Course Content: The study of the formal visual elements of art as they are now and have been employed by artists working in all styles and periods of history. Will include studio projects that involve the principles of 2-D organization of form and color.

Prerequisites: Required of all Visual Arts majors. Not open to students with credit for GAH 1262.

Attendance: Mandatory.

Class Format: Studio.

Readings: To be determined.

Projects: Numerous projects and a final project.
Course Content: Fundamental elements of drawing including quality of line, tone, composition, light and spatial coherence will be emphasized, with sensitivity to individual vision and mark-making.

Prerequisites: None.

Attendance: Promptness and preparedness to work with supplies is mandatory.

Class Format: Studio work from still life, and various problems assigned, discussed and critiqued weekly.

Readings: To be assigned.

Projects: Homework assignments and final project drawing.

Evaluation: Grading will be based on student’s application and exploration of presented techniques, commitment to their work, and consistence attendance.
ARTV 2121-002
Black & White Photography
Wendel White
TR 8:30AM – 11:00AM
Spring 2006
(A) (Q2)

Course Content: This course is designed to provide students an introduction to the foundations of the photographic medium, as they apply to making monochrome (black and white) images. The primary emphasis of the course will be the use of photography as a visual language and as a means of creating visual symbols. The assignments are based on the traditions of modernist art theory.

Prerequisites: ARTV 1161 or the equivalent. Not open to those with credit for GAH 1270. Must have manual 35mm camera.

Attendance: Required. Limited numbers of absences are permitted.

Class Format: Studio and lecture.

Readings: Photography, by Henry Horenstein (Required); World History of Photography, Rosenblum (Optional); Looking at Photographs, John Szarkowski (Optional); Criticizing Photographs, Terry Barrett (Optional); Periodicals – Aperture, Doubletake and Afterimage (Optional)

Projects: Assignments, quizzes and portfolio.

Evaluation: Average of grades, class participation and attendance.
Course Content: Introduction to materials and techniques of oil painting with emphasis on spatial structures in representational and non-representational modes of painting. Development of personal imagery with parallel development of material skills and structural knowledge. Help in planning problems and experiences on canvas and other supports designed to foster awareness of the fundamentally creative qualities of the medium. Required of all visual arts majors.

Prerequisites: ARTV 1161 and ARTV 1162.

Attendance: Mandatory.

Class Format: Studio.

Readings: To be determined.

Projects: Numerous projects and a final project.
ARTV 2166-001
Drawing II
Alfonso Corpus
MW 2:00PM - 4:30PM
Spring 2006
(A)

Course Content: Continuation of problems in basic drawing with the introduction of new media. A development of more individual attitudes towards drawing as a means of self-expression will be pursued. Discussion and study of contemporary concepts with emphasis placed on drawing the human figure.

Prerequisite(s): ARTV 1162 Fundamentals of Drawing; ARTV 1161 2-D

Attendance: Mandatory. Will be included in evaluation.

Class Format: Will introduce students to a wide range of figure drawing techniques beginning with hands, feet and self-portraits. Class discussions or critiques will be an important part of the class.

Projects: Studio work from stated, problems along with homework drawing assignments will be made. A journal sketchbook of ideas and individual interests will be submitted at the end of the semester.

Evaluation: Grades will be based on a combination of quality (concept and craft), quantity (time spent, attendance, and amount of work), individual mid-term evaluation and final project.
ARTV 2169-001
Printmaking and Mixed Media
Alfonso Corpus
MW 11:20PM - 1:50PM
Spring 2006
(A)

Course Content: This class will offer an investigation of printmaking and mixed media techniques. Examples include relief printing, intaglio, lithograph, chine cullé, hand-coloring and mixed media techniques.

Prerequisite(s): ARTV 1161 and ARTV 1162

Attendance: Mandatory.

Class Format: Will be based on a combination of stated problems while working on various mixed media techniques.

Readings: Printmaking, History and Process, by Deli, Sacilotto and Donald Saff; selected research assignments and handouts.

Projects: Research drawing projects and research paper.

Evaluation: Based on attendances, critiques, final projects and evaluation of quality and quantity of your completed projects.
Course Content: This course covers the history of art from the Renaissance to the twentieth century, focusing on art of the western world. Our emphasis is on broad periods including the Renaissance, Baroque, Romantic, and Modern eras, and the major artists of each era. We will consider stylistic developments in painting, sculpture, and architecture as well as the cultural settings that produced and influenced these art forms.

Prerequisites: None. (Art History I is recommended but not required.)

Attendance: Required. Grades will be lowered for each four (4) unexcused absences.

Class Format: A mix of slide/lectures and discussion.

Readings: Primarily from the textbook: Gardner, *Art through the Ages*, Part II.

Projects: Two papers, two tests.

