

ART AND DESIGN

Objectives

The Department of Art and Design is dedicated to assisting students in developing visual communication skills. Principles, concepts, and methodologies of art and design are studied. The student may choose from five majors: Computer Graphic Design, Drawing, General Studio Art, Illustration, and Painting. Students interested in double majoring within the department must have the recommendation of two full-time faculty members from the Department of Art and Design.

The program is designed to aid the student in discovering how to see and create visual expressions. The student is encouraged to inquire into and develop his or her creative processes. In order to assist students in effectively analyzing their artwork, objective form is presented as an integral component of content. Art and design lecture courses introduce the student to the language of art so that he or she can more effectively communicate about art and design.

Students pursuing a profession in art will acquire a foundation upon which many careers in the field of art and design depend.

Programs Bachelor

- Art Therapy (Pre-Professional) / Bachelor of Arts (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/art-therapy-pre-professional-bachelor/>)
- Design / Bachelor of Arts (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/design-bachelor-arts/>)
- Drawing / Bachelor of Arts (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/drawing-bachelor-arts/>)
- General Studio Art / Bachelor of Arts (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/general-studio-art-bachelor/>)
- Illustration / Bachelor of Arts (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/illustration-bachelor-arts/>)
- Painting / Bachelor of Arts (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/painting-bachelor-arts/>)

Minor

- Art / Minor (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/art-minor/>)
- Graphic Design / Minor (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/graphic-design-minor/>)
- Interaction Design / Minor (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/interaction-design-minor/>)
- Motion Design / Minor (<https://catalog.lewisu.edu/undergraduate/humanities-fine-arts-communication/art-design/motion-design-minor/>)

Courses

ARTS 10000 - Drawing (3)

An introduction to the art of drawing, this course investigates the operations and procedures involved in the creation of expressive drawings, their design, their development, and their execution.

Attributes: Appreciating the Aesthetic Gen

ARTS 10100 - Art Elements (3)

This course is designed to introduce students to a visual language. Students learn about the tools and processes necessary for creative expression. A broad overview of this information provides students with a better understanding of the visual world of art. The material is presented in a historical context consisting of lectures, tests, papers and hands-on art production.

ARTS 10600 - The Subject is Art (3)

This course provides students with the opportunity to study various aspects of the world of art.

ARTS 11000 - Painting (3)

This course is a structured approach to the visual language of paintings through a study of composition, representation and the interaction of color. Major techniques, procedures and spatial devices are presented.

Attributes: Appreciating the Aesthetic Gen

ARTS 13000 - 2-D Design Fundamentals (3)

This class promotes student awareness that an art form is the result of the organization of a visual language: line, shape, value, space, pattern and texture in a significant arrangement. The course also includes a structured exploration of two-dimensional form.

Attributes: Appreciating the Aesthetic Gen

ARTS 13300 - 3-D Design (3)

A study of the design and construction of three-dimensional forms, this course heightens student awareness of three-dimensional space by offering a hands-on approach to project development. A significant portion of the course is devoted to learning how a design is developed.

ARTS 14000 - Printmaking (3)

A study of printmaking methods, materials, techniques and procedures for relief printing, intaglio, lithography and serigraphy, this class involves demonstrations and studio work.

ARTS 15000 - Illustration (3)

This class is a study of methods, materials, techniques and procedures used by contemporary illustrators. Studio work is included.

ARTS 18100 - Digital Photography (3)

Basic theory and procedures of photography are studied, including individual instruction in digital camera usage, basic computer editing, fundamental composition, equipment care and operation, output and presentation.

ARTS 20100 - Life Drawing (3)

A formal investigation into the drawing of the human form, this course provides live models and other natural forms. Students are presented with both technical and expressive tools designed to help them better understand the human figure in a visual context.

ARTS 20400 - Ceramics I (3)

Ceramics I, ARTS-20400, is a studio art ceramics course in foundational and intermediate processes and traditions of ceramics. Students in this course will create original sculptural and functional forms using methods in forming, firing, surface design, and glazing. A significant portion of the course will involve personal exploration and expression, problem-solving, and the integration of essential ideas from historical and contemporary practices.

ARTS 22000 - Concept Development and Storyboarding (3)

In this course, students will explore the motion graphics production process through the development of essential conceptual and presentation skills. Students will use traditional and digital means to visualize client-based projects.

ARTS 23100 - Introduction to Graphic Design (3)

This introductory class utilizes vector and raster design tools in the creation of digital imagery developed for graphic design and expressive art.

