**ART, BA**

**Program Description**

The Bachelor of Arts degree with major study in art is a general program in art. The degree requires a minimum of 51 semester hours of art coursework. Course selections include two- and three-dimensional art, art history, design, and art electives.

The College of Liberal Arts also requires at least 6 semester hours of a second language for the Bachelor of Arts degree in Art.

The purposes of the art curriculum are:

1. To provide a general program that allows students access to a variety of art media, studio techniques, and instruction;
2. To provide students with opportunities to study past and present forms of art and to understand the function of art in society;
3. To provide courses that will help expand the knowledge and interest of non-majors in the area of art; and
4. To contribute to the cultural life of the University and the community by presenting quality art exhibitions in the Weil Gallery.

Students can major in art in either the Bachelor of Arts (BA) or the Bachelor of Fine Arts (BFA) degree programs. Students in the BFA have the option through electives to develop an emphasis beyond the general degree program in Printmaking, Painting, Sculpture, Ceramics, Photography, Drawing, or Art History.

Two minors are also available. The minor in Studio Art is 21 semester hours and will allow a student to concentrate in one studio area. The minor in Art History is 18 semester hours. Interested students should contact the department academic advisor.

**Student Learning Outcomes**

Students will have:

- knowledge in a variety of art media, studio techniques, and art history;
- the ability to clearly articulate the principles and theories of contemporary art as it applies to their creative interests;
- a working knowledge of visual problem solving and critical thinking.

**General Requirements**

**Specific Degree Requirements**

All art majors must meet all general University and College graduation requirements, including First Year Seminars, regardless of the following specific degree requirements, unless specifically excused. All art degrees require ARTS 1303 - Art History Survey I 3 sem. hrs., which also meets the Core Curriculum Program Fine Arts requirement. All and only coursework with the prefix ARTS and GRDS that count towards their major will be included in the grade point average for the students declared major field of study.

**Program Requirements**

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>UNIV 1101</td>
<td>First-Year Seminar I</td>
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<tr>
<td>UNIV 1102</td>
<td>First-Year Seminar II</td>
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**Core Curriculum Program**

University Core Curriculum

Note: ARTS 1303 and ARTS 1304 need to be taken as part of the University Core Curriculum. These are required for the BA in Art degree.

**Art Major Requirements**

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<thead>
<tr>
<th>Code</th>
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<tr>
<td>ARTS 1311</td>
<td>Design I</td>
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<tr>
<td>ARTS 1312</td>
<td>Design II</td>
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<td>Drawing I</td>
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<td>ARTS 2316</td>
<td>Painting I</td>
<td>3</td>
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<tr>
<td>ARTS 2326</td>
<td>Sculpture I</td>
<td>3</td>
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<tr>
<td>ARTS 2333</td>
<td>Printmaking I</td>
<td>3</td>
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<tr>
<td>ARTS 2346</td>
<td>Ceramics I</td>
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<td>ARTS 2356</td>
<td>Photography I</td>
<td>3</td>
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<td>ARTS 3311</td>
<td>Color Theory</td>
<td>3</td>
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<tr>
<td>ARTS 3367</td>
<td>Digital Design Tools and Applications</td>
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**Art History**

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<tr>
<th>Code</th>
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<tr>
<td>ARTS 3352</td>
<td>Modern Art</td>
<td>3</td>
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<tr>
<td>or ARTS 3353</td>
<td>Art Since 1945</td>
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Select one of the following:

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<thead>
<tr>
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<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>ARTS 3350</td>
<td>Art of the United States</td>
<td>3</td>
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<tr>
<td>ARTS 4350</td>
<td>PRE-COLUMBIAN ART OF MESOAMERICA</td>
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<tr>
<td>ARTS 4352</td>
<td>Modern Art of Mexico</td>
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<tr>
<td>ARTS 4354</td>
<td>Global Currents in Contemporary Art</td>
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<tr>
<td>ARTS 4356</td>
<td>Contemporary Art Since 1980</td>
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<tr>
<td>ARTS 4390</td>
<td>Topics in Art History</td>
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**Art Electives**

Select 12 hours of upper division ART electives

**Capstone**

This course must be taken in your final semester before graduation.

**University Electives**

Select 21 hours of university electives.

