

ARTS (ART)

ART 100 Art Appreciation (3 CR.)

Introduces art from prehistoric times to the present day. Describes architectural styles, sculpture, photography, printmaking, and painting techniques. Highlights major artists and key contributions from global and Western culture. Covers content chronologically and/or thematically. Lecture 3 hours. Total 3 hours per week.

This is a Passport and UCGS transfer course.

ART 101 History of Art: Prehistoric to Gothic (3 CR.)

Surveys the history and interpretation of architecture, painting and sculpture from the prehistoric era through the Gothic. Lecture 3 hours. Total 3 hours per week.

This is a Passport and UCGS transfer course.

Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 102 History of Art: Renaissance to Modern (3 CR.)

Surveys the history and interpretation of architecture, painting and sculpture from the Renaissance through the modern era. Lecture 3 hours. Total 3 hours per week.

This is a Passport and UCGS transfer course.

Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 103 History of Far Eastern Art I (3 CR.)

Surveys the history of Far Eastern art from the prehistoric period to the present. Part I focuses on the art of India and Southeast Asia. Part II focuses on the art of China, Japan, and Korea. Emphasizes architecture, painting, and sculpture with some instruction in printmaking and decorative arts. Lecture 3 hours per week.

ART 116 Design For The Web I (3 CR.)

Introduces the basic elements of web page design: typography, imagery, and color; and examines how they are combined to create effective layouts. Teaches organization of materials, sketching and concept development, site planning, and various methods of construction. Lecture 2 hours per week Studio instruction 2 hours. Total 4 hours per week.

ART 121 Foundations of Drawing (3 CR.)

Develops basic drawing skills and understanding of visual language through studio instruction/lecture. Introduces concepts such as line, proportion, space, perspective, value and composition as applied to still life, landscape and figure. Uses drawing media such as pencil, charcoal and ink wash. Includes field trips and gallery assignments as appropriate. Lecture 1 hour. Studio instruction 4 hours. Total 5 hours per week. Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 130 Introduction to Multimedia (3 CR.)

Introduces the student to the basic components of multimedia: text, graphics, animation, sound, and video, and explores how they combine to create a multimedia product. Emphasizes the design aspects of multimedia projects and teaches the techniques required to develop a presentation. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 131 Two-Dimensional Design (3 CR.)

Introduces the elements and principles of design as applied to two-dimensional studio projects. Introduces two-dimensional media, techniques, compositional strategies, and color concepts and interactions. Supports conceptual development through introduction to historical and contemporary practices and critical analysis. May include field trips as required. Lecture 1 hour. Studio instruction 4 hours. Total 5 hours per week.

Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 132 Three-Dimensional Design (3 CR.)

Introduces the elements and principles of design as applied to three-dimensional studio projects. Introduces three-dimensional media, techniques, compositional strategies, and color concepts and interactions. Supports conceptual development through introduction to historical and contemporary practices and critical analysis. May include field trips as required. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

ART 135 Visual Communications (3 CR.)

Studies intermediate design concepts applicable to all fields of communication arts. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

ART 140 Introduction to Graphic Skills (3 CR.)

Teaches basic studio skills and concepts. Emphasizes concept development and problem solving using traditional art materials and computer techniques. Uses current graphic software applications. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week. Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 141 Typography I (3 CR.)

Studies the history of letterforms and typefaces and examines their uses in contemporary communications media. Emphasizes applications to specific design problems. Includes identification and specification of type and uses current technologies for copy fitting and hands-on typesetting problems. Part I of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 140 or division approval

ART 142 Typography II (3 CR.)

Examines advanced applications of the studies completed in Typography I. Explores the use of typography in layout and design. Requires projects based on professional level problems designed to test the student's practical knowledge as well as his or her creative ability. Applies computer techniques for working with type. Part II of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 140 and ART 141 or division approval

ART 150 History of Film & Animation (3 CR.)

Exposes the student to the rich history of temporal imagery from the invention of the zoetrope and kinetoscope through the rise of the moving picture industry and the development of the first animated films to present day television. Chronicles the impact of the moving image in the Twentieth century. Discusses the design and concept of influential works as well as the relationship between these earlier forms of moving graphics and today's innovative video technology. Lecture 3 hours per week.

ART 153 Ceramics Handbuilding I (3 CR.)

Introduces a variety of ceramic handbuilding techniques utilized to design and produce ceramic arts. Includes an introduction to clay, glazes and kilns. Part I of II. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

ART 154 Ceramics Wheel Throwing I (3 CR.)

