317 and permission of advisor.

ART 3391. HISTORY OF PHOTOGRAPHY. 3 Hours.

The history of still photography from its inception to the present. Emphasis on the conceptual and technical evolution of photography as an artistic medium. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3393. ART AND GENDER. 3 Hours.

Approaches to the interpretation of art from the stance of gender and feminism. Emphasis is placed on the work of significant female artists and on the gendered representations of art. Offered as ART 3393 and GWSS 3393; credit will be granted only once. Fulfills the Social/Cultural Studies requirement. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 3399. DISABILITY AND ART. 3 Hours.

Explores the many connections between disability and art, including both art created by people with disabilities and the wide variety of artistic representations about disability. Examines the purposes of art-making by people with disabilities: for therapeutic reasons, as a means of self-expression, to achieve professional goals, or as an act of activism. Investigates historical depictions of disability in art as well as art's role as a visual voice for the disability rights movement. Offered as DS 3399 and ART 3399; credit will only be granted once. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor or Disability Studies.

ART 4100. SENIOR EXHIBITION. 1 Hour.

Application of professional practices for graduating BFA art majors. Primary concentration is preparation for BFA exhibition/presentation. Prerequisite: ART 4300 or, for Design students, ART 4356.

ART 4101. PORTFOLIO PRESENTATION. 1 Hour.

This course is the capstone of the Bachelor of Arts track. Working with their advisor, students will prepare an artist's talk about their work and deliver this presentation at an advertised public lecture. This course is to be taken in the student's last semester before graduation.

ART 4191. INDEPENDENT STUDY. 1 Hour.

Mature, capable students may be permitted to pursue individual art problems. Problems must be stated in writing, a definite conference schedule arranged, and the paperwork must be approved by both the supervising faculty member and the department chair prior to registration. May be repeated for credit for varied subject matter. Prerequisite: B average in art concentration.

ART 4291. INDEPENDENT STUDY. 2 Hours.

Mature, capable students may be permitted to pursue individual art problems. Problems must be stated in writing, a definite conference schedule arranged, and the paperwork must be approved by both the supervising faculty member and the department chair prior to registration. May be repeated for credit for varied subject matter. Prerequisite: B average in art concentration.

ART 4300. PROFESSIONAL PRACTICES. 3 Hours.

Professional practices for upcoming graduating BFA art majors in studio and media concentration, excluding design students. Exploration of professional capabilities applied to media and studio areas. Emphasis on complex professional skills, knowledge and presentation.

ART 4302. VISUAL CULTURE & CREATIVITY. 3 Hours.

A critical investigation of personal, national, and global identities. Personal and communal narratives surrounding visual culture define and construct meaning in our everyday lives. Visual culture is investigated as a site through which social and cultural definitions, norms and values, and expectations are reinforced, constructed as well as challenged. The goals for this course are to develop students' skills in critical thinking that revolve around artwork, writing, reading, and oral expression and foster an understanding of the pluralistic nature of institutions, society, and culture(s) of the United States and beyond. Prerequisite: 6 credits from the following Art Foundations courses: ART 1305, ART 1306, ART 1307, or ART 2304.

ART 4304. ART AND THE HUMAN CONDITION. 3 Hours.

A seminar offered to students in majors across campus, undergraduate and graduate. Practice in the analysis of visual information and discussion of topics which relate to medical humanities, disability studies, the impact of race and ethnicity, the representation of aging, narrative medicine, and art therapy. Students engage in research and creative projects and present their works to the class. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor, Medical Humanities, or Disability Studies.

ART 4307. SPECIAL TOPICS IN ASIAN ART. 3 Hours.

Special studies seminar dealing with various aspects of the history and development of Asian art, architecture, and archeology. May be repeated for credit. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4308. FINE ART MUSEUMS AND RESEARCH COLLECTIONS. 3 Hours.

Examines current issues and developments in museum practice. This course uses area museums, auction houses, and research collections as a learning resource. This course is supplemented by on-site visits and readings. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4310. TOPICS IN CINEMA STUDY. 3 Hours.

Historical surveys of nonfiction film, experimental cinema, and genres (e.g., the western, the gangster film, science-fiction films), as well as geographical or national movements (e.g., German expressionism, Italian neo-realism, French new wave) and film theory and criticism. The particular subject will change from year to year. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission of the instructor.

