ART SLO’s

**ART 100 Art Appreciation**

1. Define and identify terms, concepts, historical information, and current practices of the visual arts.

2. Identify the formal elements and principles of design in various artworks.

3. Through writing, use the elements and principles to defend your analysis of various works of art and their meanings.

4. Students clearly define the issues/problems to be addressed

5. Students apply and synthesize evidence to address an issue/problem. (A4)

6. Students compare cultures from historical, local, national, or global perspectives. (B1)

7. Students demonstrate how literature, the arts, and/or artifacts reflect and influence culture. (B2)

**ART 135 Creating Visual Order**

Upon successful completion of this course the student will: Create clear and effective compositions based on an understanding of the structure of art (Elements and Principles, Gestalt). Utilize a variety of problem-solving and critical thinking skills relative to idea development, and all aspects of the design process. Demonstrate understanding of the basic properties of Color Theory, related terms, and simple applications of color use in art and design. Demonstrate an awareness of basic materials and their properties in relation to art making

**ART 140**

 Building Meaning in Visual Art

 Upon successful completion of this course students will:

• Begin to establish knowledge of artists and designers with historic and contemporary relevance to the visual arts of today.

• Develop skills in idea generation, the creative process, and personal intent in art making in relation to the larger world.

• Demonstrate an ability to research, write and speak critically in reference to visual art using appropriate terminology and concepts.

• Explore the relationship of the visual arts to aesthetic, social, ethical, ecological and political issues.

**ART 315 Concept & Narrative Development**

**Student Learning Outcomes**

• Improve communication skills through drawing

• An overview of different types of narrative storytelling

• Basic current industry standards for different types of storyboards

• An overview of character design

• How to interpret licensed characters and writer’s words visually

• Comics ‐ Storyboarding – Story Structure – Telling a story with no dialogue

• Develop and utilize Model Sheet / Turnaround Sheet / Style Guide

• Develop and utilize color Scripts as a dynamic pre-visual tool to establish the

emotional arc of the story.

• Explore abstract color studies, and layout paint-overs to leverage color in support of

the story

• Explore various studio roles such as: producer, animation/creative director,

scriptwriter, illustrator, technical director, character designer/developer, storyboard

artist, animator, modeler, rigger, project manager, texture artist, lighters/lighting

directors, motion graphics designer, sound designer, voice over artist, editorialist,

runner, etc.

**ART 450 advanced studio seminar**

**Student Learning Outcomes:**

Upon successful completion of this course the student should be able to demonstrate the following:

*\** An understanding of how and where to search for opportunities to exhibit your work.

\* An awareness of career options with a degree in Art.

\* Working knowledge of how the Art community is often interdependently structured and an understanding of the various roles of individuals, at all levels, and how they relate to you as a practicing artist.

\* Documenting your work properly and effectively and understanding the initial basis for evaluation for why someone will select you and/or your work for potential opportunities.

\* Knowing how and where to look for funding and other career advancing opportunities.

\* How to prepare a professional packet (Resume and /or CV, images, artist statement) to submit for employment, funding, exhibition, etc.

\* Basic knowledge of effective public speaking through individual artist presentations.

\* An awareness of and practical experience in the application process for graduate school, grants, residencies, and fellowships, which can be relatively similar and have similar information.

**ART 291w STUDENT LEARNING OUTCOMES 2024**

By the end of the semester, students will be able to demonstrate the ability to:

1. Consider context, audience, and purpose as appropriate with assigned tasks.
2. Students use appropriate and relevant content to communicate ideas.
3. Students create and write coherent grammatical pieces.

These outcomes will be referred to as SLOs or SLO throughout the syllabus.