Evaluation: Final grade is based on an average of all tests and assignments. Improvement or the lack thereof (upward or downward trend) is taken into consideration. Extra credit is given for class participation. Grades will be lowered for each four (4) *unexcused* absences from class.
ARTV 2265-001
Computer Graphics I
Hannah Ueno-Olsen
MW 2:00PM - 4:30PM
Spring 2006
(A)

Course Content: This course focuses on the integration of words and images using Photoshop and InDesign. The course explores various ways to generate alternative solutions in working with digitally manipulated images and words to convey messages or intensify the meaning of words. Projects are geared for conceptualizing visual ideas to achieve effective visual communications through poster, editorial, typographic exploration design, and digitally collaged image projects. Strong emphasis is placed on the logical and aesthetics use of typography, color, and photographs. Application to enhance the intent of the message, understanding grid system, and applying visual principles as well as learning to use the software (InDesign and Photoshop) are also covered in this course.

Prerequisites: 2D Design

Attendance: Mandatory

Class Format: Hands-on Lecture and demonstrations, and studio work. There will be three tests, small projects, as well as four assignments. A critique session will be held at the completion of each assignment.

Readings: The Basics of Layout Design (Thomson, Required)
Official Adobe Photoshop Studio Technique (Recommended)
The Elements of Design by Evans & Thomas (Recommended)
What Typpe is Made of (Prentice Hall, Recommended)

Projects: Five Assignments. Supplemental Homeworks and Quizzes. This is an application oriented course. The projects will require outside class work.

Evaluation: Students are evaluated throughout the term based on the following criteria:
Presentation and craftsmanship - 15%; Concept and Visual Solutions - 25%; Typography Solutions - 20%; Technical Skills - 20%; Attendance and critique - 20%
Course Content: Introduce the use and interaction fundamental principles communication with and image. Projects and readings cover typographic syntax and design principles, basic history of typography, and use of graphics software such as Adobe illustrator. The typographic communication problems develop a hands-on understanding of typography through solution of problems which parallel the real world. Computer graphics software such as illustrator rough and comprehensive layout, illustration and photography, through the specific graphic problems which parallel the professional world.

Prerequisite(s): Introduction to 2-D Design (ARTV 1161) and Introduction to Drawing (ARTV 1162).

Attendance: Mandatory

Class Format: Lectures, in-class student practice, software demonstrations, lectures, and class critique of the design process through rough, comprehensive and final projects, and phases of development and class projects.


Projects: Six to eight major projects will be assigned. The projects involve rough and comprehensive layouts leading to a final finished piece of artwork.

Evaluation: The final grade will be primarily based on the degree of success achieved in the final projects. Exact deadlines for critiques on final projects and late projects will not be accepted. Periodic quizzes will be given on assigned readings, and count, along with class participation for a smaller part of the grade.
ARTV 3163-001
Painting II
David Ahlsted
TR 2:00PM - 4:30PM
Spring 2006
(A)

Course Content: Continuation of basic painting with emphasis on student-designed project in painting. Directed study in the historical and aesthetic evolution of painting concepts, especially contemporary modes of visual expression.

Prerequisites: ARTV 2161

Attendance: Mandatory

Class Format: Studio.

Readings: To be determined.

Projects: Numerous projects and a final project.
Course Content: This course is about animation and interactive media design for web/CD-ROM. It is organized into two components: (1) Strategy/Creativity and (2) Technique. (1) Strategy/Creativity component of this course is formatted to learn about researching, planning production, conceptualizing visual ideas, how to present web/interactive media concept to clients, analyzing various ideas for designing effective and innovative project. (2) Technique component of this course covers Flash software, used by many web/design professionals to create interactive design. Classes will be taught with structured lesson plans and weekly projects. Since some technical aspects are core part of the assignments, everyone is encouraged to take detailed notes during class. First few weeks focuses on using Flash to create an animation. Following weeks will cover an intermediate level of Flash action script lessons to create a web site. The lesson include action script for interactivity, preloading files, scrolling text, simple puzzle game, and password entry. Although the good part of the course focuses on Flash how-to’s, it is important to be aware that the any software (Flash included) is only a tool and creating engaging project always originates from innovative ideas and putting your best effort.

Prerequisite: ARTV 2265

Attendance: Mandatory Wednesday attendance

Class Format: Hands-on lab demonstrations, and studio work.

Readings:
Visual Quick Start FlashMX (Recommended)
Hands on Training Flash MX(Recommended)
FlashMX Creative Animation and Interactivity (macromedia press, recommended)

Projects: Ten weekly projects and three assignments. A critique session will be held at the completion of each assignment. By the end of this course student will be able to design and construct a web sites, and simple Flash games. This is an application oriented course. The projects will require outside class work.