Introduces a variety of ceramic wheel-throwing techniques utilized to design and produce ceramic arts. Includes an introduction to clay, glazes and kilns. Part I of II. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

ART 160 Film Production (3 CR.)

Introduces students to the basic techniques and procedures involved in motion picture production. Emphasizes aspects of filmmaking from scripting and preproduction through editing and postproduction. Includes the exploration of professional film crew roles in grip, lighting, production management, directing, sound and editing. This course is cross-listed with PHT 150. Credit will not be awarded for both. Lecture 2 hours. Laboratory 2 hours. Total 4 hours per week.

ART 161 Cinematography (3 CR.)

Explores the practical and theoretical elements of cinematography with an emphasis on lighting and camera technique. Investigates the history of the craft through film cameras to digital video with topics of camera operation including composition, camera settings, lenses, filters, shot design, and movement. Provides students with the opportunity to create lighting designs and solve practical lighting problems. Lecture 2 hours. Laboratory 2 hours. Total 4 hours per week.

Prerequisite(s) ART 160

ART 199 Supervised Study (1-5 CR.)

Assignment of problems for independent study incorporating previous instruction and supervised by the instructor. May be repeated for credit. Variable hrs.

ART 200 History of Non-Western Art (3 CR.)

Explores art as an integral aspect of cultures from Africa, Asia, Islamic groups, Oceania, Native America, and pre-Columbian Central and South America. Increases understanding of the formal and iconographic properties of these works by examining the philosophies, social customs, and ritual practices of their cultures. The assignments in the course require the reading of scholarly articles and researched-based writing. Lecture 3 hours per week. Please note: Credit will be awarded for either ART 200: History of Non-Western Art or ART 105: Art In World Culture.

ART 203 Animation I (3 CR.)

Introduces the student to the basic techniques of animation, combining traditional and computer-generated skills. Teaches theoretical elements of the aesthetics of sequential imagery. Provides practical experience in two-dimensional and/or three-dimensional animation. Exposes the student to a variety of animation techniques through lectures, presentations, classroom work, and outside assignments. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 121 and ART 140

ART 204 Animation II (3 CR.)

Builds on the student's skills in the techniques of animation developed in ART 203 Animation I. Emphasizes computer-generated, high-quality animations. Teaches the advanced techniques of two- and three-dimensional computer animation. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 121, ART 140, and ART 203

Corequisite(s) ART 207

ART 207 3D Model Rendering (3 CR.)

Provides the student with an advanced understanding of the principles of building three-dimensional objects, characters, and interior and exterior environments with current industry software. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 130 and ART 131

ART 208 Video Techniques (3 CR.)

Addresses the fundamentals of video technology and non-linear video editing. Focuses on the aesthetics of time-code editing using current industry software. Teaches a student to shoot and capture video and record and edit sound, and combine artwork, animation, video, and sound in the creation of professional-quality original video projects. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 209 Creative Concepts and Writing (3 CR.)

Prerequisite is ENG 111 or division approval. Focuses on the generation of creative verbal/visual concepts and the techniques of effective written communication necessary for success in the graphic design industry. Lecture 3 hours per week.

ART 215 History of Modern Art (3 CR.)

Surveys the history of modern architecture, sculpture, painting and graphic arts in representational and non-representational forms. Focuses on the periods and movements that influenced the arts of the twentieth century as well as the influence of modernism on contemporary art. The assignments in the course require the reading of scholarly articles and research-based writing. Lecture 3 hours. Total 3 hours per week. Please note: Credit will be awarded for either ART 215: History of Modern Art or ART 106: History of Modern Art.

ART 217 Graphic Design I (3 CR.)

Focuses on creative concepts and skills necessary for graphic design problem solving using current technology. Includes techniques specific to computer applications for the production of print design using text and image. Part I of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 140

Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 218 Graphic Design II (3 CR.)

Builds on the studies completed in Graphic Design I. Teaches advanced problem solving skills, concept development and project management. Applies intermediate level production techniques to 2D and 3D graphic design using current technologies and principles of pre-press production. Part II of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 140, ART 141, and ART 217

ART 220 Advanced Design for the Web (3 CR.)

Presents advanced features of web design and technology used by designers. Explores advanced design problems. Lecture 3 hours per week.

Prerequisite(s) ART 116 and ART 117, or division approval

ART 221 Drawing III (3 CR.)