ART 4311. SCRIPT TO SCREEN. 3 Hours.

This course for Cinematic Arts majors is a high energy merger of a production class and a short film writing class to both write and produce a film per week during the Summer sessions. Students in this class will have a realistic view of the production consequences of writing for the screen. May be repeated once for credit. Prerequisite: ART 3350 or permission of instructor.

ART 4312. TOPICS IN 19TH CENTURY ART. 3 Hours.

Topics from c.1780 to 1900, such as the analysis of an individual movement, medium, or theme. May be repeated for credit as course content changes. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4313. COLLECTIONS MANAGEMENT. 3 Hours.

This course will examine the history of museum and research collections, long-term care and sustainability of works, and the concerns of ethics and law in relation to acquisition and management of these collections. This course is enriched by guest speakers and on-site visits to area collections. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4314. TOPICS IN 20TH CENTURY ART. 3 Hours.

Topics from c. 1900 to c. 2000, such as analysis of an individual movement, medium, or theme. May be repeated for credit as course content changes. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4315. ASPECTS OF CONTEMPORARY ART. 3 Hours.

Topics from c. 1970 to the present, such as performance and conceptual art, art in and about the natural environment, post-modernism and critical perspectives, art in the social context, and the genres of the 1980s. May be repeated for credit. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4316. COLLECTING ASIA: THE HISTORIOGRAPHY OF COLLECTING ASIAN ART. 3 Hours.

This seminar explores the complicated history of the collecting of Asian art over the past two centuries. From the 19th century European fascination with Japanese woodblock prints to the rush to remove Buddhist artifacts from Central Asia at the turn of the twentieth century, this course examines significant moments in the collecting of Asian art through case studies drawn from major international museums. Students will have the opportunity to work directly with primary source objects and documents as they learn more about the complex lives of museum artwork. Prerequisite: Any two of these three courses: ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4317. ART AND ISLAM. 3 Hours.

This upper level art history course studies Islamic art and architecture from the seventh century to the present, covering arts from the Arabian peninsula, north and west Africa, southern Europe, central Asia, and south Asia. Emphasis may also be given to the cultural and religious aspects that shape Islamic art including sacred architecture, calligraphy, and pilgrimage. Prerequisites: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4318. ADVANCED DIGITAL IMAGING. 3 Hours.

Advanced level course in computer imaging for art majors. Conceptual as well as expressive problems are introduced to encourage independent and creative problem solving in digital imaging. Emphasis is placed on both manipulation of photo-based media and creation of two-dimensional animation. May be repeated for credit. Prerequisite: ART 3352.

ART 4320. EXPERIMENTAL PHOTOGRAPHIC FORMS AND METHODS. 3 Hours.

Students will explore different approaches to photography that emphasize photographs as objects and/or as projected imagery. Projects may include use of collage, appropriation, installation, found objects, and other techniques. Lectures and discussions will examine experimental uses of photography in historical and contemporary art. Prerequisite: 6 hours to be selected from ART 3333, ART 3360, ART 4359, ART 4360, ART 4363, or ART 4370; or permission of instructor.

ART 4321. EXHIBITION DESIGN. 3 Hours.

An overview of exhibition design techniques and practices using hands-on experiential learning in collaborative and individual exhibition tasks. Students will learn how to conceptualize, design, plan, and prepare exhibits in a variety of styles, including, fine art, historical, contemporary, and satellite. Exhibition design will also be explored in a variety of formats, which may include digital design of exhibitions, exhibition and museum presence on social media platforms, online marketing techniques, and interactive engagement of exhibition audiences through digital and electronic media. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4323. CRITICAL WRITING FOR MUSEUMS AND GALLERIES. 3 Hours.

Explores the critical writing skills and formats most frequently utilized with museum, gallery, and institutional workplaces. An examination of the styles of writing employed within fine art settings and focus on didactics, exhibition reviews, promotional and publication materials, and museum/gallery research analysis. Alongside a variety of skill-building activities, an intensive artifact/artwork investigation resulting in a written component will be created. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4324. MONUMENTS AND LIVING HISTORY. 3 Hours.