Evaluation: Students are evaluated throughout the term based on the following criteria:
Presentation and craftsmanship - 15%; Concept and research - 20%; Design and Aesthetics - 25%; Technical Skills- 20%; Attendance and critique - 20%
Course Content: Students enrolled in this course will produce a portfolio of images emphasizing a specific topic, genre or thematic approach. This course will introduce advanced black and white printing (exhibition quality), toners, print and film manipulation techniques, film processing controls, non-silver printing techniques and discussion of various camera formats. Offered only in the Spring.

Prerequisites: ARTV 2121. Formerly titled Photography II.

Attendance: Mandatory

Class Format: Studio

Readings:

Projects: To be assigned

Evaluation: Critiques and Portfolio
ARTV 3271-001
Graphic Design II
Michael McGarvey
TR 11:10AM – 1:40PM
Spring 2006
(A)

Course Content: Advanced visual communications problem solving in publication, promotion and information design. Practical experience through solution of specific projects encountered in professional graphic design. The creative design concept, layouts and roughs for presentation and production skills are developed and focused in each of the problems. History of graphic design, use of the computer as a design tool, with emphasis on integration of Adobe Illustrator, Photoshop and Quark Xpress for design and prepress production – and solution of multiple unit problems.

Prerequisites: ARTV 2270 – Graphic Design I, and ARTV 2265 – Computer Graphics

Attendance: Mandatory

Class Format: Lectures and class critique of final projects and rough presentations and class projects.

Readings: A Typographic Workbook by Kate Clair; Pocket Pal: A Graphic Arts Production Handbook; Meggs: The History of Graphic Design; Adobe InDesign CS2

Projects: Six to eight major projects will be assigned. The projects involve rough and comprehensive layouts leading to a final finished piece of artwork.

Evaluation: The final grade will be primarily based on the final projects and exams. Exact deadlines for critiques on final projects and late projects will not be accepted. Exams will be given on assigned readings, and prepress production and software, and count, along with class participation for a smaller part of the grade.
Course Content: In this course we will study the history of American art with a focus on New Jersey examples, including both famous and less well-known artists. Painting, sculpture, architecture and photography will all be considered. The first few times the course is taught, students will research and write catalogue entries for an “Art & Architecture of New Jersey” website. In subsequent years the website will be used as a primary resource for the course.

Prerequisites: ARTV 2176 recommended but not required.

Attendance: Mandatory. Grade will be lowered 1 letter grade after each four (4) absences.

Class Format: Slide/Lectures, discussion and website “planning” sessions.

Readings: To be determined by topic(s).

Projects: Two papers, two tests.

Evaluation: Final grades based on an average of all tests and projects. Class participation counted as extra credit. Grades lowered after each 4 absences.
Course Content: This course will introduce students to the various tools and capabilities of the Adobe Photoshop application. The emphasis will be on the use of Photoshop as a digital imaging tool in the context of photographic images. Topics include; color theory (for the computer), image resolution, scanning techniques, edit and “paint” tools, working with selections, using layers and masks, file formats (importing and exporting), and printing. This is a basic class on the use of Photoshop, however, students must be familiar with the use of computer (accessing files, menu commands, and printing files) and complete Photography One (or the equivalent).

Prerequisite(s): ARTV 2121 (or equivalent) and basic computer skills.

Attendance: Required

Class Format: Lecture /Studio

Readings: To Be Assigned

Projects: To be assigned

Evaluation: Class assignments, participation and final portfolio.
ARTV 3674-001
3-D Computer Graphics
Hannah Ueno-Olsen
TR 11:20AM – 1:50PM
Spring 2006
(A), (Q2)

Course Content: This course will introduce students to the principles of building three-dimensional computer modeling and animation. The course lesson includes modeling techniques, surface material, lighting, animation and volumetric environment effects.

Q2: This is a Q2 course. Various quantitative thinking skills will be applied to learning principles of 3-D modeling and rendering animation from still models. These topics are important elements in understanding the composition of 3-D modeling software and being able to articulate visual concept into final presentation. Prior knowledge of visual principles as well as graphic software including Adobe Photoshop is required.

Prerequisite: Basic knowledge of Photoshop, 3D Design

Attendance: Mandatory

Class Format: Hands-on lab demonstrations and studio work.

Textbooks: TBA

Projects: Projects of this course focus on realistic rendering of assignment criteria ranging from building LEGO™ blocks; furniture; proportion related project; packaging; portable gadgets, scientific drawing project; and product model. This is an application oriented course. The projects will require outside class work.

Evaluation: Students are evaluated throughout the term based on the following criteria:
Presentation and craftsmanship - 15%; Concept and research - 20%; Design and Aesthetics - 25%; Technical Skills- 20%; Attendance and critique - 20%
ARTV 3763-001
Painting III
David Ahlsted
TR 2:00PM - 4:30PM
Spring 2006
(A)

Course Content: Analysis and studio execution of advanced painting concepts with emphasis on developing each individual student’s form of expression in painting.

