

ART (ART)

ART 1001 Foundation I: Drawing (4 semester hours)

This course teaches drawing as an active form of seeing, thinking, communicating, and representing. Basic drawing skills are integral for a range of visual art and design disciplines. This studio course explores drawing principles, techniques, media, and applications through analog-based perceptual practices and digital-based explorations. Central to this course is an introduction to a wide range of historical and contemporary ways that drawing is and has been used around the world. Studio Arts majors only. Lab fee required.

ART 1002 Foundation II: Digital Arts (4 semester hours)

This course is an introduction to the theory and practice of digital arts. Through hands-on exercises, students learn to design interactive interfaces and responsive environments. Survey lectures focus on the history of new media and current practices. Students will also be introduced to principles and practices of electronic imaging as they apply to graphics, art, and design. Studio Arts majors only. Lab fee required.

ART 1003 Foundation III: 3D Design (4 semester hours)

The course examines the historical precedents and significant directions in contemporary 3D art, 3D objects, and sculpture. Orientation to concepts of 3-dimensionality through the use of relevant processes and heuristic approaches to making. Examination of the basic elements of three-dimensional design, emphasizing the conceptual process and utilization of various media. Studio Arts majors only. Lab fee required.

ART 1010 First Year Workshop in Studio Arts (2 semester hours)

This workshop is designed for Studio Arts (STAR) majors to explore creativity, build community, and engage in uniquely transformative experiences in the visual arts. This mandatory class for all first-year STAR majors serves as a practical introduction to conceptual and diverse practices in the visual arts. Studio Arts Freshmen only. Lab fee required.

ART 1020 Portfolio Workshop in Studio Arts (2 semester hours)

ART 1020 Portfolio Workshop in Studio Arts caters to Studio Arts majors, providing an exploration of diverse visual voices through dialogue, creativity, and reflection. This course serves as a hands-on introduction to conceptual and varied practices in visual arts, with a primary focus on expanding creative ideation, refining processes, and enhancing artistic output. Additionally, it equips students for the BFA portfolio review, explores different career paths within the field, and fosters a sense of professionalism. Lab fee required.

ART 1153 Drawing from Life (3 semester hours)

Designed to help students understand observation and interpretation of drawing from life. This course provides a deep focus on observation of visual phenomena, including still life and an introduction to human and non-human animal as subject. An introduction to drawing as an end as well as a process. Lab fee required.

ART 1188 Drawing from Life Lab (1 semester hour)

Study of the tools and techniques for ART 1153 Drawing from Life.

ART 1550 Introduction to Studio Arts (4 semester hours)

Exploration of the materials, techniques, and inspiration of the artist in the media of drawing, painting, printmaking, sculpture, and two- and three-dimensional design. Open to non-Studio Arts majors only. University Core fulfilled: Explorations: Creative Experience. Lab fee required.

ART 1551 Introduction to Drawing and Printmaking (4 semester hours)

Open to non-Studio Arts majors only. Development of basic drawing skills in various media and the exploration of printmaking techniques. Lab fee required. University Core fulfilled: Explorations: Creative Experience.

ART 1660 Design Literacy: 2D Design (4 semester hours)

An examination of the basic elements of two-dimensional design. Course emphasizes visual literacy as well as the conceptual and problem-solving processes used in creating and composing graphic form. Lab fee required. University Core fulfilled: Explorations: Creative Experience.

ART 1782 Programming/Creative Application (4 semester hours)

Emphasis on programming as an art form and as a tool for creative applications. Introduction to computer programming within the context of art and design. Concepts and skills taught enhance student ability to excel in future courses about Internet, animation, interactive media, and game design. Weekly exercises balance concept and techniques to reveal potential of computer as medium and tool. Lecture, lab, workshop. Lab fee required.

ART 1998 Special Studies (1-4 semester hours)

ART 2154 Drawing from the Human Figure (3 semester hours)

Intensive study of the life model exploring issues of form, structure, volume, movement, and composition. In depth practice and understanding of the human figure in space. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor.

ART 2188 Drawing from the Human Figure Lab (1 semester hour)

Study of the tools and techniques for ART 2154 Drawing from the Human Figure.