**Foreign Language Requirements**

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First-Year Seminars (when applicable)

Art Major Requirements 51
University Electives 21
Foreign Language Requirements 6
Total Credit Hours 120-122

1 First-Year Seminars or Electives
Full-time, first time in college students are required to take the first-year seminars.

- UNIV 1101 First-Year Seminar I (1 sch)
- UNIV 1102 First-Year Seminar II (1 sch)
See the College of Liberal Arts for the college language requirement.

Total Hours 122

Note:

All students graduating with a Bachelor of Arts Degree in Art Studio are required to submit an exit portfolio. The portfolio consists of six .jpg images that best represent their most successful coursework during their educational careers in the Department of Art. A written formal discussion of some aspect of their work is also required.

The senior capstone class sets the standards and format for these materials and coordinates the collection of the materials. These materials are due on or before the last class day of the semester in which the students plan to graduate.

Courses

ARTS 1301 ART AND SOCIETY  
3 Semester Credit Hours (3 Lecture Hours)  
DESIGNATED FOR NON-ART MAJORS. ESTABLISHES A WORKING VOCABULARY FOR EVALUATING WORKS OF ART IN VARIOUS MEDIA. OBJECTS ARE INTERPRETED IN TERMS OF THEIR SPECIFIC HISTORICAL CONTEXTS AND THE CHANGING RELATIONSHIPS BETWEEN ART AND SOCIETY. THIS COURSE DOES NOT FULFILL THE ART HISTORY REQUIREMENT FOR ART MAJORS.  
TCCNS: ARTS 1301

ARTS 1303 Art History Survey I  
3 Semester Credit Hours (3 Lecture Hours)  
AN EXAMINATION OF PAINTING, SCULPTURE, ARCHITECTURE, AND OTHER ARTS FROM THE ANCIENT THROUGH MEDIEVAL PERIODS.  
TCCNS: ARTS 1303

ARTS 1304 Art History Survey II  
3 Semester Credit Hours (3 Lecture Hours)  
A FURTHER EXAMINATION OF PAINTING, SCULPTURE, ARCHITECTURE, AND OTHER ARTS FROM THE RENAISSANCE THROUGH MODERN PERIODS. THIS COURSE SATISFIES THE UNIVERSITY CORE CURRICULUM REQUIREMENT IN FINE ARTS.  
Prerequisite: ARTS 1303.  
TCCNS: ARTS 1304

ARTS 1311 Design I  
3 Semester Credit Hours  
A STUDIO COURSE CONCERNING THE FUNDAMENTALS OF ART WITH EMPHASIS ON TWO-DIMENSIONAL CONCEPTS.  
TCCNS: ARTS 1311

ARTS 1312 Design II  
3 Semester Credit Hours  
A STUDIO COURSE CONCERNING THE FUNDAMENTALS OF ART WITH EMPHASIS ON THREE-DIMENSIONAL CONCEPTS. THIS 3D FOUNDATIONS COURSE UTILIZES CREATIVE PROBLEM-SOLVING STRATEGIES AND BASIC SCULPTURE TOOLS TO EXPLORE SPATIAL RELATIONSHIPS AND TO CREATE SCULPTURAL FORMS IN SPACE.  
Co-requisite: SMTE 0097.  
TCCNS: ARTS 1312

ARTS 1316 Drawing I  
3 Semester Credit Hours (3 Lecture Hours)  
A STUDIO COURSE INVESTIGATING A VARIETY OF MEDIA TECHNIQUES, INCLUDING THEIR DESCRIPTIVE AND EXPRESSIVE POSSIBILITIES.  
TCCNS: ARTS 1316

ARTS 1317 Drawing II  
3 Semester Credit Hours  
A FURTHER INVESTIGATION OF MEDIA TECHNIQUES EXPLORED IN DRAWING I, INCLUDING THEIR DESCRIPTIVE AND EXPRESSIVE POSSIBILITIES.  
Prerequisite: ARTS 1316.  
Co-requisite: SMTE 0097.  
TCCNS: ARTS 1317

ARTS 2311 Design III: Color  
3 Semester Credit Hours  
INVESTIGATION OF THE PROPERTIES OF COLOR. COLOR IS STUDIED AND APPLIED TO STUDIO-ORIENTED DESIGN ASSIGNMENTS.  
Co-requisite: SMTE 0097.