Prerequisites: ARTV 3163

Attendance: Mandatory

Class Format: Studio.

Readings: To be determined.

Projects: Numerous projects and a final project.
ARTV 4581-001
Sr Prj Visual Communication II
Michael McGarvey
TR 2:00PM – 4:30PM
Spring 2006
(A)

Course Content: Senior projects are designed to develop sustained solutions to complex multiple unit problems in Graphic Design, Computer Graphics, or Illustration. Continuity and sustained quality are emphasized in a variety of print and digital media.

Prerequisites: Permission of Instructor Card. Open only to seniors in Graphic Design, Computer Graphics or Illustration.

Attendance: Required 2 ½ hours per week.

Class Format: Participation in discussion and critical evaluation of work in progress is essential. There will also be lectures and demonstrations. Students will work in designs teams on digital and print promotional pieces for Final Exhibition.


Projects: All projects are geared toward the development of a professional visual communications portfolio and will be exhibited in the Senior Studies in the Arts Exhibition.

Evaluation: Final grade will be based on the successful completion of the projects, especially quality and quantity of contributions to the group team design projects and final portfolio and exhibition.
ARTV 4920-001
Sr Prj Photography I
Wendel White
MW 2:00PM – 4:30PM
Spring 2006
(A)

Course Content: Planning and discussion of individual senior projects. Includes attendance at group critiques. Photography majors must complete ARTV 4920 and ARTV 4921.

Prerequisites: Color Photography, Advance Photo Processes, and Photoshop

Attendance: Required

Class Format: Seminar / Critique

Readings:

Projects: To be determined

Evaluation: Final portfolio – 40 prints
ARTV 4921-001  
Sr Prj Photography II  
Wendel White  
MW 2:00PM – 4:30PM  
Spring 2006  
(A)

Course Content: Continuation of Sr. Project I, during the term students will continue to work on individual projects and prepare for the final exhibition.

Prerequisites: ARTV 4920

Attendance: Required

Class Format: Seminar / Critique

Readings:

Projects: Continued from Senior Project I

Evaluation: Exhibition, essay, and slides of work.
Course Content: Planning and discussion of individual Research projects of hand pulled prints. A high level of artistic achievement is expected.

Prerequisites: ARTV 2168, ARTV 3765, ARTV 3766. Open only to Seniors in Visual Arts.

Attendance: Mandatory.

Class Format: Will be based on a combination of stated problems while working on various etching or lithography techniques.

Readings: Printmaking, history and process. Selected Research projects.

Papers/Projects: Studio work from stated problems.

Evaluation: Based on attendance of group critiques, thesis paper, slides of finished work and exhibition of research projects.
ARTV 4951-001  
Senior Project in Art History II  
Kate Nearpass Ogden  
W 12:45PM – 2:00PM  
Spring 2006

Course Content: Students research and write an extended research paper (thesis) on a topic in art history chosen in consultation with their advisor. A second internship is recommended but not required.

Prerequisite(s): Only open to seniors in Art History.

Attendance: Required weekly meetings with advisor.

Class Format: Independent research; weekly meetings with advisor.

Readings: To be determined by topic.

Projects: See descriptions above.

Evaluation: Final grade determined by quality of thesis (writing, organization, synthesis and understanding of material, creativity, quality and use of sources.)
Course Content: Planning and discussion of individual senior projects in painting and drawing. Includes attendance at group seminars, thesis paper and exhibition of work completed during both semesters of Sr. Project. Painting and drawing majors must complete ARTV 4960 and ARTV 4961.

Prerequisites: Open only to seniors in visual arts.

Attendance: Mandatory

Class Format: Studio.

Readings: To be determined.

Projects: Numerous projects and a final project.
ARTV 4961-001
Sr Prj Paint & Draw II
David Ahlsted
TR 2:00PM - 4:30PM
Spring 2006
(A)

Course Content: A continuation of ARTV 4960.

Prerequisites: ARTV 4960. Open only to seniors in visual arts.

Attendance: Mandatory

Class Format: Studio.

Readings: To be determined.

Projects: Numerous projects and a final project.
Course Content: Students research and write an extended research paper (thesis) on a topic in arts management chosen in consultation with their advisor. A second internship is recommended but not required.

Prerequisites: Open only to seniors in Arts Management.

Attendance: Required weekly meetings with advisor.

Class Format: Independent research; weekly meetings with advisor.

Readings: To be determined by topic.

Projects: See above.

Evaluation: Final grade determined by quality of thesis (writing, organization, synthesis and understanding of material, creativity, quality and use of sources.)