**ARTA – ANIMATION**

**ARTA 210 Animation Studio**

Upon the successful completion of this course the student should be able to demonstrate the following: 1) Have a breadth of techniques and styles in animation

2) Knowledge of the opportunities of animation and creative animation career options

3) Understand the fundamental design concepts to create animated digital media

4) The basic vocabulary of animation for film, video, web and digital media

5) Skills and techniques on how to design animated graphics using Adobe Photoshop, Animate and After Effects

6) Apply techniques and theories of animation design to develop projects that integrate visuals, time and sound effectively

7) Introduce techniques, styles and opportunities to develop characters that walk and run

**ARTA 311 Character Animation I**

STUDENT LeARNING OUTCOMES

Upon the successful completion of this course the student should be able to demonstrate the following:

* Introduce techniques, styles and opportunities to develop characters that breath and speak
* Pre-production design concepts to create animated characters
* Continued vocabulary of animation for film, video and digital media
* Skills and techniques on how to design animated characters and graphics using Adobe Animate, After Effects, Audacity and ToonBoom
* Creating 2D animatics, character designs and model sheets
* Refining the relationship between gesture and speech
* Apply techniques and theories of animation design to develop projects that integrate visuals, time and sound effectively to ultimately bring characters to life and give them voice
* Synthesize learning from character development, 2D & 3D practices to help students develop their own production

**ARTA 412 Character Animation II**

STUDENT LeARNING OUTCOMES

Upon the successful completion of this course the student should be able to demonstrate the following:

* Introduce the breadth of techniques, styles and opportunities of animation and creative animation career options
* Apply techniques and theories of animation design to develop projects that integrate visuals, time and sound effectively
* Pre-production design concepts to create animated characters
* Continued vocabulary of animation for film, video and digital media.
* Creating animatics, character designs and model sheets
* Further refine the relationship between gesture and speech
* Apply techniques and theories of animation design to develop projects that integrate visuals, time and sound effectively to ultimately bring characters to life and immerse the viewer in new worlds
* Explore various studio roles such as: producer, animation/creative director, scriptwriter, illustrator, technical director, character designer/developer, storyboard artist, animator, modeler, rigger, project manager, texture artist, lighters/lighting directors, motion graphics designer, sound designer, voice over artist, editorialist, runner, etc.

**ARTC**

ARTC 240 Ceramics 1

The goal of the course is for you to be able to: Fabricate work using basic hand-building techniques: pinch, coil, slab, and extended coil/pinch. Experience surfacing techniques such as texture-making, slips, and glazes. Understand the stages of clay to ceramic, including drying and firing. Acquire safe practices and basic knowledge of loading and firing electric and raku kilns. Understand ceramic vocabulary terms. Critically evaluate your work and the work of others in a historical and contemporary context. Accurately follow clay and glaze recipes and demonstrate glaze-testing procedures. Make progress in the development of your artistic vision.

ARTC 340 Wheel Throwing

By the completion of this course, First semester students should be able to: Throw an 8” tall cylinder with consistent wall thickness. Throw these basic forms: cups/tumblers, cups or mugs w/handles, pitchers, plates. Apply glazes with various techniques with reasonable skill. Become familiar with correctly loading and firing various kilns. Second semester throwing students should have acquired the ability to: Throw an 10” cylinder with consistent wall thickness. Throw forms of increasing sophistication and formal clarity, including; larger plate forms, lidded containers, and work that combines hand building and thrown parts. Develop a personal aesthetic that begins to integrate surface and form. Gain a better understanding of how to fire kilns (gas and electric). Third semester wheel throwing students should have acquired the ability to: Throw complex forms with consistency. Have the ability to create sets that relate to each other in form and surface. Discover a personal aesthetic where you can articulate an historical and/or contemporary context, and a comparative standard. Successfully maintain, load, and fire electric kilns, and have some knowledge of firing gas kiln

**ARTC 341 Ceramic Sculpture**

By the end of the semester, you should be able to:

* Use fabrication techniques
* Press mold making
* Advanced slab construction and coiling
* Selective drying
* Use a variety of surfacing techniques and test stains, slips and glazes
* Understand and solve post-firing problems
* Design of wall-hung systems
* Installation and post -firing assembling
* Reconstruction and retouching techniques
* Critically evaluate your work and the work of others
* Demonstrate progress in developing your artistic vision
* Demonstrate progress in understanding firing processes