ART 2250 Visual Arts for the Elementary Educator (4 semester hours)

Designed to develop the visual arts for the Education and Learning Sciences (Liberal Studies) student, both personally and professionally. Projects will emphasize a personal exploration of media, techniques, art history, and art fundamentals, as well as the role of the teacher in nurturing artistic expression and aesthetic. Participation in the ARTsmart service-learning program is required and is incorporated into class hours. Education and Learning Sciences (Liberal Studies) only. University Core fulfilled: Explorations: Creative Experience; Flag: Engaged Learning.

ART 2255 Field Experience in Art (0 semester hours)

Designed for students interested in secondary art education and related fields. Explores practical applications of teaching and related fields through planned observation, reflection, and group discussions. Art Education BFA only. Twenty (20) hours of field observation in a secondary public school art classroom or related environments is required. Permission of the Director of Art Education required.

ART 2357 Painting I (4 semester hours)

Study of basic theoretical methods and techniques as applied to both representation and abstraction. Acrylic paints will be utilized. Prerequisite: ART 153 or ART 1001 or ART 1153. Lab fee required.

ART 2474 Form as Art (4 semester hours)

Exploration of concepts, materials, and processes in sculpture and object design through various hands-on projects. Relationships between form and content as well as aesthetics and functionality will be examined through additive, subtractive, and assembling/constructing processes. Prerequisite: ART 275 or ART 1003. Lab fee required.

ART 2476 Ceramic Sculpture (4 semester hours)

Examination of ceramics as a sculptural medium. Students will explore technical and conceptual processes of ceramics. While clay is the focus, other materials will be utilized. Lab fee required.

ART 2478 Ceramics I: Earth and Art (4 semester hours)

The course offers the student a theoretical and a practical basis for understanding clay, glazes, and firing as they relate to three-dimensional design, the meaning of art, and its place in the world. Emphasis is on the creative potential of hand-building and glazed surfaces. University Core fulfilled: Explorations: Creative Experience. Lab fee required.

ART 2585 Introduction to Printmaking (4 semester hours)

Introduction to the basic printmaking and transfer processes, using monoprinting, linocuts, woodcuts, drypoints, water etchings, and collagraphs. Both black and white and multicolor images will be produced. Lab fee required.

ART 2668 Typography I (4 semester hours)

An introduction to the fundamentals of typography. Emphasis is on developing typographic literacy in terms of history, type classification, nomenclature, letterform anatomy, hierarchy, visual structure, as well as how type works as a compositional element in textual communication. Recommended: ART 160 or 260 or ART 1002 or ART 1660. Lab fee required.

ART 2764 Introduction to User Experience Design (4 semester hours)

An introduction to the principles of user experience design. Students design experiences for a range of contexts and engage with human computer interaction principles and human-centered design methods, including conducting user research, ideating, sketching, prototyping, and iterating based on user feedback. Prerequisite: ART 260 or ART 1002. Lab fee required.

ART 2880 Photography I: Darkroom (4 semester hours)

This course serves as an introduction to black and white photography and covers camera function, exposure, film processing and darkroom printing on different paper surfaces. In addition to learning the technical aspects of the medium, emphasis will be placed on the development of an individual artistic voice. Students will explore how meaning is produced through photographs and photography as a means of communication. Prerequisite: ART 2881 or permission of instructor. University Core fulfilled: Creative Experience. Lab fee required.

ART 2881 Photography I: Digital (4 semester hours)

This course serves as an introduction to digital photography with an emphasis on effectively using image editing software programs including Adobe Bridge, Camera RAW, Photoshop and Lightroom. Students will learn digital printing and color management. In addition to learning the technical mechanics of the medium, students will consider photography in terms of aesthetic and conceptual concerns. Lab fee required.

ART 2998 Special Studies (1-4 semester hours)

1 TO 4 semester hours

ART 2999 Independent Studies (1-4 semester hours)

1 TO 4 semester hours

ART 3100 Figure Drawing Workshop (2 semester hours)

A studio workshop for art and animation majors with emphasis placed on working from the figure and anatomy. Independent reading, research and production goals are devised for each student. As students repeat course study, the course requires increased learning and skill development as an extension of work in figure drawing. Each semester an online portfolio is required. Prerequisites: ART 154 or ART 2154 or permission of instructor. May be repeated for degree credit for further development up to six times. Lab fee required.

ART 3101 Portrait Workshop (2 semester hours)

A general introduction to portrait drawing, this course covers skulls, planes and masses of the head, muscles of expression, age differentiation, characterization, adornment, lighting, and the double portrait, among other subjects. Prerequisite: ART 153 or ART 1153 or ART 1001 or ART 2154 or permission of instructor. Lab fee required.

