**ART STUDIO (ARST)**

**ARST131 Drawing I**
This introduction to drawing gives special attention to the articulation of line, shape, volume, light, gesture, and composition. A variety of media and subjects will be used, including the live model. This course is suitable for both beginners and students with some experience. Individual progress is an important factor in grading. The graded option is recommended. Full classroom attendance is expected.

Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: HA-ART
Prereq: None

**ARST190 Ideas and Practice in Digital Art (AKA Lasers in the Jungle)**
Digital tools are ubiquitous in the artist's studio. From Photoshop to laser cutters, artists today rely on a growing range of digital production techniques that amplify and expedite their creative practice. This course explores critical topics in contemporary art through the lens of digital technology. More than a set of skills, students will develop critical problem-solving strategies that will facilitate rather than displace formal and conceptual exploration. By combining tools such as Adobe Illustrator and CNC cutting, students will gain an understanding of emerging tools and practices and begin to see technology not as a determining factor in creative expression, but as one of many links within the network of ideas, material, and practice that together define art today. Core functions of Creative Suite will be covered, including image manipulation, GIF animation, and vector graphics. Students will have access to a laser cutter as well as wide format inkjet printers, scanners, and digital cameras.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST490, ARST490, ARST490, ARST490, ARST490
Prereq: ARST131

**ARST237 Printmaking**
This introductory-level course in painting (oils) emphasizes work from observation and stresses the fundamentals of formal structure: color, paint manipulation, composition, and scale. Students are expected to be capable of self-expression in at least one visual art medium for admission to the class.

What is information? How does it pertain to art? How does information proliferate? How is it organized? How reliable is information? These questions and more will be explored through artistic production and discussion.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART, HA-ART, HA-ART
Identical With: ARST423, ARST423, ARST423, ARST423, ARST423, ARST423, ARST423, ARST423, ARST423, ARST423
Prereq: None

**ARST239 Painting I**
This introductory-level course in painting (oils) emphasizes work from observation and stresses the fundamentals of formal structure: color, paint manipulation, composition, and scale. Students are expected to develop an understanding of the power of visual images to convey ideas and expressions. The course will include individual and group critiques and museum trips.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART

**ARST233 Studies in Computer-based Modelling and Digital Fabrication**
This course operates at the intersection of design and production, introducing students to digital tools critical to contemporary architecture and design. Throughout the semester, students will develop a series of projects which fluidly transition between design, representation, and fabrication with an emphasis on understanding how conceptual design interfaces with material properties. The course will offer a platform for students to research, experiment, and ultimately leverage the potential of digital tools towards a wide array of fields and disciplines. Students will be expected to utilize the Digital Design Studio's resources, including 3D Printers, Laser Cutter, and 4-Axis CNC Mill, as well as a selection of fabrication equipment housed in the school's metal and wood shops in order to represent, model, and realize a series of design projects.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST433, ARST433, ARST433, ARST433, ARST433, ARST433, ARST433
Prereq: None
ARST251 Photography I

This is a comprehensive introductory course to the methods and aesthetics of darkroom black-and-white film-based photography. The topics of study will include: evaluating negatives and prints, developing film, printing, reading light, visualization, photographic design, and history of photography.

Offering: Host
Grading: A-F
Credits: 1.00

Gen Ed Area: HA-ART, HA-ART, HA-ART, HA-ART

Credits: 1.00

Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST453, ARST453, ARST453, ARST453, ARST453, ARST453

Credits: 1.00

Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: CEAS460, ARST460, CEAS460, ARST460, CEAS460, ARST460, CEAS460, EAST460, CEAS460, ARST460, CEAS460, ARST460, CEAS460, ARST460, CEAS460, ARST460, CEAS460, ARST460, CEAS460, ARST460, CEAS460, EAST460

Credits: 1.00

Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: CEAS461, ARST461, CEAS461, ARST461, EAST461, CEAS461, ARST461, CEAS461, ARST461, CEAS461, ARST461, EAST461

Credits: 1.00

Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: CEAS461, ARST461, CEAS461, ARST461, EAST461, CEAS461, ARST461, CEAS461, ARST461, CEAS461, ARST461, EAST461