**ARTD**

**ARTD 210 Drawing I**

**Student Learning Outcomes and Course Description**

This is an introductory course in drawing, as we will focus on basic materials, techniques, and foundation skills. This course assumes you will have had *no prior training in drawing*. Therefore, for the basis of a strong and lasting foundation, a rigorous formal exploration is essential for growth. We will emphasize practice in observation and perception. We will work together to broaden your understanding in composition and space through line, shape, form, value, the six properties of light on form, as well as linear and atmospheric perspective. Additionally, the use of viewfinders will be introduced to observe mutual interactions of positive and negative space, and we will become aware of mark making and media application. You will learn traditional methods of drawing, composing, and applying mostly dry media to paper. Digital support references from the history of Art, as well as exemplary prior student work, will be shown to give you grounding in the variety of methods to support this course.

**ARTD 310 Drawing II**

**Student Learning Outcomes**

I. Continue developing skill in composing, sighting, and organizing visual space through drawing media. To build mastery with various drawing techniques: gesture, line and its uses, value and form, identify properties of light, mass and weight, structure, linear/atmospheric perspective, additive and subtractive methods, etc. Method: Lecture, demonstration, discussion, experimentation, and critique.

II. To gain control with proportion, scale, rhythm, and movement. Learn to see across and to complete form (the illusion of 3D on a 2D picture plane). Gain a basic understanding of skeletal anatomy as it relates to figure drawing. Method: Lecture, demonstration, discussion, experimentation, and critique.

III. Build Confidence in Creative/Critical Skill Development-To foster growth in critical/creative thinking skills in an advanced understanding of elements and principles of Art in drawing especially the figure, and to gain insight to communicating content through symbols, allegory, and metaphors. Method: Lecture, demonstration, discussion, experimentation, and critique.

**ARTD 317**

**DRAWING FOR ANIMATION**

**Student Learning Outcomes**

I. Continue developing skill in composing, sighting, and organizing visual space through drawing media. To build mastery with various drawing techniques, but most essentially gesture and extended gesture to facilitate expressive characterization for kinetic sequential movement in animation-to build upon sequencing. Gain more competency with line and its uses and methods, etc. Method: Lecture, demonstration, discussion, experimentation, and critique.

II. To gain control with proportion, scale, rhythm, and movement. Learn to see across and to complete form (the illusion of 3D on a 2D picture plane) with mostly line. Continue to gain an intermediate understanding of skeletal and muscular anatomy as it relates to figure drawing. Method: Lecture, demonstration, discussion, experimentation, and critique.

III. Build Confidence in Creative/Critical Skill Development-To foster growth in critical/creative thinking skills in an advanced understanding of elements and principles of

**ARTD410 Advanced Studio Drawing**

**Student Learning Outcomes and Course Description:**

This is an advanced course in drawing, as we will focus on mastery of advanced materials, methods, and content relevant to finished works of fine art in drawing. This course assumes you had had prior training in drawing. This course is designed to challenge your sense of technical and conceptual ability to encouraging and supporting approaches to visual problem solving in drawing that you never knew existed or are unfamiliar with; to encourage and support you to understand that being uncomfortable with new processes and techniques is a natural and normal manner for an artist to grow; technical and or concept problem failure is a natural and normal part of the process of exploration and is to be expected, and is not a means to receive a failing grade on a project. We will explore methods with materials as diverse as graphite (graphite power), charcoal (charcoal power), pastel, color pencil, conte, India ink, and mixed media/alternative media (and surface) applications. After having practiced new methods with materials, you will explore personal content and ideas leading to finished works.

Art in drawing especially the figure, and to gain insight to communicating content through symbols, allegory, and metaphors. Method: Lecture, demonstration, discussion, experimentation, and critique.

**ARTE280 STUDENT LEARNING OUTCOMES 2024**

The intention of this course is to link the theories of art education with historical understanding, cultural studies, and practical application in order to present a comprehensive experience of infusing quality visual art education into the elementary classroom.  In broad terms, the course will help students achieve the following goals.

1.  Students will develop understanding of and the ability to demonstrate proper usage of visual terms and vocabulary. Assessments: Written assignments, critiques.