Immerses students in broad forms of art historical and museum studies engagement via interactive experiences with "living" history. Students will visit locations of historical and art historical importance and work directly with art historians, artists, reenactors, and specialists who focus on bringing cultural history to life for the public. Includes engagement with Texas-based living historical monuments located in the greater DFW area. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4325. ART DIRECTION. 3 Hours.

An advanced workshop researching, exploring, and applying multi-dimensional cinematic visual design concepts used to render and achieve the look, dynamics, and visual style of cinematic work in service of a director's vision. Prerequisite: ART 2358 and ART 2387; or with permission from the instructor.

ART 4330. 2D GAME CREATION. 3 Hours.

The principles of 2D game design and production as a multidisciplinary field for creating interactive experiences with an emphasis on win-lose scenarios, cognitive flow, and reward-based systems. Prerequisite: ART 3364 or permission from the instructor.

ART 4331. TOPICS IN EARLY MODERN ART. 3 Hours.

An in-depth study of topics in European art from the 14th through the 17th centuries, including cross-cultural exchange. May be repeated for credit as course content changes. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4332. RACE, GENDER, AND DISABILITY IN EARLY MODERN ART. 3 Hours.

An in-depth study of the varied ways in which race, gender, and disability find expression in art from the 14th through 17th centuries. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; and permission from the instructor.

ART 4333. 3D GAME CREATION. 3 Hours.

This course covers the principles of 3D game design and production as a multidisciplinary field, creating an interactive experience with an emphasis on win-lose scenarios, cognitive flow, and reward-based systems. Prerequisite: ART 3367 3D Animation and ART 3364 Interactive Storytelling.

ART 4334. UX/UI FOR DESIGNERS. 3 Hours.

Concentrated study in User Experience Design research and processes as applied to user interfaces and digital products. Students will incorporate the use of recognized industry standards such as Design Thinking (DT) and Human Centered Design (HCD) to deepen their understanding of UX/UI Design principles and processes. Students will create projects showcasing their ability to strategically design user-centric solutions that effectively meet the needs of diverse audiences by bridging the gap between platforms and users. Prerequisite: Art 3356 Interactive Design Concepts.

ART 4339. MOTION DESIGN & KINETIC TYPE. 3 Hours.

Introduces students to effective and engaging communication design using motion graphics, including applications in advertising, broadcast, web/app integration, and social media. The integration of moving design elements and dynamic typography are explored and matched to audio cues following the theories of kinetic composition and aesthetics. Students will study the history of pioneers in the field. Prerequisite: ART 2354 & ART 3356.

ART 4340. ADVANCED KILN FORMED GLASS. 3 Hours.

Continuation of ART 3340. This class focuses on glass kiln forming techniques and concepts including kiln casting, fusing, slumping, and various cold working processes. Emphasis is on using glass as an expressive and creative art media. Prerequisite: ART 3340 or permission of instructor.

ART 4341. ADVANCED SCULPTURE. 3 Hours.

Advanced work in continuation of ART 3341. Students are encouraged to develop a creative style in their own personal direction. A variety of materials and techniques is explored. May be repeated for credit. Prerequisite: ART 3341 or permission of the instructor.

ART 4342. ADVANCED GLASS. 3 Hours.

Continued development of ART 3342 with emphasis on advanced technique, manipulation and form development. Course assignments will emphasize personal creativity and exploration. May be repeated for credit. Prerequisite: ART 3342 or permission of instructor.

ART 4343. ADVANCED CLAY. 3 Hours.

Further development and focus on techniques and personal expression in sculptural, hand-built, and wheel thrown clay forms. Continuation of kiln firing, moldmaking, slipcasting, and glazemaking. May be repeated for credit. Prerequisite: ART 3363 or permission of the instructor.

ART 4345. ADVANCED PRINTMAKING. 3 Hours.

Continued study and development of both conceptual and technical practice of printmaking. Emphasis placed on personal expression of ideas as well as the broader implications of printed images. Explorations and innovations will be encouraged. May be repeated for credit. Prerequisite: ART 1305, ART 1307, and ART 3343 or permission of the instructor.

ART 4346. GRAPHICS: PORTFOLIO PREPARATION. 3 Hours.

This course concentrates on the creation, development, and evaluation of the graphic design portfolio. Course work will include advanced level conceptual assignments and various methods of presentation. Prerequisite: ART 3355 and ART 4355 with grades of B or better, or permission of the instructor.