Credits: 1.00

ARST283 Physical Computing in Art and Design

This course aims to extend students' notions of the potential for the use of computers in the artist's studio by exploring opportunities in technology and art beyond familiar mouse, keyboard, and screen interactions. Moving away from these restrictions, students will learn basic electronics and programming using a microcontroller. The size of a postage stamp, these single-chip computers will provide students a window into the creative uses of computers in interactive, kinetic, and installation art. Combining microcontrollers with sensors placed on bodies, in physical objects, or in the environment, weekly projects will provide...
students with basic skills cumulatively leading to application in individual or collaborative projects. Through readings, discussions, and design of individual and collaborative work, students are expected to develop and articulate a theoretical basis for conceptualizing and discussing works presented in class, as well as their own creative projects. Students will maintain rigorous documentation of their process and progress in this course using blogs. No previous skills or software experience is required.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST483, ARST483
Prereq: ARST131

ARST284 Video Art
This course provides an introduction to the basic concepts of Video Art. Students will be introduced to camera operation, sound recording, and lighting, as well as video and sound editing. The screening of works by historical and contemporary artists and filmmakers creates the conceptual framework for the class, and enables the students to develop a critical eye for time-based art and culture. The class discussions will focus on artists’ screenings and students’ projects, in progress. The class will culminate in a major project where each student realizes their own video project.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART, HA-ART
Identical With: FILM441, ARST480, FILM441, ARST480, FILM441, ARST480, FILM441, ARST480, FILM441, ARST480, FILM441, ARST480, FILM441, ARST480, FILM441, ARST480, FILM441, ARST480
Prereq: None

ARST285 Generative Art, Computational Media, and Creative Coding
In this course, students will learn to use computers and software as platforms for creative expression. Following a series of intensive coding workshops, students will learn to execute projects involving chance operations, rule-based systems, simulated autonomy, and interactivity. These projects will emerge as animations, drawings, prints, and screen-based artworks. Students will work primarily with the creative coding applications Processing and Grasshopper. These are coding environments designed by artists to facilitate the use of data, mathematics, and computation in visual practice. In addition to learning to program, students will translate their code into physical artifacts using computer-driven hardware such as a CNC router, a laser cutter, and Arduinos. Additionally, students will be exposed to the history and practice of generative and computational art through lectures and student presentations. This conceptual work will emphasize the formal and critical paradigms of computational media and design beginning in the 1960s.

Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: HA-ART
Identical With: CIS285
Prereq: ARST131

ARST332 Drawing II
This class builds upon the course content covered in Drawing I (ARST131). As we continue to draw from observation, topics will include an in-depth exploration of the human figure and an introduction to color. This course also introduces a concept-based approach to drawing that explores narrative and content. While using brainstorming and ideation techniques, we will experiment with various marking systems, found imagery, processes, and spatial solutions. Further, the development of individual style and studio methodology is an aim in this course.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST432, ARST432
Prereq: ARST131

ARST334 Studies in Contemporary Urbanism
This course is an exploration of the physical and environmental design conditions that shape the built environment. Studio assignments will analyze and reimagine local urban conditions through maps, drawings, and models created through direct observation and hands-on study.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST434, ARST434
Prereq: None

ARST336 Architecture II
This course is a research-design-build studio focused on a single, semester-long project. The intent of this course is to further develop students’ awareness and understanding of the built environment through both the study of project-related historical and theoretical issues and hands-on design and fabrication. Working through an intensive sequence of research, design, and fabrication phases, the studio will undertake to identify, comprehend, and address the theoretical issues at stake in the semester-long project, develop design work that responds to these issues, and collectively work toward the full-scale realization of the design work created by the studio. As the semester progresses, additional design, representation, and production tools will be introduced and used for developing work for the project, from graphics software to the laser cutter. Additional information about the studio’s and its past project’s may be found at: http://www.facebook.com/wesnorthstudio.