Introduces advanced concepts and techniques of drawing as applied to the figure, still life, and landscape. Gives additional instruction in composition, modeling, space and perspective. Encourages individual approaches to drawing. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

Prerequisite(s) ART 223

ART 222 Drawing IV (3 CR.)

Introduces advanced concepts and techniques of drawing as applied to the figure, still life, and landscape. Gives additional instruction in composition, modeling, space and perspective. Encourages individual approaches to drawing. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

Prerequisite(s) ART 221

ART 223 Life Drawing (3 CR.)

Advances skills and exploration in drawing through studio practice. Continues investigation of elements and principles of design emphasizing perceptual figure drawing. Introduces a variety of media and techniques including color media and theory. Supports conceptual development through introduction to historical and contemporary practices and critical analysis. May include field trips. Lecture 1 hour. Studio instruction 4 hours. Total 5 hours per week. Please note: Credit will not be awarded for both ART 223: Life Drawing and ART 122: Drawing II.

Prerequisite(s) ART 121

ART 231 Sculpture I (3 CR.)

Introduces sculptural concepts and methods of production in traditional and contemporary media. Includes clay, plaster, wood, stone, metal, plastics, and terra cotta. May include field trips. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

Prerequisite(s) ART 131

ART 232 Sculpture II (3 CR.)

Introduces sculptural concepts and methods of production in traditional and contemporary media. Includes clay, plaster, wood, stone, metal, plastics, and terra cotta. May include field trips. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

Prerequisite(s) ART 231

ART 235 Ceramics Handbuilding II (3 CR.)

Introduces advanced techniques utilized in ceramics to design and produce hand-built ceramics. Provides lecture and hands-on studio instruction building on the experience obtained in ART 153- Ceramics-Handbuilding I, including glazing and firing. Part II of II. Lecture 1 hours. Studio instruction 5 hours. Total 6 hours per week.

Prerequisite(s) ART 153

ART 236 Sculptural Ceramics (3 CR.)

Explores the design and production of sculptural ceramics, including handbuilding and use of the wheel. Lecture 1 hours. Studio instruction 5 hours. Total 6 hours per week.

Prerequisite(s) ART 154

ART 237 Ceramics Glaze Formulation and Firing (3 CR.)

Explores glaze formulation, surface treatments, kilns and firing methods for designing and producing studio ceramics. Lecture 1 hours. Studio instruction 5 hours. Total 6 hours per week.

Prerequisite(s) ART 153, or ART 154, or divisional approval

ART 241 Painting I (3 CR.)

Introduces abstract and representational painting in acrylic and/or oil with emphasis on color composition and value. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

Prerequisite(s) ART 233

ART 242 Painting II (3 CR.)

Introduces abstract and representational painting in acrylic and/or oil with emphasis on color composition and value. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

ART 243 Watercolor I (3 CR.)

Presents abstract and representational painting in watercolor with emphasis on design, color, composition, technique, and value. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

Prerequisite(s) ART 131 or division approval

ART 244 Watercolor II (3 CR.)

Presents abstract and representational painting in watercolor with emphasis on design, color, composition, technique, and value. Lecture 1 hours. Studio instruction 4 hours. Total 4 hours per week.

Prerequisite(s) ART 243

ART 250 History of Design (3 CR.)

Surveys the development of graphic design and illustration with emphasis on the 19th and 20th centuries. Analyzes the work of outstanding designers and illustrators. Lecture 3 hours per week.

ART 251 Communication Design I (3 CR.)

Studies the principles of visual communications as applied to advertising in newspapers, magazines, direct mail advertising, house organs, etc. Analyzes the influence of contemporary art on design. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

ART 263 Interactive Design I (3 CR.)

Focuses on creative concepts of design problem solving for interactive design. Instructs students in techniques specific to Web, multimedia for the Web, and other interactive design projects using current technology and standards. Interactive functionality and usability are covered. Part I of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 116, ART 140

ART 264 Interactive Design II (3 CR.)

Builds on the studies completed in Interactive Design I. Focuses on conceptualization and problem solving for interactive design. Instructs students in intermediate techniques specific to web, multimedia for the web and other interactive design projects using current technology and standards. Includes interactive documents and experiences. Part II of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 116, ART 121, ART 131, ART 135, ART 140, ART 141, and ART 263

Corequisite(s) ART 142

ART 265 Graphic Techniques (3 CR.)