ART 3102 Portraits in Clay Workshop (2 semester hours)

A workshop format introduction to creating a portrait in 3-D, this course covers skull construction, planes and masses of the head, muscles of expression, and working with clay to produce two life-scale heads. Prerequisite: ART 153 or ART 1153 or ART 1001 or ART 1003 or permission of instructor. Lab fee required.

ART 3103 Narrative Workshop (2 semester hours)

A workshop format introduction to using the human and non-human figure to construct narratives. There are models of all ages and animal models during the semester. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3104 Light and Shadow Workshop (2 semester hours)

This workshop format course explores the effects of light on form and space. Students will draw and explore with different materials from dry mediums, to wet mediums, to collage, and mixed media using natural light, man-made light and conceptual light. The exploration will go anywhere from nocturnal to white bright light. Students will discuss mood that comes from the selection of light as a focal point. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3105 Collage and Montage Workshop (2 semester hours)

Collage and montage are related approaches to creative expression that include mixing, combining and reassembling images and objects, removing them from an original context in order to explore new expressive possibilities. Drawing, animation and illustration practice gain from these mediums, regardless of the final form. How to experiment with found imagery, pattern, texture, color, mixed media, appropriated imagery and other visual fragments helps students to explore visual narrative and conceptual problem solving. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3106 Media and Color Workshop (2 semester hours)

This workshop format course explores formal optics of color perception/interaction in relation to the psychological implications of color use in drawing and illustration. The first half of the semester will deal with color theory using drawing tools and techniques (colored pencil, pastel). The second half of the semester each student will develop work that deals with a subject of their own choosing. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3107 Ink and Brush Workshop (2 semester hours)

This workshop introduces ink and brush techniques. Material and techniques include working with various papers including rice paper and ink. Students address the different genres of line drawing, plant painting (the Four Gentlemen), calligraphy, still life, figures, and landscape. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3108 Wash and Gouache Workshop (2 semester hours)

This workshop explores a variety of wet drawing mediums including ink, watercolor, and designer gouache. The focus will be on the techniques of line, area and mark-making from both observation and invention, as well as applying the appropriate techniques to concepts, with the opportunity for students to apply them to personal imagery. Students will learn historical and non-traditional use of these less toxic mediums. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3109 Alexander Technique Workshop (2 semester hours)

A general introduction to using the Alexander Technique will instruct students in human and non-human motion analysis and gesture. Students learn to observe the science of human and non-human movement and use human models of all ages and animal models during the semester. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3110 Drawing Nature Workshop (2 semester hours)

This workshop explores natural subject matter through observation and aesthetically selective description. Emphasis is on light, composition, form, surface, space, and environment. Students may use skulls, shells, birds, animals, live crabs, landscape, and flora, and take field trips to zoos, conservatories, and gardens for the purpose of drawing and illustration. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3111 Anatomy for Artists and Illustrators (Skeletal System) (2 semester hours)

Drawing requires answers to a number of questions. How to suggest three dimensions in a two-dimensional format? How to imply movement in a product that is still? What to omit and what to include to achieve a given effect? The purpose of this course is to provide a basic understanding of the human musculoskeletal system through a combination of lectures, labs, and directed studio assignments. The hope is that by better understanding human structure and motion students find their own answers to these questions. Prerequisite: ART 2154 or ART 154 or permission of instructor. Lab fee required.

ART 3112 Anatomy for Artists and Illustrators (Muscular System) (2 semester hours)

Drawing requires answers to a number of questions. How to suggest three dimensions in a two-dimensional format? How to imply movement in a product that is still? What to omit and what to include to achieve a given effect? The purpose of this course is to provide a basic understanding of the human musculoskeletal system through a combination of lectures, labs, and directed studio assignments. The hope is that by better understanding human structure and motion students find their own answers to these questions. Prerequisite: ART 2154 or ART 154 or permission of instructor. Lab fee required.

ART 3132 Eastern Immersion (4 semester hours)

Eastern Immersion is a course that combines traditional Chinese drawing techniques, calligraphy, and the Chinese language. The course utilizes associative learning to develop skills in these three areas while also formulating an appreciation for Eastern cultures. The course will follow a progression similar to the training young artists traditionally receive in China, students will be taught drawing fundamentals, such as composition, perspective, proportion, and stroke character using a traditional Chinese approach, which focuses on the expression of a subject as opposed to the primarily technical approach of Western art. University Core fulfilled: Integrations: Interdisciplinary Connections. Lab fee required.