ART 4347. PUBLICATION DESIGN. 3 Hours.

Philosophy, concepts, and structures of magazine and book design. Prerequisite: ART 2354 and ART 2355.

ART 4348. INFORMATION VISUALIZATION. 3 Hours.

This course is an exploration of the graphic visualization and representation of data driven information sets through the crafting of infographics and varied visual solutions to achieve insights into the cognitive and perceptive complexities of the world around us. Prerequisite: ART 2355.

ART 4349. ADVANCED CINEMA PRODUCTION (ACP): VIDEO ART & NEW GENRES. 3 Hours.

Advanced work involving production, postproduction, and distribution with a special emphasis on experimental and innovative applications. Instruction may include video integrated with performance, installation, audio/sound art, and computer graphics appropriate to the medium. Lectures, readings, and screenings will frame video art within an historical and critical survey of new genres. May be repeated once for credit. Prerequisite: ART 3358 or permission of the instructor.

ART 4350. ADVANCED CINEMA PRODUCTION (ACP): DOCUMENTARY. 3 Hours.

Using film and video as a tool for creative research, students will produce, write, direct and edit original documentaries or nonfiction films/videos under supervision of the instructor. May be repeated once for credit. Prerequisite: ART 3358 or permission of the instructor.

ART 4351. ADVANCED CINEMA PRODUCTION (ACP): COMMERCIAL. 3 Hours.

Commercial and corporate applications of video. Students produce original individual projects integrating concepts and technical skills under supervision of the instructor. May be repeated for credit. Prerequisite: ART 3358 or permission of instructor.

ART 4352. ADVANCED CINEMA PRODUCTION (ACP): FICTION. 3 Hours.

Narrative storytelling film/video techniques. Students write, produce, direct and edit original, short narrative film/video projects under supervision of the instructor. May be repeated once for credit. Prerequisite: ART 2358 or ART 3350 or permission of the instructor.

ART 4353. FOUNDRY. 3 Hours.

This advanced studio class will explore work in sculpture methods specific to casting and related mold making processes. Students will develop expertise in model preparation, silica-based slurry mold processes, and chasing metal castings.

ART 4354. SCREENWRITING 2. 3 Hours.

A continuation of ART 2350 focusing on writing an original (no adaptations), narrative, full-length screenplay through all stages to final draft status primarily focusing on the development of a polished first act. Students study screenplays, view films, conduct actor readings, and complete various other assignments. May be repeated once for credit. Prerequisite: ART 3350 or permission of the instructor.

ART 4355. VISUAL IDENTITY SYSTEMS. 3 Hours.

Creative exploration and application of complex visual communication skills to the development of a visual identity system. Prerequisite: ART 2354 and ART 3354.

ART 4356. PROFESSIONAL PREPARATION. 3 Hours.

Exploration and development of the visual communication portfolio. Course work includes advanced level conceptual assignments. Emphasis on complex professional skills. Capstone course for Design Area BFA students, required during final semester (graduation semester). Prerequisite: ART 4355 and permission of the advisor.

ART 4357. ADVERTISING DESIGN. 3 Hours.

Typography, layout, visualization, and conceptual problem solving as applied to advertising. Prerequisite: ART 3355.

ART 4358. ADVANCED CINEMA PRODUCTION (ACP): EDITING. 3 Hours.

An advanced workshop in video editing and post production. Emphasis will be placed on long form editing, the aesthetics of editing, and editing work flow. May be taken 3 times for credit. Prerequisite: ART 3358 or permission of instructor.

ART 4359. ADVANCED PHOTOGRAPHY. 3 Hours.

This course encourages students to use a variety of photographic processes (black & white, color, non-silver, computer imaging, etc.) with an emphasis on the development of a personal stance. Students will work on individual projects and present work in an environment of critical discussion. May be repeated for credit. Prerequisite: Three hours to be selected from ART 3333, ART 4360, ART 4363, or permission of the instructor.

ART 4360. COLOR PHOTOGRAPHY. 3 Hours.

This course will direct students to an understanding of color photography as a contemporary art medium. Students will utilize various digital photographic techniques including color correction and digital printing. Color theory, use of color as an element in image making, and the psychology of color may be covered. Prerequisite: ART 2360 or permission of the instructor.

ART 4361. CINEMATIC ANIMATION 1. 3 Hours.