ARTS 2316 Painting I  
3 Semester Credit Hours (3 Lecture Hours)  
A STUDIO COURSE EXPLORING THE POTENTIALS OF PAINTING MEDIA.  
Prerequisite: ARTS 1316.  
Co-requisite: SMTE 0097.  
TCCNS: ARTS 2316

ARTS 2323 Drawing III  
3 Semester Credit Hours  
A STUDIO COURSE CONTINUING THE INVESTIGATION OF MEDIA AND TECHNIQUES EXPLORED IN DRAWING I AND DRAWING II. STUDENTS INVESTIGATE HOW FORMAL ASPECTS AND SELECTED MEDIA ALONG WITH CONCEPTUAL CHOICES CREATE SPECIFIC VISUAL IDEAS.  
Prerequisite: ARTS 1317.  
Co-requisite: SMTE 0097.  
TCCNS: ARTS 2323

ARTS 2326 Sculpture I  
3 Semester Credit Hours  
AN INTRODUCTORY STUDIO COURSE EXPLORING SCULPTURAL APPROACHES, MATERIALS, CONCEPTS, AND TECHNICAL PROCESSES. MATERIALS INCLUDE WOOD, PLASTER, STEEL, AND PLASTICS.  
Co-requisite: SMTE 0097.  
TCCNS: ARTS 2326

ARTS 2333 Printmaking I  
3 Semester Credit Hours  
AN INTRODUCTORY STUDIO COURSE IN BASIC PRINTMAKING PROCESSES AND TECHNIQUES.  
Prerequisite: ARTS 1316 or 1311.  
Co-requisite: SMTE 0097.  
TCCNS: ARTS 2333

ARTS 2346 Ceramics I  
3 Semester Credit Hours (3 Lecture Hours)  
AN INTRODUCTORY STUDIO COURSE IN BASIC CERAMIC PROCESSES.  
Co-requisite: SMTE 0097.  
TCCNS: ARTS 2346

ARTS 2356 Photography I  
3 Semester Credit Hours  
THIS COURSE IS AN INTRODUCTION TO DIGITAL PHOTOGRAPHY CAPTURE, PROCESSING, AND BASIC EDITING SOFTWARE. WHILE FOCUSING ON THE FUNDAMENTALS OF DIGITAL PHOTOGRAPHY AND PRINTING TECHNIQUES, IT WILL INTRODUCE STUDENTS TO THE THEORY AND PRACTICE OF PHOTOGRAPHY AND ASSIST THEM IN PRODUCING A CONCEPTUALLY DEvised AND TECHNICALLY CONSISTENT PORTFOLIO.  
Co-requisite: SMTE 0097.  
TCCNS: ARTS 2356
ARTS 2367 Watercolor
3 Semester Credit Hours (3 Lecture Hours)
A studio course exploring techniques in water-base media.
Co-requisite: SMTE 0097.

ARTS 3301 Life Drawing
3 Semester Credit Hours
Drawing from the model using a variety of techniques and media.
Prerequisite: (ARTS 1317).
Co-requisite: SMTE 0097.

ARTS 3302 Screen Printing
3 Semester Credit Hours
Traditional printmaking processes will be explored using black and white and color techniques, including but not limited to screenprinting.
Prerequisite: ARTS 1311 or 1316.
Co-requisite: SMTE 0097.

ARTS 3303 Intermediate Painting
3 Semester Credit Hours (3 Lecture Hours)
Explores the issues of content, imagery, application, and influences of master artists.
Prerequisite: ARTS 2316.
Co-requisite: SMTE 0097.

ARTS 3304 Fabrication Sculpture
3 Semester Credit Hours
Building upon introductory skills, this course explores construction and fabrication in sculpture focusing on a primary material for the semester and applying advanced techniques and processes for this material. Through this material and techniques, students begin defining and developing their visual vocabulary relative to art history and contemporary sculptural issues.
Prerequisite: ARTS 2326.
Co-requisite: SMTE 0097.