Offering: Host
Grading: A-F
Credits: 1.50
Gen Ed Area: HA-ART, HA-ART, HA-ART, HA-ART, HA-ART
Prereq: ARST235

ARST338 Printmaking II
Ideally, this semester is a continuation of ARST437. While various printmaking media not considered first semester—color intaglio and lithography—are taught technically, each student is expected to adapt them to his/her particular vision. Students learn to develop a print through a series of proofs with critical consideration as an important input in this progression from idea sketch to final edition. Extensive use is made of the Davison print collection.

Students who have not taken ARST437 will need to learn basic etching techniques at the start of the semester, so they can expect a particularly intense beginning.

Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST438, ARST438, ARST438, ARST438, ARST438
Prereq: ARST131

ARST340 Painting II
The skills and knowledge gained in ARST439 will serve as the foundation upon which students will be challenged to become technically proficient while developing a personal direction with the medium. The conceptual problems addressed allow painters of any formal, conceptual, or stylistic
focus to solve them successfully without compromising either their personal visions or methods. This class requires students to become fluent with the medium and make aesthetic choices that can best convey their ideas. Lectures and class discussions provide an exploration of historical and contemporary issues. Individual and group critiques as well as museum and gallery trips will complement class work.

Offering: Host  
Grading: A-F  
Credits: 1.00  
Gen Ed Area: HA-ART, HA-ART, HA-ART  
Identical With: ARST444, ARST444  
Prereq: None

**ARST344 Graphic Design (Web)**

Graphic literacy in contemporary culture is only increasing, redefining our need to understand how design functions and why. This studio course will address graphic design considerations for the screen and web, including hierarchy, typography, iconography, color, and image. Through exercises and projects, students will learn fundamental graphic design principles and engage with their adaptability to the screen. Coursework will explore methods for achieving design that considers the user, and ways that a message, design, or product function across multiple formats.

Offering: Host  
Grading: OPT  
Credits: 1.00  
Gen Ed Area: HA-ART, HA-ART  
Identical With: ARST444, ARST444  
Prereq: None

**ARST346 Sculpture II**

This is an intermediate-level course. Projects focus on the associative nature of three-dimensional form—how issues intrinsic to sculpture reflect concerns extrinsic to the art form. The class will emphasize the development of personal expressions of students' visions in response to class assignments.

Offering: Host  
Grading: A-F  
Credits: 1.00  
Gen Ed Area: HA-ART, HA-ART  
Identical With: ARST446, ARST446  
Prereq: ARST245 OR ARST235

**ARST352 Photography II**

This is an intensive course intended for students with a solid foundation in photography. The students can choose to work in either film-based or digital media while developing their own unique voice. Topics will include medium-format film cameras, fiber paper, large-format digital printing, and editing and sequencing images. Lectures and class discussions will provide a historical context, while presentations by visiting artists and trips to galleries and museums will introduce students to contemporary work in the medium. Emphasis will be placed on the weekly discussions of students' work.

Offering: Host  
Grading: A-F  
Credits: 1.00  
Gen Ed Area: HA-ART, HA-ART  
Identical With: ARST452, ARST452  
Prereq: None

**ARST362 Sumi-e Painting II**

Sumi-e Painting II is an advanced class for which Introduction to Sumi-e Painting (ARST 260) is a prerequisite. In this course, foundation techniques will be expanded upon. We will re-examine traditional techniques and composition, and there will be exploration of new contemporary techniques. There will also be experimentation with tools beyond the brush. This course will introduce a concept based approach to narrative and content. Students will be encouraged to develop a personal style and method.

Offering: Host  
Grading: A-F  
Credits: 1.00  
Gen Ed Area: HA-ART  
Identical With: CEAS362  
Prereq: ARST260

**ARST400 Topics in Studio Art: Information**

Artists in all media have historically responded to common, formal, and ideological motivations. These motivations encompass the very fabric of a liberal arts education. This course is intended to strengthen such a liberal conversation among the various studio art disciplines, as well as to develop that conversation as the foundation for making art. The course centers on a topic determined by the instructor. The class will function as a study group (of painters, sculptors, photographers, etc.) that tackles the topic through the act of making. The topic will be introduced through readings and visual precedents, and through discussion we will determine means to respond as artists, each student in his or her own medium. These individual responses will then be analyzed in group critiques. Later in the semester, students will be asked to expand their investigations to include studio disciplines other than their own. This course is offered as an elective for studio arts majors but can, at the discretion of the instructor, be offered to majors from other departments with adequate experience in visual arts. Students are expected to be capable of self-expression in at least one visual art medium for admission to the class.