Intensive exploration of the art and craft of animated cinema. Through directed productions, screenings, readings, and workshops, students develop experience in a range of processes, compositing techniques, as well as digital and traditional methods. Prerequisite: ART 3362 or permission from the instructor.

ART 4362. CINEMA THESIS PRODUCTION. 3 Hours.

This capstone course is designed to bring together ideas, processes, practices, and theories in the service of the production of a substantial work of cinema. Students will pursue an entire project from conception to completion, combining intensive preproduction, production, and post-production with in-depth instruction on lab work, distribution, and exhibition. Throughout the course, emphasis is placed on instructor, peer, and self-critique. May be repeated for credit. Prerequisite: ART 3358 or permission of the instructor.

ART 4363. STUDIO PHOTOGRAPHY. 3 Hours.

The theory and practice of studio photography. Students will master studio strobe lighting, large format film camera, and digital camera techniques. Prerequisite: ART 2360 or permission from the instructor.

ART 4364. MOBILE APP DESIGN. 3 Hours.

An overview of the development and design process for mobile web applications and portable technologies. Exploration of best practices for mobile app design and brand strategy, user experience, concept development, mobile content strategy, information architecture, interaction/interface design, visual design, and rapid prototyping. No coding is required or expected with this course. Prerequisite: ART 3356.

ART 4365. TECHNOLOGY IN ART EDUCATION. 3 Hours.

This course provides digital media presentation strategies to enhance teacher effectiveness and explores how to incorporate the use of digital media in curriculum development. It also enables students to develop an electronic teaching portfolio to prepare students for job interviews and to showcase both personal and student artwork. Reading assignments, research, hands-on experiences, and in-class discussion provide students with an understanding of technology and its application to an art education classroom. Students will gain a working knowledge of current best practice digital technology, including the internet and video software. Prerequisite: None; however students are highly encouraged to take ART 3323 before, or concurrent with, this course.

ART 4366. WEB DESIGN. 3 Hours.

Concentrated study in the use of design, creation, and strategic planning of websites. Emphasis is placed on creative concepts, information architecture, user experience, and site development. Course work will explore issues of differing perspectives of technology as a tool, a medium, and/or an environment. Prerequisite: ART 3356.

ART 4367. CINEMATIC ANIMATION 2. 3 Hours.

Builds on animation fundamentals while giving students an opportunity to develop and create more ambitious animated projects. In the context of these projects, we will continue to discuss industry production methods, watch contemporary animators' work and examine the role technological changes play in production. May be repeated for credit. Prerequisite: ART 4361 or permission from the instructor.

ART 4368. ADVANCED DARKROOM PHOTOGRAPHY. 3 Hours.

This advanced level course explores the use of medium and large format film cameras, film development, gelatin silver printing techniques, and archival presentation. May be repeated for up to 6 hours credit. Prerequisite: ART 3360.

ART 4370. STAGED ENVIRONMENTS. 3 Hours.

This course concentrates on the conceptualization, development and execution of tableaus designed exclusively for the camera. Lectures, readings and presentations will cover view cameras, studio lighting, set design, scouting locations, using props, and working with models. Prerequisite: ART 2360 or permission of the instructor.

ART 4371. ADVANCED PAINTING. 3 Hours.

Students will be encouraged to develop a personal direction which complements their development as visual thinkers. The student will be required to plan a course outline of conceptual development with the instructor at the beginning of each semester. May be repeated for credit. Student must earn a grade of "B" or above in the course to repeat it. Prerequisite: ART 2308, ART 2371 and a grade of B or above in ART 3371 or permission of the instructor. Transfer students will be required to schedule a portfolio review with the painting instructor to gain permission to enroll in the class.

ART 4373. ADVANCED THREE-DIMENSIONAL STUDIES. 3 Hours.

Class is designed for students to continue the development of advanced three-dimensional work and engage in a cross section of various media. May be repeated for credit. Prerequisite: 12 hours to be selected from ART 3341, ART 3342, ART 3363, ART 4341, ART 4342, ART 4343, ART 4353, or permission of the instructor. Formerly ART 4366. Credit will be granted for both.

ART 4374. ADVANCED CONCEPT ART. 3 Hours.

Advanced topics in character, creature, prop, and environment designs to visualize storytelling of fictional worlds. Students will simulate real-world applications of conceptualized art in preproduction team-based pipelines processes. Prerequisite: ART 3365.