ART 3133 Visualizing Literature (4 semester hours)

Visualizing Literature is a visual arts course framed around a single work of literature. Each semester the text will change in collaboration with the LMU Department of Archives and Special Collections. The visual projects created in the course will interact with, integrate, and respond to the text and will ultimately be displayed in the greater library as an extension of and response to library special exhibits. University Core fulfilled: Explorations: Creative Experience. Lab fee required.

ART 3134 Animal Drawing (4 semester hours)

This is a studio course with emphasis placed on working from animals and comparative anatomy. On-site drawing of animals on campus and with field trips to the Los Angeles Zoo, the Museum of Natural History, and the Page Museum. Emphasis will be on the construction of the subjects from within, rather than just outward appearances. Basics will include anatomy, proportion, and analysis of movement. Prerequisite: ART 154 or ART 2154 or permission of instructor. ANIM/STAR/ARHS majors/minors only. May be repeated 2 times for degree credit. Lab fee required.

ART 3135 Constructing Perspective and Geometry (4 semester hours)

This course is an exploration of the various means of expressing the illusion of form and space in drawing. Codified perspective formulas and descriptive geometry will be used to analyze photographic and art historical images and to create drawings from observation that represent the 3rd dimension. Students will develop the skill to identify and to use shapes as effective formal symbolic representations of observed objects in space and of space itself. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 3136 Drawing for Thinking, Illustration and Making (4 semester hours)

This course focuses on the creative and practical uses of drawing to support the development and production of 3-D work. In this course, students will use various drawing processes as a starting point including as means of ideation, research, pre-visualization, schematic drawing, design development, and presentation for work that finds a final form in a 3-D medium. In addition to a focus on design-build approaches, students will learn spatial references that help them visualize in 3-D. Prerequisite: ART 153 or ART 1153 or ART 1001 or ART 2154 or ART 154 or permission of instructor. Lab fee required.

ART 3175 Figure Sculpture (4 semester hours)

Modeling of the human figure with an emphasis on anatomy, leading to the extension of the figure as image. Prerequisites: ART 153 or ART 1001 or ART 275 or ART 1003. Lab fee required.

ART 3176 Sculpture Workshop (2 semester hours)

Advanced exploration of sculptural problems, techniques, and concepts using a variety of materials. Prerequisite: ART 154 or ART 275 or ART 1003 or ART 2154 or consent of professor. May be repeated for degree credit for further development. Lab fee required.

ART 3205 ARTsmart Community Service Program (0-4 semester hours)

ARTsmart is the community service program of the Department of Art and Art History. The mission of ARTsmart is to provide underserved youth an education in the Arts. LMU Art and Art History students work in teams to develop and teach lessons that incorporate formal art issues, art history, visual culture, social justice issues, and standards-based education to young students in a neighboring K-8 school. LMU students interested in a variety of art disciplines are encouraged to volunteer. This service-learning course may be repeated up to eight times.

ART 3255 Art and Social Justice (4 semester hours)

This course is divided into two components: studio arts and service learning. In the studio component, students will create art to explore the relationship between art and social justice. Studio projects include mixed media sculpture, and installation. The students participate in the ARTsmart service-learning program, developing and teaching lessons that emphasize the use of art to incite social change. ARTsmart service time is incorporated into the class hours. University Core fulfilled: Flag: Engaged Learning.

ART 3352 Principles of Color (4 semester hours)

A practical exploration of the additive and subtractive principles of color theory as related to fine art and graphic design. Emphasis placed on color mixing, hue, value, intensity, and visual perception. Acrylic gouache will be utilized in painterly exercises. In-depth class discussion and peer reviews will reinforce the relationship between theory and practice. University Core fulfilled: Explorations: Creative Experience. Lab fee required.

ART 3356 Painting II (4 semester hours)

A continuation of theoretical methods and techniques used in Painting I. Emphasis is on color, materials, and individual concept development. A variety of media will be utilized. Prerequisites: ART 153 or ART 257 or ART 1153 or ART 2357 or permission of instructor. Lab fee required.