2.  Students will form an understanding of visual culture, past and present, as well as art movements and media. Assessments: Presentations, virtual teaching, lesson plans, written assignments.

3.  Students will learn various philosophies concerning art and formal elements of art to successfully evaluate artwork. Assessments: Written assignments, critiques.

4.  Students will discover a range of methods to successfully incorporate art into the elementary education environment through proper planning, design, and implementation of art lesson plans. Assessments: Presentations, teaching, lesson plans, written assignments.

5.  Students will increase awareness and ability of studio processes appropriate for an elementary setting and be able to link such activities to Kentucky Core Content Standards in Visual Arts. Assessments; Studio products, lesson plans, virtual teaching.

6.  Students will gain experience by teaching an original lesson through a recorded format. The recording will be shared with other students in the class for an active discussion and assessment purposes. Self-assessment will be considered in grading. Assessments: Evaluations by cooperating teacher, peers, and self, lesson plan, virtual teaching.

**ARTE 380**

**Student Learning Outcomes (SLOs):**

Upon successful completion of this course the student should be able to demonstrate the following:

1. A developed awareness of the field of the historical roots of art education as evidenced in classroom

activities and discussions demonstrating research on assigned topics.

2. Thorough understanding of current topics or issues in art education as demonstrated by in-class

presentations, class discussions, and reading reflections.

3. The ability to speak and write clearly and analytically as evidenced in lesson plans, presentations,

outside assignments and arts advocacy statements

**ARTE381 STUDENT LEARNING OUTCOMES 2024**

Upon successful completion of this course the student should be able to demonstrate the following:

1. Creative problem solving as evidenced by successful studio activities.

2. An understanding of appropriate lesson content and delivery strategies for P-12 students as

evidenced through lesson/unit planning.

3. Increased knowledge of the field of art education through visits to schools, guest speakers and

assigned activities and readings on contemporary classroom practices.

**ARTE 382SL STUDENT LEARNING OUTCOMES 2024**

Upon successful completion of this course the student should be able to demonstrate the following:

1. Working knowledge of contemporary teaching methods in visual art education through readings on current topics, lectures, presentations, and the development of curriculum maps.
2. Creative problem solving as evidenced by successful art lessons, assessments, and activities.
3. An understanding of appropriate lesson content and delivery strategies for K-12 students as evidenced through planning, implementation, and evaluation by others.
4. The ability to write clearly and thoughtfully within the lesson materials and other assignments.
5. Positive dispositions in regard to teaching, working with others, and following the [*Professional Code of Ethics for Kentucky Certified Personnel*](http://www.epsb.ky.gov/mod/page/view.php?id=55)and the [NKU College of Education’s Code of Ethics](https://www.nku.edu/content/dam/coehs/docs/TeacherEdDocs/COE_code_ethics_20-3.pdf).
6. Organization and classroom procedures for K-12 art classrooms as evidenced by developing a syllabus, budget, and classroom design.

Art History

**ARTH 100 History of Art I Renaissance through Modern**

**Student Learning Objectives**

* Skills in visual analysis
* Greater habits of critical thinking
* Enhanced powers of deductive reasoning
* Improved skills in written and verbal communication
* Understand the core technical vocabulary and concepts associated with the study of visual art and aesthetics
* Recognize key monuments and styles exemplary of dominant cultures in Europe from the 15th century to the modern period
* Understand and recognize period and individual artistic styles.

**ARTH 101 History of Art II Prehistoric through Gothic**

At the successful completion of this course students should demonstrate:

* 1) Skills in visual analysis
* 2) Greater habits of critical thinking
* 3) Enhanced powers of deductive reasoning
* 4) Improved skills in written and verbal communication

 5) An understanding of the core technical vocabulary and concepts associated with the study of visual art and aesthetics

* 6) Recognition of key monuments and styles exemplary of dominant cultures in Europe from prehistory through the Medieval period
* 7) An understanding and recognition of period and individual artistic styles of the same.
* 8) An understanding of the relationship of the visual arts and synchronous historic, religious, or other cultural phenomena as well as the long-term relevance of historic artists and art.