Teaches printing production, terminology, image and typography specifications, as well as technical skills using current technology and software. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 140

Corequisite(s) ART 141 Applies the study of printing processes to the preparation of design files for professional printing

ART 266 Package Design (3 CR.)

Studies the role of packaging in product identification, presentation, and production. Investigates the unique challenges of typography, illustration and design from 2D to 3D forms. Researches business goals, marketing objectives, packaging structure, and display aesthetics. Applies the principles of design and foundations of typography in final production of products. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

ART 267 Integrated Design Techniques (3 CR.)

Studies the use of design and technology skills for development of visual ideas across an array of delivery platforms, such as web, print and motion. Focus on the development of holistic design ideas. Integrates techniques for the design, implementation, development and production of print, web, motion, and interactive projects. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

ART 268 Professional Practices In Communication Design (3 CR.)

Focuses on the business practices, ethical issues, and design issues present within the professional world of communication design. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 140

ART 270 Motion Graphics I (3 CR.)

Introduces fundamental concepts for motion graphics, including graphics and promos for television networks and film titles and logs for advertising. Focuses on design presentation and development, screen composition, graphic transitions and content. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 140

ART 271 Printmaking I (3 CR.)

Introduces the student to the full range of printmaking techniques. Includes woodcut, silkscreen, etching, and lithography. Provides historical perspective on printmaking. Lecture 2 hours. Studio instruction 3 hours. Total 5 hours per week.

ART 272 Printmaking II (3 CR.)

Introduces the student to the full range of printmaking techniques. Includes woodcut, silkscreen, etching, and lithography. Provides historical perspective on printmaking. Lecture 2 hours. Studio instruction 3 hours. Total 5 hours per week.

Prerequisite(s) ART 271

ART 280 Graphic Design For Studio Arts (3 CR.)

Introduces digital tools, software, and techniques used by visual artists and design professionals to create day-to-day business forms, documents and self-promotional material. Explores the fundamental principles of layout and design that govern the use of image, type, and color. Presents professional standards and practices used for organizing, archiving, printing and presenting their work

Prerequisite(s) ART 131 and PHT 101

ART 281 Illustration for Designers (3 CR.)

Explores the professional field of illustration, along with the different ways of producing illustrations for editorial, commercial, and technical clients using traditional and digital techniques. Build skills and knowledge through discussions, projects and exercises for positioning as an illustrator. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

Prerequisite(s) ART 121, and ART 140 or division approval

ART 283 Computer Graphics I (3 CR.)

Utilizes microcomputers and software to produce computer graphics. Employs techniques learned to solve studio projects which reinforce instruction and are appropriate for portfolio use. Part I of II. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

Credit for Prior Learning available for this course. More information at <https://www.nvcc.edu/admissions/cpl.html>.

ART 284 Computer Graphics II (3 CR.)

Utilizes microcomputers and software to produce computer graphics. Employs techniques learned to solve studio projects which reinforce instruction and are appropriate for portfolio use. Part II of II. Lecture 1 hours. Studio instruction 4 hours. Total 5 hours per week.

ART 287 Portfolio And Resume Preparation (3 CR.)

Focuses on portfolio preparation, resume writing, and job interviewing for students. Recommended for final semester program students. Requires instructor's approval. Lecture 1 hours. Studio instruction 3 hours. Total 4 hours per week. 1-4 credits

ART 298 Seminar And Project (3 CR.)

Completion of a project or research report related to the student's occupational objective and a study of approaches to the selection and pursuit of career opportunities in the field. Visual Art Portfolio Development Students will complete transfer portfolios and actively apply for transfer and/or employment. This course will include critical discourse on artwork for portfolio development and professional practices, including transfer and/or employment documents. This course includes critical discourse on artwork for portfolio development and professional practices, including transfer and/or employment documents. Conceptual development is fostered through continued historical and contemporary practice research and critical analysis. Attention will be paid to developing visual skills and aesthetics while ensuring a holistic understanding of the fundamentals and principles of design. Includes further creation of studio work tailored to fill portfolio gaps as necessary for a well-rounded body of work. Includes field trips, gallery assignments, and guest speakers as appropriate. Lecture 1 hour per week. Studio instructions 4 hours per week Total 5 hours per week.

ART 299 Supervised Study (1-5 CR.)

Assignment of problems for independent study incorporating previous instruction and supervised by the instructor. May be repeated for credit. Variable hours.