ARTS 23200 - Intermediate Computer Graphic Design (3)

This computer class utilizes painting and photo-editing programs.

ARTS 23300 - Motion Graphics (3)

This course introduces the tools and techniques used in the development of effective communication utilizing 2D motion graphics. Students will explore basic animation theory related of kinetic composition and aesthetics; study the history of field; and develop and understanding of how motion graphics are used in a commercial and fine art context. Prerequisite: ARTS 23100 (may be taken concurrently)

ARTS 23400 - Interaction Design (3)

This course is an introduction to user experience design (UX design) and focuses on the design of interactions between users and digital products utilizing a human centered design approach. Prerequisite: ARTS 23100 (may be taken concurrently)

ARTS 23500 - Social Responsibility for Graphic Designers (3)

The course presents students with a critical lens to examine the social and cultural impact of graphic design professional practice.

ARTS 23600 - Prototyping for Interactive Design (3)

Prototyping is a skill every designer should master because it is the most effective, fast, and often the cheapest way to make ideas tangible and testable. In this course, students learn how to prototype design concepts to create better user experiences. Various prototyping techniques will be explored in this course.

ARTS 24100 - Art Appreciation (3)

This course studies the principles and attitudes common to many fields of art and design. Some structures of art history are illustrated. Attributes: Appreciating the Aesthetic Gen

ARTS 25100 - Collaborative Design Studio: Jr. Graphic Designer (3)

This course focuses on the application of graphic design skills within the context of a project based collaborative environment. Students will utilize their skills in different graphic design forms to create complex graphic design projects as a member of a design team. Prerequisite: ARTS 23100 (may be taken concurrently)

ARTS 27000 - Design Research Methods (3)

This course introduces strategies for problem-solving and prepares students for upper-level coursework in interactive design research. Practical hands-on methods include visual research, design journals, mind maps, storyboards, diagramming, prototyping, case studies, and other forms of conceptualization. This course will also give students an in-depth understanding of basic qualitative research methods used to design problem-solving. Students will apply their knowledge to real-world projects. They will conduct user research, analyze research results, and communicate findings.

ARTS 29000 - Workshops in Arts and Design (1)

This course represents a rotating selection of intensive weekend workshops that introduce students to specialized topics in visual arts, design, and emerging creative practices. Each workshop offers hands-on instruction and project-based learning led by experienced artists, designers, and industry professionals.

Attributes: Workshop/Seminar

ARTS 30000 - Advanced Drawing (3)

This course explores the expressive potential of drawing as a significant art form using the skills and knowledge acquired in ARTS 10000. The class may be repeated for a total of nine hours. Prerequisite: ARTS 10000 (may be taken concurrently)

ARTS 30100 - Advanced Life Drawing (3)

A continuation of ARTS 20100, this class emphasizes individually designed student projects using a live human model as a subject.

ARTS 30200 - Human Centered Design (3)

Students will learn about design psychology, rapid prototyping techniques, evaluating multiple interface alternatives, and why rapid prototyping and comparative evaluation are essential to interaction design. In this course, the pioneers of human-centered design will guide you through a four-step process for designing breakthrough ideas. This creative approach to problem-solving will challenge you to get out into the real world and test your ideas so you can arrive at exciting, unexpected solutions tailored to the needs of the people you serve.

ARTS 31000 - Advanced Painting (3)

An application of the skills and knowledge acquired in ARTS 11000, this course emphasizes individual expression. May be repeated for a total of nine hours. Prerequisite: ARTS 11000 (may be taken concurrently)

ARTS 33000 - Advanced Design (3)

A continuation of ARTS 13000, this course focuses on individual concerns, including procedures for developing designs by employing analysis and criticism of form. The class may be repeated for a total of nine hours. Prerequisite: ARTS 13000 (may be taken concurrently)

ARTS 33100 - Collaborative Design Studio: Graphic Designer (3)

This course focuses on the continued application of graphic design skills and the development of leadership skills within the context of a project based collaborative environment. Students will assist in project art directions and project strategy development. They will also utilize their skills in different graphic design forms to create complex graphic design projects as a member of a design team. Prerequisite: ARTS 25100 (may be taken concurrently)

ARTS 33200 - Typography (3)

This course provides a historical and contemporary study of typography, with special emphasis on computer font design.