ART 4375. DESIGN TEXAS. 3 Hours.

Visual Communication outreach and problem solving. Classroom operates like a design agency to complete real projects for clients and nonprofits as selected by the instructor. Provides advanced undergraduate students an opportunity to interact with clients on the development and completion of complex communication design problems. Prerequisite: ART 3355 and permission from advisor.

ART 4376. ADVANCED CINEMA PRODUCTION (ACP): SOUND. 3 Hours.

An advanced workshop in sound recording, sound design, and editing. Through lectures, lab, class demonstrations, and projects, students develop skills and knowledge in the technical and artistic aspects of sound techniques for film. May be repeated once for credit. Prerequisite: ART 3358 or permission from the instructor.

ART 4377. ADVANCED CINEMA PRODUCTION (ACP): PRODUCING. 3 Hours.

This course investigates real-world methodologies and best practices used in the art of producing. Topics may include cinematic, episodic, and documentary formats, as well as evolving formats such as VR/AR. Students develop a professional regard for the three vital elements of production: Time, Money, and Labor. With an eye on the intersection of aesthetic, legal, and practical considerations, students take a methodical approach to development and production through distribution and profit participation. May be repeated once for credit. Prerequisite: ART 3358 or permission of the instructor.

ART 4378. TOPICS IN SCREENWRITING. 3 Hours.

This course will focus on specialized areas of screenwriting beyond foundational and developmental content. The content covered may include screenwriting adaptation, non-linear storytelling, and serial/episodic screenwriting. May be repeated for credit as topics change. Prerequisite: ART 3350 or permission from the instructor.

ART 4380. APPLIED INTERACTIVITY. 3 Hours.

Engaging the principles of interaction to study their impact on user experience across a range of situational activities. Exploring applied user interface for the purpose of service learning or speculative design through the development of informative digital experiences. Prerequisite: ART 3367 3D Animation and ART 3364 Interactive Storytelling.

ART 4381. THE MURAL. 3 Hours.

Students are required to complete a variety of mural exercises and projects. This is a hands on art class in which you will develop a visual understanding of history, planning, scaling mediums, materials and documentation of murals. A variety of techniques and materials will be explored and students will be expected to develop a confidence on how to approach this art form. Prerequisite: ART 2371, ART 3371.

ART 4382. ENTREPRENEURSHIP IN THE ARTS. 3 Hours.

Students will apply creativity, imagination, and innovation as they explore opportunities for entrepreneurship in the arts. Prerequisite: Student must have completed 60 credit hours or have the permission of the instructor.

ART 4383. INDEPENDENT CINEMA PRODUCTION. 3 Hours.

Students will produce a major film or video in the genre of their choosing (narrative, documentary, commercial, or animation). Students may elect to work in a variety of media (including 16 mm film, digital video or installation) to produce original works. Students will be individually mentored as their productions move through preparation, shooting and post-production. May be repeated for credit. Prerequisite: ART 3358 or permission of instructor.

ART 4384. ADVANCED CINEMA PRODUCTION (ACP): DIGITAL VISUAL EFFECTS. 3 Hours.

Analysis of the shooting requirements, set and location considerations, and software choices and techniques used for various visual effects treatments. Includes digital compositing and techniques such as matte generation, camera tracking, color correction, roto-scoping, Chroma Key, set extension, and 3D integration. May be repeated once for credit. Prerequisite: ART 2304 and ART 2358, or permission of the instructor.

ART 4390. CONFERENCE COURSE: ART HISTORY. 3 Hours.

Independent study or research in an area of art history agreed upon in advance with the instructor. Written permission and the determination of obligations and objectives are required before registration. May be repeated for credit. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4391. INDEPENDENT STUDY. 3 Hours.

Mature, capable students may be permitted to pursue individual art problems. Problems must be stated in writing, a definite conference schedule arranged, and the paperwork must be approved by both the supervising faculty member and the department chair prior to registration. May be repeated for credit for varied subject matter. Prerequisite: B average in art concentration.

ART 4392. SPECIAL STUDIES. 3 Hours.

Special course work in new or experimental offerings for which there is immediate need and for which special resources are available. May be repeated for credit. Primarily for art majors.