ART 3358 Painting III (4 semester hours)

A continuation of Painting II, ART 356. Emphasis is on color, materials, and individual concept development. Prerequisite: ART 356 or ART 3356 or permission of instructor. May be repeated for degree credit with permission of instructor. Lab fee required.

ART 3470 Beginning Wheel Throwing (4 semester hours)

Introduction to throwing, glazing, and firing at several temperature levels with the aim of developing skills to enhance the student's artistic voice in the contemporary clay context. Lab fee required.

ART 3471 Advanced Wheel Throwing (4 semester hours)

Advanced work with wheel thrown forms with the aim of developing a thematic body of creative work in clay. May be repeated once for degree credit by completing coursework at an advanced level. Prerequisite: ART 370 or ART 3470. Lab fee required.

ART 3474 Advanced 3D Studies (4 semester hours)

Exploration of advanced problems in sculpture and object design. Development of individualized sculptural processes through various hands-on projects. Emphasis placed on concept and content development. Prerequisite: ART 2474. Lab fee required.

ART 3478 Drawing & Clay (4 semester hours)

Emphasis on the surface treatment of ceramic work incorporating drawing, painting, and printmaking techniques. Prerequisites: ART 1001 or ART 1153 or ART 153 or ART 1003. May be repeated once for degree credit by completing coursework at an advanced level. Lab fee required.

ART 3550 Visual Thinking (4 semester hours)

This course promotes concept development and creative thinking. Visual problem solving and projects will be based on a concern for how each person examines and explores, ultimately interprets and recreates the world around them. University Core fulfilled: Explorations: Creative Experience. Lab fee required.

ART 3554 Art and Ecology (4 semester hours)

Art and Ecology is a visual arts course inspired by art and science. The course will incorporate readings, site-specific engaged learning opportunities, and contemporary and art historical examples that explore visual art and environmental ethics, culture, sustainability, and resilience. Each semester the class will focus on a different environmental issue while the Creative Experience component will remain the same. University Core fulfilled: Explorations: Creative Experience; Flag: Engaged Learning. Lab fee required.

ART 3585 Relief Printmaking (4 semester hours)

Exploration of relief printmaking, photoetching, and monotype processes. Graphic image making will be pursued through multiprintings. Personal visual development, technical skill, and conceptual development will be emphasized. Prerequisites: ART 1001, 1153, OR 2585. Lab fee required.

ART 3586 Etch Printmaking (4 semester hours)

Process using etching, aquatint, and other incising techniques on metal plates. Emphasis on black and white images with an introduction to multicolor printing. Prerequisites: ART 1001, 1153, or 2585. May be repeated once for degree credit for further development. Lab fee required.

ART 3587 Silkscreen Printmaking (4 semester hours)

A printing process using serigraphy to create posters and fine art prints. Hand-cut, hand-painted, and photographic techniques will be used. The emphasis is on the development of personal expression in the creation of multicolor prints. Prerequisites: ART 1001, ART 1002, 1660, 2880 or 2881. Lab fee required.

ART 3588 Screen Printing (4 semester hours)

A printmaking process using silkscreening to communicate a message. Basic screening techniques will be used, including using hand-cut, photographic, and computer-generated images. Water-based textile and acrylic inks will be used. Emphasis will be on producing multicolor prints on T-shirts, posters, and 3-D materials. Prerequisites: ART 1001, ART 1002, 1660, 2880 or 2881. May be repeated once for degree credit for further development. Lab fee required.

ART 3589 Lithography Printmaking (4 semester hours)

Process using drawing and painting methods that include traditional, photographic, and experimental approaches on stones and plates, covering dry and wet drawing material to develop an image. Additive and reductive, black and white, and color overprinted methods will be explored. Prerequisites: ART 1001, 1153, or 2585. May be repeated for degree credit with permission of instructor. Lab fee required.

ART 3594 Gallery Issues and Practices (1-4 semester hours)

This hands-on course will cover the various components of planning, organization, and physical maintenance required for the successful functioning of the Thomas P. Kelly Student Gallery. The class will use both historic and contemporary exhibitions as case studies. The students will participate in all elements of development their own public exhibition, including curatorial design, publicity, and marketing. Students will research and write critically about gallery exhibitions and as a group they will visit numerous museums, galleries, and art studios. Repeatable for degree credit up to three times.

ART 3597 Professional Practices in Fine Arts (2 semester hours)

Examination of the current state of the studio arts and various career options through research, discussions, and guest speakers. Includes development and presentation of a professional portfolio and resume. Junior standing required. Studio Arts major or Permission of instructor required. Lab fee required.