What IS information? How does it pertain to art? How does information proliferate? How is it organized? How reliable is information? These questions and more will be explored through artistic production and discussion.

Offering: Host  
Grading: A-F  
Credits: 1.00  
Gen Ed Area: HA-ART, HA-ART, HA-ART, HA-ART, HA-ART  
Identical With: ARST223, ARST423, ARST223, ARST423, ARST223, ARST423, ARST223, ARST423  
Prereq: None

**ARST401 Individual Tutorial, Undergraduate**

Topic to be arranged in consultation with the tutor.

Offering: Host  
Grading: OPT  
ARST402 Individual Tutorial, Undergraduate  
Offering: Host  
Grading: OPT  
ARST403 Department/Program Project or Essay  
Project to be arranged in consultation with the tutor.

Offering: Host  
Grading: A-F  
ARST404 Department/Program Project or Essay  
Project to be arranged in consultation with the tutor.

Offering: Host  
Grading: A-F  
ARST407 Senior Tutorial  
Downgraded Senior Thesis Tutorial - Project to be arranged in consultation with the tutor.

Offering: Host  
Grading: A-F  
ARST408 Senior Tutorial  
Downgraded Senior Thesis Tutorial - Project to be arranged in consultation with the tutor.
using brainstorming and ideation techniques, we will experiment with various concept-based approaches to drawing that explores narrative and content. While the human figure and an introduction to color. This course also introduces the process of continuing to draw from observation, topics will include an in-depth exploration of the built environment through both the study of project-related historical and theoretical issues and hands-on design and fabrication. Throughout the semester, students will develop a series of projects which fluidly transition between design, representation, and fabrication with an emphasis on understanding how conceptual design interfaces with material properties. The course will offer a platform for students to research, experiment, and ultimately leverage the potential of digital tools towards a wide array of fields and disciplines. Students will be expected to utilize the Digital Design Studio’s resources, including 3D Printers, Laser Cutter, and 4-Axis CNC Mill, as well as access to fabrication equipment housed in the school’s metal and wood shops in order to represent, model, and realize a series of design projects.

What is information? How does it pertain to art? How does it proliferate? How is it organized? How reliable is information? These questions and more will be explored through artistic production and discussion. What is information? How does it relate to art? How does information proliferate? How is it organized? How reliable is information? These questions and more will be explored through artistic production and discussion. The course offers an elective for studio arts majors but can, at the discretion of the instructor, be offered to majors from other departments with adequate experience in visual arts. Students are expected to be capable of self-expression in at least one visual art medium for admission to the class.

This course is a research-design-build studio focused on a single, semester-long project. The intent of this course is to develop students' awareness and understanding of the built environment as a result of the investigations, observations, and inquiries generated in the studio. What is information? How does it pertain to art? How does information proliferate? How is it organized? How reliable is information? These questions and more will be explored through artistic production and discussion. The course offers an elective for studio arts majors but can, at the discretion of the instructor, be offered to majors from other departments with adequate experience in visual arts. Students are expected to be capable of self-expression in at least one visual art medium for admission to the class.

This class builds upon the course content covered in Drawing I (ARST131). As we continue to draw from observation, topics will include an in-depth exploration of the human figure and an introduction to color. This course also introduces a concept-based approach to drawing that explores narrative and content. While using brainstorming and ideation techniques, we will experiment with various marking systems, found imagery, processes, and spatial solutions. Further, the development of individual style and studio methodology is an aim in this course.