ART 4394. HONORS THESIS/SENIOR PROJECT. 3 Hours.

Required of all students in the University Honors College. During the senior year, the student must complete a thesis or a project under the direction of a faculty member in the major department.

ART 4395. ART INTERNSHIP. 3 Hours.

An opportunity to apply academic training as participant/observer in a professional organization relevant to a major area of concentration. With permission of advisor, internships may be repeated for up to a maximum of nine hours credit. Internships must be arranged with the internship supervisor in the semester prior to enrolling for this course. Prerequisite: permission of the instructor.

ART 4396. SPECIAL STUDIES IN ART HISTORY. 3 Hours.

Subjects of immediate interest in various fields of art history; to complement temporary museum exhibitions and/or faculty research specializations. May be repeated for credit as course content changes. Prerequisite: Any two of the three courses ART 1309, ART 1310, and ART 1317; or permission from the instructor.

ART 4397. ADVANCED CINEMA PRODUCTION (ACP): SPECIAL TOPICS. 3 Hours.

Topics in this course respond to emerging technologies, immediate needs, and specialized processes. May be repeated for credit. Prerequisite: ART 3358 or permission of the instructor.

ART 4695. ART INTERNSHIP. 6 Hours.

An opportunity to apply academic training as participant/observer in a professional organization relevant to a major area of concentration. With permission of advisor, internships may be repeated for up to a maximum of nine hours credit. Internships must be arranged with the internship supervisor in the semester prior to enrolling for this course. Prerequisite: permission of the instructor.

ART 5000. SUPERVISED TEACHING STUDIO ART. 0 Hours.

Training in teaching methods and procedures for studio art classes, including weekly group meetings with the instructor and individual consultations. Prerequisite: graduate standing in studio art, or graduate standing and appointment as a teaching assistant. May be repeated.

ART 5320. ART CRITICISM & THEORY. 3 Hours.

A discussion of placing art within the context of the history of ideas.

ART 5321. CREATIVE STRATEGIES. 3 Hours.

This is a seminar class for graduate students and will focus on exploring research strategies including the collection, interpretation and presentation of visual information. Students will read selected writings by artists, film and video makers, art historians, critics, designers and arts professionals on a weekly basis, contribute to class discussions, and examine their own creative strategies.

ART 5322. ENTREPRENEURSHIP IN ARTS MANAGEMENT AND ARTS BRANDING. 3 Hours.

Entrepreneurship in Arts Management and Arts Branding will offer students the opportunity to create, imagine, develop and implement individualized and collaborative entrepreneurial strategies that will strengthen their potential for success in their careers.

ART 5323. RESEARCH FILM/VIDEO: EAST-WEST CINEMA. 3 Hours.

Study of the cinema production process using significant works representative of important historic and contemporary ideas and movements from East and West.

ART 5330. CRITICAL PERSPECTIVE IN THE VISUAL ARTS & VISUAL COMMUNICATION. 3 Hours.

Seminar course that focuses on graduate student interaction with visiting artists, scholars, curators, critic, designers, and filmmakers.

ART 5340. RESEARCH IN STUDIO INTERMEDIA. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and graduate advisor.

ART 5341. RESEARCH IN SCULPTURE. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5342. RESEARCH IN GLASS. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5343. RESEARCH IN PRINTMAKING. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and graduate advisor.

ART 5347. RESEARCH IN DRAWING. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and graduate advisor.

ART 5355. RESEARCH IN VISUAL COMMUNICATION. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and graduate advisor.

ART 5359. RESEARCH IN PHOTOGRAPHY DIGITAL IMAGING. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and graduate advisor.

ART 5360. TOPICS IN THE HISTORY OF ART & DESIGN. 3 Hours.

Special seminar/topics course focusing on enhancing the art and design knowledge base of MFA candidates in the areas of film/video, visual communication, intermedia-expanded studio, and glass as art.

ART 5363. RESEARCH IN CLAY. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5371. RESEARCH IN PAINTING. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5383. RESEARCH IN FILM/VIDEO: SCREENWRITING. 3 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: Graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5384. RESEARCH IN FILM/VIDEO: CINEMATOGRAPHY. 3 Hours.

Emphasis is given to individual application of technical skills and aesthetic abilities of cinematography to develop students' "creative eye." Prerequisite: Graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5385. RESEARCH FILM/VIDEO: EDITING. 3 Hours.