ARTS 3305 Mold Making and Casting Sculpture
3 Semester Credit Hours
This course is designed to build upon the fundamental principles of mold making and casting while exploring more complex concepts, materials, and techniques. Creating multi-part molds, flexible molds, and investment molds, the project assignments incorporate the unique versatility of mold making and casting for exchanging media and making a series of multiples. In addition to making casts, students compare methods for assembling cast forms together to create larger sculptural artworks and installations.
Co-requisite: SMTE 0097.

ARTS 3306 Figurative Sculpture
3 Semester Credit Hours
A study of the human figure from an anatomical and artistic perspective. Examines the skeletal and muscular components of the figure in order to create lifelike and emotive sculptures. Discussion of the figure in both classical and contemporary art. Working with armature and modeling clay.
Co-requisite: SMTE 0097.

ARTS 3307 Lithography and Planographic Process
3 Semester Credit Hours
Traditional printmaking processes will be explored using black and white and color techniques, including but not limited to lithography and monoprinting.
Prerequisite: ARTS 2311 or 1316.
Co-requisite: SMTE 0097.

ARTS 3311 Color Theory
3 Semester Credit Hours
This course develops an understanding of color properties and relationships through formal exercises, research and creative thinking. Students build a vocabulary for analyzing and identifying color and color phenomena. Concepts of color theorists and color use in a variety of fields are examined to understand the application of color theory. Students will investigate the use of color in their own work and in the work of others to understand the conceptual and aesthetic application of color.
Prerequisite: ARTS 1311.

ARTS 3313 Figure Painting
3 Semester Credit Hours
This course addresses the structure and anatomy of the human figure using oil paint. Painting techniques and color theory exercises will familiarize students with tradition painting methods. Students will render proportions, balance, form and mass of the human figure. Research and discussions will address the human form throughout history as well as in the contemporary context. Image presentations, critiques and live model sessions will supplement studio work.
Prerequisite: ARTS 2316.
Co-requisite: SMTE 0097.

ARTS 3316 Art Activities I
3 Semester Credit Hours (3 Lecture Hours)
Practical experience with basic design, drawing, painting, and sculpture, along with a study of art history and criticism. Includes a consideration of how these experiences relate to art curricula in the elementary school.

ARTS 3322 Art Activities II
3 Semester Credit Hours (3 Lecture Hours)
Practical experiences with basic design, drawing, painting, printmaking, sculpture, and crafts, along with a study of art history and criticism. Includes a consideration of how these experiences relate to art curricula in the secondary school.

ARTS 3324 Wheel Throwing
3 Semester Credit Hours
 Covers wheel-thrown ceramics (other production techniques may be included), basic glazemaking, and an introduction to kiln firing and loading.
Prerequisite: ARTS 2346.
Co-requisite: SMTE 0097.
ARTS 3325  Handbuilt Ceramic Techniques
3 Semester Credit Hours
THIS COURSE IS A CONTINUATION OF HAND-BUILDING COVERED IN CERAMICS I ARTS 2346. THE COURSE WILL COVER MORE ADVANCED FORMING TECHNIQUES SUCH AS EXTRUSION, HUMP SLUMP, AND PRESS MOLDS, AND SLIP-CASTING. NEW SURFACE AND FIRING TECHNIQUES WILL INCLUDE MORE ADVANCED TECHNIQUES SUCH AS UNDERGLAZES, ONGLAZE TECHNIQUES SUCH AS MAJOLICA, FIRED DECAL APPLICATION, RAKU, AND AN INTRODUCTION TO LOW FIRE GLAZES AND SURFACES.
Prerequisite: ARTS 2346.

ARTS 3350  Art of the United States
3 Semester Credit Hours (3 Lecture Hours)
A SURVEY OF THE MAJOR DEVELOPMENTS IN THE ART OF NORTH AMERICA FROM PRE-COLUMBIAN TIMES TO THE MODERN ERA

ARTS 3352  Modern Art
3 Semester Credit Hours (3 Lecture Hours)

ARTS 3353  Art Since 1945
3 Semester Credit Hours (3 Lecture Hours)
AN EXAMINATION OF THE DISPERSAL OF EUROPEAN ARTISTS AND MODERNISM, PRIMARILY TO AMERICA, AS A RESULT OF WORLD WAR II. EXAMINES THE DEVELOPMENT OF ABSTRACT EXPRESSIONISM IN NEW YORK IN THE 1940S AND 50S, FOLLOWED BY A SURVEY OF RECENT TRENDS IN CONTEMPORARY ART TO THE PRESENT DAY.