This course operates at the intersection of design and production, introducing students to digital tools critical to contemporary architecture and design. Throughout the semester, students will develop a series of projects which fluidly transition between design, representation, and fabrication with an emphasis on understanding how conceptual design interfaces with material properties. The course will offer a platform for students to research, experiment, and ultimately leverage the potential of digital tools towards a wide array of fields and disciplines. Students will be expected to utilize the Digital Design Studio’s resources, including 3D Printers, Laser Cutter, and 4-Axis CNC Mill, as well as access to fabrication equipment housed in the school’s metal and wood shops in order to represent, model, and realize a series of design projects.
realization of the design work created by the studio. As the semester progresses, additional design, representation, and production tools will be introduced and used for developing work for the project, from graphics software to the laser cutter. Additional information about the studio’s and its past project’s may be found at: http://www.facebook.com/wesnorthstudio.

Offering: Host
Grading: A-F
Credits: 1.50
Gen Ed Area: HA-ART, HA-ART, HA-ART, HA-ART, HA-ART, HA-ART
Identical With: ARST336, ARST336, ARST336, ARST336, ARST336, ARST336
Prereq: ARST235

ARST437 Printmaking
While various printmaking media--cardboard cut, woodcut, etching, engraving, drypoint, and aquatint--are taught technically, each student is expected to adapt them to his/her particular vision. Students learn to develop a print through a series of proofs with critical consideration as an important input in this progression from idea sketch to final edition. Extensive use is made of the Davison print collection.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST237, ARST237
Prereq: ARST131

ARST438 Printmaking II
Ideally, this semester is a continuation of ARST437. While various printmaking media not considered first semester--color intaglio and lithography--are taught technically, each student is expected to adapt them to his/her particular vision. Students learn to develop a print through a series of proofs with critical consideration as an important input in this progression from idea sketch to final edition. Extensive use is made of the Davison print collection.

Students who have not taken ARST437 will need to learn basic etching techniques at the start of the semester, so they can expect a particularly intense beginning.

Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST338, ARST338, ARST338
Prereq: ARST131

ARST439 Painting I
This introductory-level course in painting (oils) emphasizes work from observation and stresses the fundamentals of formal structure: color, paint manipulation, composition, and scale. Students will address conceptual problems that will allow them to begin to develop an understanding of the power of visual images to convey ideas and expressions. The course will include individual and group critiques and museum trips.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST239, ARST239
Prereq: ARST131

ARST440 Painting II
The skills and knowledge gained in ARST439 will serve as the foundation upon which students will be challenged to become technically proficient while developing a personal direction with the medium. The conceptual problems addressed allow painters of any formal, conceptual, or stylistic focus to solve them successfully without compromising either their personal visions or methods. This class requires students to become fluent with the medium and make aesthetic choices that can best convey their ideas. Lectures and class discussions provide an exploration of historical and contemporary issues. Individual and group critiques as well as museum and gallery trips will complement class work.

Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST340, ENV5440, ENV5440, ARST340, ENV5440, ENV5440, ARST340, ENV5440
Prereq: (ARST131 AND ARST239)

ARST441 Considering the Campus: Landscape Architecture, Tradition, and the Ecological Mandate
As a medium, landscape architecture has the ability to express ideas about the relationship between humans and the natural world. Campuses with their traditional landscapes and landscape maintenance regimes face new mandates for ecological performance and expression. This course seeks to use a combination of readings and design exercises to test ideas of nature and community and to explore how the basic components of the landscape--topography, hydrology, and vegetation--impact campus design.

Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ENV5441, ENV5441
Prereq: None

ARST442 Typography
The fundamentals of fonts, letter forms, typographic design, elements of the book, and an introduction to contemporary graphic design are considered through a progression of theoretical exercises. Once working knowledge of the typeshop and Quark Xpress (software for book design) is acquired, each student conceives, designs, and prints: first, a broadside, then a book. Use is made of the Davison rare book collection at Olin Library. While NOT a required sequence, this course is strongly recommended before taking ARST443.

Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST242, ARST242, ARST242
Prereq: None

ARST443 Graphic Design
This course is a study of the combination of word and image in two-dimensional communication through a series of practical and theoretical problems.

Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST243, ARST243, ARST243
Prereq: None

ARST444 Graphic Design (Web)
Graphic literacy in contemporary culture is only increasing, redefining our need to understand how design functions and why. This studio course will address graphic design considerations for the screen and web, including hierarchy, typography, iconography, color, and image. Through exercises and projects, students will learn fundamental graphic design principles and engage with their adaptability to the screen. Coursework will explore methods for achieving design that considers the user, and ways that a message, design, or product function across multiple formats.

Offering: Host
Grading: OPT
ARST445 Sculpture I
An introduction to seeing, thinking, and working in three dimensions, the class will examine three-dimensional space, form, materials, and the associations they elicit. Through the sculptural processes of casting, carving, and construction in a variety of media, students will develop and communicate a personal vision in response to class assignments.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST344, ARST344
Prereq: None

ARST446 Sculpture II
This is an intermediate-level course. Projects focus on the associative nature of three-dimensional form—how issues intrinsic to sculpture reflect concerns extrinsic to the art form. The class will emphasize the development of personal expressions of students’ visions in response to class assignments.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST245, ARST245, ARST245, ARST245
Prereq: ARST131

ARST451 Photography I
This is a comprehensive introductory course to the methods and aesthetics of darkroom black-and-white film-based photography. The topics of study will include: evaluating negatives and prints, developing film, printing, reading light, visualization, photographic design, and history of photography.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST346, ARST346
Prereq: ARST245 OR ARST235

ARST452 Photography II
This is an intensive course intended for students with a solid foundation in photography. The students can choose to work in either film-based or digital media while developing their own unique voice. Topics will include medium-format film cameras, fiber paper, large-format digital printing, and editing and sequencing images. Lectures and class discussions will provide a historical context, while presentations by visiting artists and trips to galleries and museums will introduce students to contemporary work in the medium. Emphasis will be placed on the weekly discussions of students’ work.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST251, ARST251, ARST251, ARST251
Prereq: None

ARST453 Digital Photography I
This course is an extensive examination into the methods and aesthetics of digital photography. The topics of study will include: DSLR camera operation, Adobe Photoshop, Adobe Bridge, and printing but, more importantly, will focus on photography as a fine art through both a historical and contemporary viewpoint.
Offering: Host

Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST253, ARST253, ARST253
Prereq: None

ARST460 Introduction to Sumi-e Painting
We will learn basic technique and composition of traditional Japanese sumi-e painting. Sumi-e is a style of black-and-white calligraphic ink painting that originated in China and eventually was introduced into Japan by Zen monks around 1333. We will concentrate on the four basic compositions of sumi-e: bamboo, chrysanthemum, orchid, and plum blossom. We will also study the works of the more famous schools, such as Kano. Students will create a portfolio of class exercises and their own creative pieces.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST260, CEAS460, CEAS460, CEAS460, EAST460, ARST260, CEAS460, CEAS460, CEAS460, EAST460, ARST260, CEAS460, CEAS460, CEAS460, EAST460
Prereq: None

ARST461 Alternative Printmaking: Beginning Japanese Woodblock Technique
Students are taught traditional Japanese techniques for conceptualizing a design in terms of woodcut, carving the blocks, and printing them, first in trial proofs and editions. After understanding how both of these methods were originally used and then seeing how contemporary artists have adapted them to their own purposes, both for themselves and in collaboration with printers, students will use them to fulfill their own artistic vision. Considerable use is made of the Davison art collection of traditional and contemporary Japanese prints as well as many European and American woodcuts.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST261, CEAS461, CEAS461, EAST461, ARST261, CEAS461, CEAS461, EAST461, ARST261, CEAS461, CEAS461, CEAS461, EAST461
Prereq: None

ARST465 Education in the Field, Undergraduate
Offering: Host
Grading: OPT

ARST466 Education in the Field, Undergraduate
Offering: Host
Grading: OPT

ARST467 Independent Study, Undergraduate
Offering: Host
Grading: OPT

ARST468 Independent Study, Undergraduate
Offering: Host
Grading: OPT

ARST469 Education in the Field, Undergraduate
Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: None
Prereq: None