ART 3598 Special Topic Printmaking (4 semester hours)

Students will experiment with diverse printmaking techniques, and interconnected topics ranging from social issues to environmental concerns. Prerequisites: ART 1001, 1153, or 2585.

ART 3602 Design: Concept to Form (4 semester hours)

Design as a visual problem-solving process is explored. Emphasis is placed on the creative processes and methodologies of design as form-giving medium. Prerequisites: ART 275 or ART 1003 or ART 2474. Lab fee required.

ART 3603 Experimental Typography (4 semester hours)

The conceptual aspects of typography as both image and form are explored in print, environmental, and time-based media. Storytelling using typography is emphasized. Prerequisite: ART 368 or ART 2668. Lab fee required.

ART 3660 Visual Communication Design I (4 semester hours)

An introduction to the basic principles of visual design as they are applied to communication problems involving a message, and audience, a medium, and a context, and an audience. Students develop and apply conceptual and problem-solving skills to design graphic form for a range of content. Prerequisites: ART 2668. Recommended: ARHS 3560. Lab fee required.

ART 3662 Creative Direction (4 semester hours)

The application of design principles and advertising concepts in the development of conceptual campaigns involving a message and an audience. Prerequisites: ART 368 or ART 2668. Lab fee required.

ART 3668 Typography II (4 semester hours)

Typography II builds upon the foundational development of typographic literacy through the visual and poetic exploration of the hierarchies and 'architectures' of the 'textual.' 'The printed word' and the book form as 'artifact,' provide both medium and metaphor for designers to discover the roles for the typographer as artist, author, and publisher in both print and electronic media. Prerequisite: ART 2668. Recommended: ARHS 3560. Lab fee required.

ART 3695 Design Entrepreneurship (4 semester hours)

This course focuses on the critical role of design in addressing social, cultural, and environmental challenges within communities. We will explore how design can be a powerful tool for social change, enabling the creation of equitable, sustainable, and inclusive solutions. Students will learn and apply design methodologies to solve real-world problems and engage with human-centered design and design thinking processes to enhance experiences across different scales. This course is ideal for students interested in design, social entrepreneurship, sustainability, and community development. Prerequisite: ART 1002 or ART 1003. Juniors and seniors only. University Core fulfilled: Integrations: Interdisciplinary Connections; Flags: Engaged Learning. Lab fee required.

ART 3763 3D Digital Toolbox (4 semester hours)

Introduction to concepts and methods for the development of three-dimensional virtual objects, environments, and motion scenarios. Course projects include output to multiple formats such as 3D and photographic printing. Prerequisites: ART 260 or ART 1002.

ART 3766 Multimedia Narratives (4 semester hours)

Storytelling approaches for time-based and interactive media. Students explore new tools, formats, and platforms for narrative development with a focus on audio/video fundamentals and practices. Prerequisite: ART 260 or ART 1002. Lab fee required.

ART 3767 Internet-based Arts (4 semester hours)

An emphasis on a working expertise in graphics, art, design, and aesthetics as they apply to interactive web authoring. This course will also utilize interactive linkages to a larger virtual arts community. Prerequisites: ART 260 or ART 1002. Lab fee required.

ART 3774 Motion Graphics (4 semester hours)

Exploration of motion graphic design as an experimental and applied communication medium, covering methods for animating graphics and typography, sound synchronization and post-production video/visual effects. Prerequisite: ART 260 or ART 1002. Lab fee required.

ART 3782 Digital Photography (4 semester hours)

An emphasis on a working expertise in digital compositing technologies utilizing Adobe Photoshop and CGI for critical image creation and manipulation. Prerequisite: ART 260 or ART 1002 or permission of instructor. Lab fee required.

ART 3879 Photography Special Topic (4 semester hours)

This advanced studio course focuses on a particular theme each semester. Students create a portfolio of work and examine related critical issues. Topics change every semester and can be repeated up to three times for credit. Past themes have included: Photography and Bookmaking, Documentary Photography, Fashion Photography, Lighting, Photography and Sculpture, Collage and Montage, Photography and the Archive, Food Photography and Portraiture. Prerequisite: varies depending on the topic, but typically ART 2880 or ART 2881 or Permission of Instructor. May be repeated three times for degree credit (max of 12 semester hours). Lab fee required.