ARTS 3360  GRAPHIC DESIGN I
3 Semester Credit Hours (3 Lecture Hours)
Introduce fundamental graphic communication techniques, software and theory. Explores hand skills by using tools and techniques to produce professional presentations as well as the correct procedures for presenting designs to a client.

ARTS 3365  Photography II
3 Semester Credit Hours
AN INTERMEDIATE STUDIO COURSE USING DIGITAL CAMERAS AND IMAGE MANIPULATION SOFTWARE. PRIOR COMPLETION OF ARTS 2356 IS REQUIRED. THIS COURSE WILL ENHANCE AND EXPAND SKILLS DEVELOPED IN PHOTOGRAPHY I. IT IS GEARED TOWARD INFORMING STUDENTS IN THE MANY WAYS WE CAN MAKE PHOTOGRAPHS; BY SEEKING THEM OUT, FRAMING THEM, FORMING THEM, EXTRACTING THEM, BUILDING THEM, AND FINALLY SEQUENCING AND PRESENTING THEM. STUDENTS WILL ENGAGE IN THE THEORY AND PRACTICE OF PHOTOGRAPHY, REFINING THEIR PHOTOGRAPHIC TECHNIQUE, AND CREATE A CONCEPTUALLY DEVISED AND TECHNICALLY CONSISTENT PORTFOLIO. EMPHASIS IS PLACED ON THE DEVELOPMENT OF A STRONG CONCEPTUAL FOUNDATION FROM WHICH TO APPROACH THE MAKING AND UNDERSTANDING OF PHOTOGRAPHY AS AN ART FORM. THIS KNOWLEDGE WILL BE ACQUIRED THROUGH PHOTOGRAPHIC ASSIGNMENTS, SLIDE LECTURES OF RELEVANT WORKS, AND IN-CLASS CRITIQUES. IT CAN BE REPEATED TWICE FOR CREDIT.
Prerequisite: (ARTS 2356).
Co-requisite: SMTE 0097.

ARTS 3366  Analogue Photography
3 Semester Credit Hours
AN INTRODUCTORY STUDIO COURSE IN ANALOGUE PHOTOGRAPHY USING FILM CAMERAS AND THE SILVER GELATIN DARKROOM PROCESS. WHILE FOCUSING ON THE FUNDAMENTALS OF BLACK AND WHITE, ANALOGUE PHOTOGRAPHY AND PRINTING TECHNIQUES THIS COURSE WILL ASSIST STUDENTS IN PRODUCING A CONCEPTUALLY DEVISED AND TECHNICALLY CONSISTENT PORTFOLIO.
Prerequisite: (ARTS 2356).
Co-requisite: SMTE 0097.

ARTS 3367  Digital Design Tools and Applications
3 Semester Credit Hours
THIS STUDIO COURSE EXPLORES THE FUNDAMENTAL PRINCIPLES, STANDARD CREATIVE PROCESSES AND BASIC DIGITAL TOOLS UTILIZED IN GRAPHIC DESIGN. THE CONCEPTS AND SOFTWARE LEARNED ARE EMPLOYED IN PROJECTS SPECIFICALLY TARGETED TO SERVE THE PROFESSIONAL AND PROMOTIONAL NEEDS OF STUDIO ARTISTS AND DESIGN ENTHUSIASTS.

ARTS 4085  Senior Capstone
0 Semester Credit Hours
REQUIRED FOR ALL ART STUDENTS IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR THE BA IN ART, BFA IN ART STUDIO TRACK AND THE BFA WITH TEACHER CERTIFICATION IN ART TRACKS. THIS COURSE COLLECTS CAPSTONE MATERIALS FOR ARTS DEGREES. THE COURSE MUST BE TAKEN IN THE STUDENT’S FINAL SEMESTER BEFORE GRADUATION.

ARTS 4301  Advanced Drawing
3 Semester Credit Hours
EMPHASIS ON THE DEVELOPMENT OF CONTENT THROUGH DRAWING. RESEARCH ON CONTEMPORARY TRENDS AND PROCESS INVESTIGATION WILL AID STUDENTS IN THE DEVELOPMENT OF VISUAL IDEAS AND LEAD TO A COHESIVE BODY OR WORK.
Prerequisite: ARTS 2323.
Co-requisite: SMTE 0097.