**ARTH 304 Survey of Asian Art**

1) Skills in visual analysis

* 2) Greater habits of critical thinking
* 3) Enhanced powers of deductive reasoning
* 4) Improved skills in written and verbal communication
* 5) An understanding of the core technical vocabulary and concepts associated with the study of visual art and aesthetics

     6) Recognition of key monuments and styles exemplary of art in India, China and Japan from prehistory to present day.

    7) An understanding and recognition of period and individual artistic styles of the same.

    8) An appreciation of the interconnectedness of the visual arts with historic, religious or other cultural phenomenon.

**ARTH 332  History of Animation**

Student Learning Outcomes:   
At the successful completion of this course students should demonstrate:   
1) Skills in visual analysis   
2) Greater habits of critical thinking   
3) Enhanced powers of deductive reasoning   
4) Improved skills in written and verbal communication   
5) An understanding of the core technical vocabulary and concepts associated with the   
study of animation.   
6) Recognition of iconic works of animation.   
7) Recognition of styles of animation typifying key historic works of animation.   
8) Appreciation of the aesthetic issues associated with Animation.   
9) An understanding and recognition the historical development of animation as a technology   
and art form   
10) An understanding of the relationship of animation within an historic, religious, political or   
other cultural phenomenon as well as the long-term relevance of historic artists and art. 

**ARTH 349 Women and Art**

**STUDENT LEARNING OUTCOMES:**

At the successful completion of this course students should demonstrate:

1. Enhanced skills in visual analysis
2. Greater habits of critical thinking
3. Enhanced powers of deductive reasoning
4. Improved skills in written and verbal communication
5. An understanding of the core technical vocabulary and concepts associated with the study of visual art and aesthetics
6. An understanding of key issues and concepts in feminist study and analysis in context with art history
7. A recognition of the artwork and contributions of significant women artists
8. A recognition and appreciation for the treatment of feminine and feminist themes in the history of art
9. An understanding and recognition of period and individual artistic styles of these artists.
10. An appreciation of the interconnectedness of the visual arts with historic, religious or other cultural phenomenon.

**ARTH 355 Art of the Twentieth Century**

1) Greater skills in visual analysis   
2) Greater habits of critical thinking   
3) Enhanced powers of deductive reasoning   
4) Improved skills in written and verbal communication   
5) An understanding of the core technical vocabulary and concepts associated   
with the study of modern art   
6) Recognition of key monuments and styles exemplary of Modern Art traditions   
7) An understanding of the relationship of the visual arts and synchronous   
historic, religious, or other cultural phenomena as well as the long-term relevance   
of historic artists and art.   
8) Experience in research and formal writing 

**ARTH 359 Arts and Crafts of Japan**

At the successful completion of this course students should demonstrate:

 1) greater skills in visual analysis

 2) greater habits of critical thinking

 3) enhanced powers of deductive reasoning

4) improved skills in written and verbal communication

5) an understanding of the core technical vocabulary and concepts associated with the study of visual art and aesthetics of Japan

6) recognition of key monuments and styles exemplary of Japan from prehistory to present day.

7) an understanding and recognition of period and individual artistic styles of the same.

8) an appreciation of the interconnectedness of the visual arts with historic, religious or other cultural phenomenon of Japan

9) An appreciation of the significance of tradition in the visual arts

**ARTH 360 African American Art**

Student Learning Outcomes:   
At the successful completion of this course students should demonstrate:   
. 1) Skills in visual analysis   
. 2) Greater habits of critical thinking   
. 3) Enhanced powers of deductive reasoning   
. 4) Improved skills in written and verbal communication   
. 5) An understanding of the core technical vocabulary and   
concepts associated with the study of visual art and aesthetics as well as   
specific terms associated with African American History and art   
. 6) Recognition of key monuments and styles exemplary of the   
theme   
. 7) An understanding and recognition of period and individual   
artistic styles of the same.   
. 8) An appreciation of the interconnectedness of the visual arts   
with historic, religious, or other cultural phenomena. 