ART 3880 Photography II (4 semester hours)

This course offers an exploration of advanced concepts in Photography as applied to the development of personal expression. Students learn medium format photography, studio strobe lighting, advanced digital imaging, advanced black and white darkroom techniques and non-silver processes. Prerequisite: ART 2880 or ART 280 or instructor permission. Lab fee required.

ART 3889 Photography Workshop (2 semester hours)

Photography workshop based on specific themes or techniques. Topics change each semester. It can be repeated up to four times for credit. Changes Depending on Topic explored. For some themes, there are no pre-requisites, but some have prerequisites of ART 2880 and/or ART 2881 Prerequisite: varies depending on the topic, but typically ART 2880 or ART 2881 or Permission of Instructor. May be repeated four times for degree credit (max of 8 semester hours). Lab fee required.

ART 3998 Special Studies (1-4 semester hours)

1 TO 4 semester hours

ART 3999 Independent Studies (1-4 semester hours)

1 TO 4 semester hours

ART 4147 Art in LA (4 semester hours)

Internationally-recognized practicing artists, designers, critics, and curators from Los Angeles talk about their work, ideas, practices, and processes. Students will learn to write a professional exhibition proposal and complete an ambitious work for exhibition. May be repeated 2 times for degree credit. University Core fulfilled: Flag: Engaged Learning. Lab fee required.

ART 4153 Experimental Media (4 semester hours)

This course explores the drawing as a creative activity at the intermediate to advanced level. The course will investigate large-scale drawing and how drawing relates to other media such as installation, performance, photography, animation and new technologies. The course also explores contemporary drawing practices and theory. Through regular in-class drawing sessions that build upon the skill level of each participant, this course will consider drawing from various cultures and contemporary approaches. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor. Lab fee required.

ART 4154 Digital Illustration (4 semester hours)

This course teaches students to illustrate original works using digital tools. Students work individually and/or collaboratively on projects with the possibility of online or print published works as a result. Prerequisite: ART 153 or ART 1153 or ART 1001 or permission of instructor.

ART 4155 Digital Illustration (4 semester hours)

This course teaches students to illustrate original works using digital tools. Students work individually and/or collaboratively on projects with the possibility of online or print published works as a result. Prerequisite: ART 1001 Foundation I and ART 1002 Foundation II, or permission of instructor.

ART 4157 Illustration for Print (4 semester hours)

This course allows students to illustrate works inspired by projects associated with the Marymount Institute Press and the Tsehai Publishing or independent individual projects. Students work individually and/or collaboratively on projects with the possibility of published works as a result. Permission of instructor required.

ART 4205 Building Community with Arts (4 semester hours)

In this interdisciplinary arts course students will develop an understanding of the ways the Arts build community and can effect positive change within that community. This is a community-based learning course that introduces students to designing large-scale arts activities and the foundations of the grant writing process. This course provides students with the opportunity to learn about a full process, from writing the grant proposals to designing, revising, organizing, implementing, and reporting on the event or project. The real world designing and grant writing experience provided by this course is connected to career pathways in education, arts management, community arts, events planning, museum education, and social practice. This course is ideal for students who have the passion for children and the Arts, dance, music, theater, or visual arts and are interested in developing real world career skills in designing large-scale arts activities and grant writing.

ART 4250 Art Ed Apprchs Socl & Emtl Lrn (4 semester hours)

This is an interdisciplinary course designed to benefit any student pursuing a career in public service (education, art therapy, social work, art, community activism). Students in this course will learn how to connect theories relevant to multidisciplinary arts education, expressive arts therapy/psychology, and special education in order to create optimal social and emotional learning environments for individuals and communities with special needs and/or diverse abilities. University Core fulfilled: Integrations: Interdisciplinary Connections. Lab fee required.

ART 4255 Methods in Teaching Secondary Art (4 semester hours)

This methodology seminar is designed to provide opportunities for prospective secondary art educators to critically examine the theoretical, historical, psychological, sociological, and practical applications of art education. Projects will involve the development, implementation, and assessment of a successful and socially responsible art education curriculum. Students will compile course material into a professional teaching resource portfolio. Prerequisite: ART 255 or ART 2255. Junior standing required. Art Education Emphasis majors only.