ARTS 33300 - 3D Model and Motion Graphics (3)

This course involves the tools, techniques and aesthetic conventions of 3D modeling and 3D motion graphic used within the graphic design profession. Prerequisite: ARTS 23300 (may be taken concurrently)

ARTS 33400 - Web Design (3)

This course builds off the content presented in ARTS 23400, Interaction Design, and provides exposure to the methods and tools of web design and its application in a professional graphic design context. Course content will include an introduction to HTML, CSS, and JQuery; web accessibility; web aesthetics; and the development of responsive web design.

Prerequisite: ARTS 23400 (may be taken concurrently)

ARTS 34000 - Advanced Printmaking (3)

This course is a concentrated exploration of serigraphy. It may be repeated for a total of nine hours.

Prerequisite: ARTS 14000 (may be taken concurrently)

ARTS 35000 - Advanced Illustration (3)

A continuation of ARTS 15000, this course focuses on illustration projects designed for the individual student. It may be repeated for a total of nine credit hours.

Prerequisite: ARTS 15000 (may be taken concurrently)

ARTS 36000 - Visual and Interactive Storytelling (3)

Students will explore the formal narrative structure and visual storytelling methods through the creation of interactive and passive experiences.

ARTS 37000 - Interactive Motion Design (3)

Students will explore a range of interactive applications of motion design and animation, from simple animated icons in a mobile app to fully an immersive virtual reality museum exhibit.

ARTS 38100 - Advanced Digital Photography (3)

A continuation of ARTS 18100, this course studying composition theory and practice emphasizes the importance of individuality in creating expressive images.

Prerequisite: ARTS 18100 (may be taken concurrently)

ARTS 39100 - Art History 1 (3)

This course surveys Western art, beginning with Paleolithic cultures and chronologically proceeding to Gothic art. It fulfills the advanced writing requirement.

Attributes: Advanced Writing, Appreciating the Aesthetic Gen
Illinois Articulation Initiative (IAI): F2901.

ARTS 39200 - Art History 2 (3)

This course surveys art, beginning with the Renaissance and chronologically proceeding to more contemporary art forms. It fulfills the advanced writing requirement.

Illinois Articulation Initiative (IAI): F2902.

ARTS 39300 - Topics in Art (3)

This course provides an in-depth study of various specialized topics in art.

ARTS 39400 - History of Graphic Design (3)

This course provides an overview of graphic design history within the context of its purpose as a significant cultural, social, and political form. The content aims to help students contextualize their own design practice within the broader history of visual communication.

ARTS 40100 - Senior Project/Seminar (3)

This course involves reading, writing, production, discussion, resume and portfolio preparation and progress assessment.

ARTS 40300 - Project Management for Interactive Design (3)

This course contextualizes project management for interactive designers. Provides a comprehensive overview of design development processes and tools used to successfully deliver a high-quality project on time. Students will learn to plan, organize, and control resources based on project goals and timelines.

Prerequisite: ARTS 30200 (may be taken concurrently)

ARTS 41100 - Art Practicum (3)

This course is a structured exploration of art, with emphasis on individual expression.

ARTS 42000 - Experiential Design (3)

Experiential design creates immersive and memorable encounters. Designers use motion-based techniques to design exhibitions in museums and galleries, public installation, entertainment experiences, guerrilla marketing, and product experiences and launches. Students will explore various categories of experiential design to create captivating experiences using a range of techniques and technologies such as video installation, projection mapping, augmented reality, and virtual reality.

Prerequisite: ARTS 37000 (may be taken concurrently)

ARTS 43100 - Graphic Design Entrepreneurship (3)

This course provides students with an understanding of how to establish and run a freelance graphic design business. Topics include building a client base, developing positive client relationships, project pricing and estimating, creating design contracts and creative briefs, presenting design, self-branding and promotion, and financial management.

ARTS 45100 - Collaborative Design Studio: Art Director (3)

This course focuses on the application of design leadership skills within the context of a project based collaborative environment. Students will lead a team of designers in the development of complex graphic design projects. Students will be responsible for leading conceptual development, defining project strategy and art direction.

Prerequisite: ARTS 33100 (may be taken concurrently)

ARTS 46000 - Emerging Technologies in Motion Design (3)

Students will explore emerging technology to create engaging motion-based experiences.

Prerequisite: ARTS 37000 (may be taken concurrently)

ARTS 47000 - Art Internship (3)

This internship is designed to provide students with controlled on-the-job experience with participating businesses in the art and design field.

ARTS 49900 - Independent Study (1-3)

Students undertake advanced study, research or projects under the supervision of a department faculty member. A detailed written proposal of work must be submitted to the department chairperson approval prior to registration.

Class Restrictions: Must be enrolled in one of the following Classes:
Junior or Senior.