**ARTH 452  Art of South Asia**

**STUDENT LEARNING OUTCOMES:**

At the successful completion of this course students should demonstrate:

  1)  Enhanced skills in visual analysis

  2)  Greater habits of critical thinking

  3)  Enhanced powers of deductive reasoning

  4)  Improved skills in written and verbal communication

  5)  An understanding of the core technical vocabulary and concepts associated with the study of visual art and aesthetics; particularly those of South Asian culture

  6)  Recognition of key monuments and styles exemplary of dominant cultures in South Asia from prehistory to present day.

  7)  An understanding and recognition of period and individual artistic styles of the same.

  8)  An appreciation of the interconnectedness of the visual arts with historic, religious, political or other cultural phenomena.

  9)  An appreciation of the  significance of tradition in the visual arts and its connections with dramatic, literary and musical arts.

10)  Gain experience in research and presentation

**ARTH 454 ART Now**

At the successful completion of this course students should demonstrate:   
1) Skills in visual analysis greater habits of critical thinking   
2) Enhanced powers of deductive reasoning   
3) Improved skills in written and verbal communication   
4) An understanding of the core technical vocabulary and concepts associated with   
the study of visual art and aesthetics   
5) Recognition of key contemporary monuments and styles   
6) An understanding and recognition of period and individual artistic styles of the   
same.   
7) An understanding of the relationship of the visual arts and synchronous historic,   
religious, or other cultural phenomena as well as the long-term relevance of   
historic artists and art.   
8) Gain experience in research and formal writing 

**ARTH 321**

 students should be able to:

· understand the chronology of major aesthetic and technical advances in visual communication design

· identify major figures, movements, and styles in the field

· assess the effects of *social*, *theoretical*, *cultural*, *economic*, and *political forces* in the shaping of visual communication design

· examine design critically within historical contexts

· further develop research, analysis, synthesis, writing, and oral presentation skills

ARTH 358

History of Photography

SLO’s

Through lectures, videos and Keynote Presentations, students will learn the following

1. Significant people, techniques, and events in the development of photography
2. The diverse practices that are part of photography
3. The conceptual framework for looking at and talking about photographs
4. Ability to analyze and compare photographers, photographic works, and/or photographic movements
5. The relationship between photography and other events that have shaped the arts, society, and the world

Through critical writing assignments, students will learn the following:

1. Personal interests and connections within the history of photography

2. An understanding of how local photographic

**ARTM New Media**

**ARTM 331**

STUDENT LEARNING OUTCOMES

Upon the successful completion of this course the student should be able to demonstrate the following:

1) An understanding of Digital Design and its historical and contemporary framework evident by knowledge of vocabulary and artists.

2) Strategies to develop concepts, plans and proposals that include digital compo-nents.

3) Technical understanding and skills to create motion graphics, special effects and advanced video authoring techniques.

4) Methods and techniques to setup and display dynamic motion graphics, sound, multi-channel video, front & rear projection, and immersive installations.

5) Skills to build and create content for a multi-channel (5.1) sound work.

6) The basics of pre-production, production and post production evident by completed projects.

7) The ability to create a basic online digital portfolio/website.

**ARTM 350 Video, Installation & Sound I**

STUDENT LEARNING OUTCOMES

Upon the successful completion of this course the student should be able to demonstrate the following:

* An understanding of digital video including pre-production, production and postproduction evident by completed projects and knowledge of applicable vocabulary.
* A historical framework and understanding of film and video.
* The ability to discuss and identify contemporary video and installation artists.
* Creative brain-storming strategies to develop conceptual frameworks for projects.
* Skills and techniques on how to professionally operate a video camera, setup lighting and sound.
* Advanced technical skills via Adobe Photoshop, Adobe Premiere, and Adobe Audition, by synthesizing their video footage into completed movies.

**ARTM 360 Robotic Art**

STUDENT LeARNING OUTCOMES

Upon the successful completion of this course the student should be able to demonstrate the following:

1) A basic understanding of mechanics and the ability to create mechanical junctions.