ART 4478 Ceramics Workshop (4 semester hours)

Design problems with ceramic materials incorporating wheel-thrown and hand building techniques. Development of a personal style in addition to advanced firing techniques. May be repeated once for degree credit by completing coursework at an advanced level. Lab fee required.

ART 4585 Advanced Printmaking (4 semester hours)

Continuation and more advanced work in relief, etching, or silkscreen techniques. May be repeated once for degree credit by completing coursework at an advanced level. Prerequisite: ART 385 or ART 386 or ART 387 or ART 388 or ART 3585 or ART 3586 or ART 3587 or ART 3588. Lab fee required.

ART 4630 Contemporary Art (4 semester hours)

An exploration of post-World War II art, with an emphasis on the development of postmodernism from 1945 to the early twenty-first century. Recommended: ARHS 2004. University Core fulfilled: Integrations: Interdisciplinary Connections.

ART 4660 Visual Communication Design II (4 semester hours)

Visual Communication Design II builds on the fundamental design principles introduced in ART 3660. Portfolio-oriented projects cover the gamut of print to digital media, culminating in the design of content for the Senior Design Thesis ART 4960. Prerequisites: ART 360 or ART 3660. Lab fee required.

ART 4668 World Typography (4 semester hours)

World Typography builds on the fundamentals of type but examine letterforms beyond English alphabet characters. This course focuses on strategies for embracing globalism in design: bilingual identities, hybrid visual structures, and expanding the design canon beyond the west. Students learn how to utilize type as an expressive, communicative, and aesthetic tool. Prerequisites: ART 368 or ART 2668. Lab fee required.

ART 4696 Design Praxis (2 semester hours)

An examination of the career possibilities within the creative landscape of contemporary design. The design internship and portfolio development are emphasized. The AIGA student membership is recommended. STAR majors and minors only. Lab fee required.

ART 4880 Color Photography (4 semester hours)

Focus on the use of color in film Photography and Digital Imaging . Students learn large format film photography and advanced digital imaging skills including scanning, digital printing, and mural prints. Emphasis placed on the development of a long-term personal project. Prerequisite: ART 2880 or ART 2881. Lab fee required.

ART 4881 Photographing Los Angeles (4 semester hours)

This interdisciplinary course looks at the various ways in which Los Angeles has been portrayed in the visual arts, film, literature, advertising, and new media from the late 19th century to the present while taking into account the cultural, historical, and physical dynamics of the city. Students will respond to the course material through the creation of various photographic projects and will learn camera function, digital imaging, and printing. Students will also engage in critical readings, complete written papers, and visit various sites throughout the city related to course content. University Core fulfilled: Integrations: Interdisciplinary Connections; Flag: Engaged Learning. Lab fee required.

ART 4950 Senior Thesis in Fine Arts (4 semester hours)

This course will focus on preparation for the required Spring BFA exhibition. It continues for Fine Arts Concentration students the professional development experience in Fine Arts. The curriculum includes all aspects of exhibition design, promotion, and artwork presentation. Senior standing required. BA students or BFA in Art Education, Drawing, Painting, 3D Studies, and Photography Concentration. Lab fee required.

ART 4960 Senior Design Thesis (4 semester hours)

The senior thesis in design provides the opportunity to explore design as a liberal arts activity through focused study around the design disciplines, or the application of design to a specific subject matter. Students independently address topic areas within a creative project resulting in a body of work (aside from the professional portfolio). The topic(s) should address one or more of the following issues: the societal impact of design; design as a process for innovation; the historic and contemporary contexts of design; design as an experiential medium. Prerequisite: ART 460 or ART 4660. Senior standing required. BA or BFA in Visual Communication Design. Lab fee required.

ART 4970 Senior Thesis in Multimedia Arts (4 semester hours)

Advanced investigation in one or more areas of multimedia arts practice culminating in a final project for exhibition. Additional focus is placed on the preparation and presentation of a comprehensive exit portfolio. Senior standing required. Multimedia Arts Concentration. Lab fee required.

ART 4994 Multimedia Internship (4 semester hours)

Professional experience in multimedia. Multimedia Arts B.F.A. only. University Core fulfilled: Flag: Engaged Learning. Permission of instructor required.

ART 4995 Adv Studio Studies (1-4 semester hours)

Pre-professional directed study in studio art. May be repeated for degree credit three times for further advanced development.

ART 4998 Special Studies (1-4 semester hours)**ART 4999 Independent Studies (1-4 semester hours)**