ARST470 Independent Study, Undergraduate
Offering: Host
Grading: OPT
Credits: 1.00
ARST480 Video Art
This course provides an introduction to the basic concepts of Video Art. Students will be introduced to camera operation, sound recording, and lighting, as well as video and sound editing. The screening of works by historical and contemporary artists and filmmakers creates the conceptual framework for the class, and enables the students to develop a critical eye for time-based art and culture. The class discussions will focus on artists' screenings and students' projects, in progress. The class will culminate in a major project where each student realizes their own video project.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST284, FILM441, FILM441, ARST284, FILM441, FILM441, FILM441, FILM441, ARST284, FILM441, FILM441
Prereq: None

ARST482 Digital Media II
This is a project-based class where students realize works that center around a class topic determined at the beginning of the semester. The class will function as a study group that researches the class topic, conceptualizes ideas, discusses students' work in progress, and develops digital media installations.

The screening, students' presentations, and discussion of artists' works will provide historical background, source for inspiration, and frame of reference for the creation of digital projects that go beyond a frontal single-screen projection.

Students' work will expand upon their basic technological knowledge by being introduced to advanced digital tools and their concepts, including installations, site-specific works, interactivity, and live control over digital video.

The final presentation of the installations will take place in an event outside the classroom context.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Prereq: None

ARST483 Physical Computing in Art and Design
This course aims to extend students' notions of the potential for the use of computers in the artist's studio by exploring opportunities in technology and art beyond familiar mouse, keyboard, and screen interactions. Moving away from these restrictions, students will learn basic electronics and programming using a microcontroller. The size of a postage stamp, these single-chip computers will provide students a window into the creative uses of computers in interactive, kinetic, and installation art. Combining microcontrollers with sensors placed on bodies, in physical objects, or in the environment, weekly projects will provide students with basic skills cumulatively leading to application in individual or collaborative projects. Through readings, discussions, and design of individual and collaborative work, students are expected to develop and articulate a theoretical basis for conceptualizing and discussing works presented in class, as well as their own creative projects. Students will maintain rigorous documentation of their process and progress in this course using blogs. No previous skills or software experience is required.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART
Identical With: ARST283, ARST283
Prereq: ARST131

ARST484 Data, Art, and Visual Communication
This course looks at the ways the digital arts--broadly defined--can be used to explore the intersections of research, data, design, and art. Following a creative software "bootcamp," students will execute projects intended to help them generate, manipulate, and remix data for the purposes of visual communication and art. Students will use Adobe Creative Suite and Processing, an open source programming language, and integrated development environment (IDE) built for electronic arts, new media, and visual design. In addition to working in the studio, seminars, readings, and student presentations will explore the role of data visualization, "big data," and the web in culture and society today. No prior software knowledge or coding skills are required. Students working in STEM, humanities, and social sciences are encouraged to enroll.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART
Identical With: CIS284
Prereq: None

ARST490 Ideas and Practice in Digital Art (AKA Lasers in the Jungle)
Digital tools are ubiquitous in the artist's studio. From Photoshop to laser cutters, artists today rely on a growing range of digital production techniques that amplify and expedite their creative practice. This course explores critical topics in contemporary art through the lens of digital technology. More than a set of skills, students will develop critical problem-solving strategies that will facilitate rather than displace formal and conceptual exploration. By combining tools such as Adobe Illustrator and CNC cutting, students will gain an understanding of emerging tools and practices and begin to see technology not as a determining factor in creative expression, but as one of many links within the network of ideas, material, and practice that together define art today. Core functions of Creative Suite will be covered, including image manipulation, GIF animation, and vector graphics. Students will have access to a laser cutter as well as wide format inkjet printers, scanners, and digital cameras.
Offering: Host
Grading: A-F
Credits: 1.00
Gen Ed Area: HA-ART, HA-ART, HA-ART
Identical With: ARST190, ARST190
Prereq: ARST131

ARST491 Teaching Apprentice Tutorial
Offering: Host
Grading: OPT

ARST492 Teaching Apprentice Tutorial
Offering: Host
Grading: OPT

ARST495 Research Apprentice, Undergraduate
Offering: Host
Grading: OPT

ARST496 Research Apprentice, Undergraduate
Offering: Host
Grading: Cr/U