ARTS 4302  Advanced Printmaking
3 Semester Credit Hours
FURTHERS COMPETENCIES ATTAINED IN PRINTMAKING I AND INTERMEDIATE I & II COURSES.
Prerequisite: ARTS 3302 and 3307.
Co-requisite: SMTE 0097.

ARTS 4303  Advanced Painting
3 Semester Credit Hours (3 Lecture Hours)
ASSUMES COMPETENCIES ATTAINED IN ARTS 3303.
Co-requisite: SMTE 0097.

ARTS 4304  Advanced Sculpture
3 Semester Credit Hours (3 Lecture Hours)
ASSUMES COMPETENCIES ATTAINED IN ARTS 3304.
Co-requisite: SMTE 0097.

ARTS 4324  Advanced Ceramics
3 Semester Credit Hours (3 Lecture Hours)
ASSUMES COMPETENCIES ATTAINED IN ARTS 3324.
Co-requisite: SMTE 0097.

ARTS 4350  PRE-COLUMBIAN ART OF MESOAMERICA
3 Semester Credit Hours (3 Lecture Hours)
EXPLORES THE HISTORY OF PRE-COLUMBIAN ART FROM MEXICO AND CENTRAL AMERICA, FROM THE OLMEC THROUGH THE AZTEC CULTURES.
ARTS 4352 Modern Art of Mexico  
3 Semester Credit Hours (3 Lecture Hours)  
EXPLORES THE HISTORY OF ART DURING THE NINETEENTH AND TWENTIETH CENTURIES IN MEXICO.

ARTS 4354 Global Currents in Contemporary Art  
3 Semester Credit Hours (3 Lecture Hours)  

ARTS 4356 Contemporary Art Since 1980  
3 Semester Credit Hours (3 Lecture Hours)  
THE COURSE WILL EXAMINE THE EVOLUTION OF ARCHITECTURE, SCULPTURE, PAINTING, DIGITAL MEDIA, INSTALLATION, AND INTERDISCIPLINARY ARTS IN THE GLOBAL CONTEXT FROM 1980 TO THE PRESENT, IN LIGHT OF THE HISTORICAL AND INTELLECTUAL BACKGROUND OF THE PERIOD. TOPICS COVERED WILL INCLUDE THE TRANSITION FROM POSTMODERNISM TO CONTEMPORANEITY, CONSIDERING NOTIONS OF APPROPRIATION, COMMODIFICATION, CONSUMERISM, MEMORY, HISTORY, AND GLOBALIZATION. LECTURES WILL BE CONSTRUCTED UPON THEMATIC ANALYSIS OF CONTEMPORARY, PRIMARY SOURCES COUPLED WITH SECONDARY SOURCE MATERIAL, AND COMPLEMENTED BY PRESENTATION OPPORTUNITIES AND CLASS DISCUSSION.

ARTS 4365 Advanced Photography  
3 Semester Credit Hours (3 Lecture Hours)  
ASSUMES COMPETENCIES ATTAINED IN ARTS 3365. COVERS CONTENT AS CREATIVE EXPRESSION IN ADDITION TO BASIC PHOTOGRAPHIC SKILLS.  
Co-requisite: SMTE 0097.

ARTS 4390 Topics in Art History  
3 Semester Credit Hours (3 Lecture Hours)  
MAY BE REPEATED WHEN TOPICS VARY.

ARTS 4391 Topics in Studio Art  
3 Semester Credit Hours  
MAY BE REPEATED WHEN TOPICS VARY.  
Co-requisite: SMTE 0097.

ARTS 4396 Directed Individual Study  
1-3 Semester Credit Hours (1-3 Lecture Hours)  
SEE COLLEGE DESCRIPTION. OFFERED ON APPLICATION  
Co-requisite: SMTE 0097.

ARTS 4398 Applied Experience  
3 Semester Credit Hours (3 Lecture Hours)  
SEE COLLEGE DESCRIPTION. OFFERED ON APPLICATION.  
Co-requisite: SMTE 0097.