An advanced workshop in video editing and post production. Emphasis will be placed on diverse editing genres and styles and the aesthetics of editing and post-production workflow. Prerequisite: Graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5386. RESEARCH FILM/VIDEO: SHORT FILM PRODUCTION. 3 Hours.

This course will concentrate on the narrative form with the goal of directing a 3-5-minute original short film exploring dramatic beats and the use of blocking and camera as narrator. The course involves the planning, production, and post-production of short narrative films. Prerequisite: Graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5387. RESEARCH IN FILM/VIDEO: PRE THESIS FILM PRODUCTION I. 3 Hours.

Students will develop scripts or treatment and finish all the major pre-production works and production for pre-thesis films to be edited in pre-thesis Film Production. Prerequisite: Graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5388. RESEARCH FILM/VIDEO: PRE THESIS FILM PRODUCTION II. 3 Hours.

Students will finish all the major post-production works for pre-thesis films. The class will work through a number of topics relating to digital post-production including video editing, sound design, basic compositing, color correction, and exporting final projects for various exhibition platforms with an exploration of the aesthetics and guiding principles behind each area. Prerequisite: Graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5389. RESEARCH FILM/VIDEO: SPECIAL TOPICS TECHNIQUES. 3 Hours.

The class will provide a foundation for the student in learning the art of Producing and Production Management. It will encompass the four phases of film making: development, production, post production and distribution. Prerequisite: permission of instructor.

ART 5390. RESEARCH FILM/VIDEO: SPECIAL TOPICS IN FILM STUDIES. 3 Hours.

Exploration of a specific area of cinema studies, designed to enhance and enrich the traditional production curriculum and provide significant professional research for an ever-changing discipline. Prerequisite: permission of the instructor.

ART 5391. INDEPENDENT STUDY. 3 Hours.

Independent and directed research in the area of Studio Intermedia. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5392. INDEPENDENT STUDY IN VISUAL COMMUNICATION. 3 Hours.

Independent and directed research in the study of Visual Communication.

ART 5393. INDEPENDENT AND DIRECTED RESEARCH IN FILM AND VIDEO. 3 Hours.

Independent and directed research in Film and Video.

ART 5394. INDEPENDENT STUDY IN GLASS. 3 Hours.

Independent and directed research in the study of glass.

ART 5395. INDEPENDENT STUDY IN ART HISTORY AND CRITICISM. 3 Hours.

Independent and directed research in art history and criticism.

ART 5396. SPECIAL TOPICS IN ART HISTORY. 3 Hours.

Subjects of immediate interest in various fields of art history; to compliment faculty research specializations. May be repeated for credit as course content changes. Permission of the instructor required.

ART 5397. MASTER OF FINE ARTS EXHIBITION. 3 Hours.

This course is intended to be the final course in the Master of Fine Arts (M.F.A.) students program of study. Here, students will concentrate their studio activity towards the completion of a body of work to be exhibited, complete the written component of the degree as well as oral examinations. Students must have 30 hours of coursework in the concentration completed in their program of study prior to enrolling for this course.

ART 5640. RESEARCH IN STUDIO INTERMEDIA. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5641. RESEARCH IN SCULPTURE. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5642. RESEARCH IN GLASS. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5643. RESEARCH IN PRINTMAKING. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5647. RESEARCH IN DRAWING. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5655. RESEARCH IN VISUAL COMMUNICATION. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5659. RESEARCH IN PHOTOGRAPHY DIGITAL IMAGING. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5663. RESEARCH IN CLAY. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5671. RESEARCH IN PAINTING. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5683. RESEARCH IN FILM/VIDEO: FILM PRODUCTION. 6 Hours.

Independent and directed research in the student's area of concentration. Studio hours to be arranged. May be repeated for credit. Prerequisite: Graduate standing in studio art and consent of instructor and the graduate advisor.

ART 5697. MASTER OF FINE ARTS EXHIBITION. 6 Hours.

This course is intended to be the final course in the Master of Fine Arts (M.F.A.) student's program of study. Here, students will concentrate their studio activity towards the completion a body of work to be exhibited, complete the written component of the degree as well as oral examinations. Students must have 30 hours of coursework in the concentration completed in their program of study prior to enrolling for this course.