2) Design, build and fix robotic elements.

3) The ability to discuss and identify roboticists and contemporary artists who use A.I. and or mechanical elements in their work.

4) Creative brain-storming strategies to develop conceptual frameworks for robotic projects.

5) Skills and techniques in soldering, brazing, electronics and programming circuit boards.

6) More precision and accuracy in crafting materials.

**ARTM 450 Video, Installation & Sound II**

STUDENT LeARNING OUTCOMES

Upon the successful completion of this course the student should be able to demonstrate the following:

* 1) An advanced understanding of digital video including pre-production, production and post production evident by completed projects and knowledge of applicable vocabulary.
* 2) A historical framework and understanding of film and video.
* 3) The ability to discuss and identify contemporary video-based artists.
* 4) Creative brain-storming strategies to develop complex conceptual frameworks for projects.
* 5) Skills and techniques on how to professionally operate a video camera.

6) Advanced technical skills via Final Cut Studio by synthesizing their video foot

age into completed movies.

* 7) A final exhibition of created digital video works on campus.

**ARTM 451 *New Media – Integrative Art***

STUDENT LeARNING OUTCOMES

Upon the successful completion of this course the student should be able to demonstrate the following:

1) The ability to brainstorm and collaborate with outside organizations.

2) A framework for engaging new audiences beyond the Department of Visual Arts.

3) Building relationships with outside organizations and integrating these interests into a body of work.

4) Creative brain-storming strategies to develop complex conceptual frameworks for projects.

5) A final exhibition of the created works on or off campus.

**ARTM 460 *Advanced New Media Art***

STUDENT LeARNING OUTCOMES

Upon the successful completion of this course the student should be able to demonstrate the following:

* 1) A body of work that develops around well-developed concept.
* 2) A historical framework and understanding of how the artist/student work fits within contemporary art practice.
* 3) Through depth of exploration push both ideas and skills further.
* 4) Creative brain-storming strategies to develop complex conceptual frameworks for projects.

**ARTP230 Painting I**

Student Learning Outcomes   
This course will focus on foundation painting skills. We will be learning more about   
basic composition, color theory, value, light, and paint application. This course is   
designed to teach the fundamentals of painting from direct observation so that we   
can translate the three dimensional world onto the two dimensional surface of the   
canvas. Students should be able to demonstrate the following well to receive a   
“good grade”.   
1. Understand and create a realistic value range using black and white.   
2. Analyze composition critically assessing the principles and elements of art.   
3. Gain a greater appreciation of color and color mixing by copying master works of   
art.   
4. Develop still-life paintings that embody form and richness of color.   
5. Recognize the importance of light and how it effects form.   
6. Appraise and acknowledge what makes a painting work.   
7. Generate new ideas by the juxtaposition of multiple images.   
8. Compile and strengthen art vocabulary.   
9. Learn about luminosity by glazing and scumbling.   
10. Identify and recognize certain traits of paintings to better able attribution of   
style and maker.   
11. Handle paint and palette knife to create impasto paintings.   
12: Create a portrait and understand the complexities of what goes into a good   
portrait. 

**ARTP 330 Painting II**

Student Learning Outcomes   
This course will build upon foundation painting skills learned in Beginning Painting.   
We will learn even more about composition, color theory, value, figure ground   
relationships, and paint application. Some of this course will feature figure painting   
while other elements of the course are designed to help broaden the range of   
possibilities for further exploration. Painting abilities and techniques should be   
refined this semester, as well as sophistication of concepts. Students should be able   
to demonstrate the following well to receive a “good grade”.   
1. Handle the forms and space of a larger canvas.   
2. Describe with paint various textures.   
3. Convey convincing light and how light falls on and across forms.   
4. Prepare and maintain a painting of longer duration.   
5. Analyze and break down the abstract qualities of seeing.   
6. Operate power tools in the construction of a larger canvas.   
7. Understand and depict perspectival space and or atmospheric space.   
8. Demonstrate an informed response to the rendering of human form in space   
9. Apply and use imprimatura grounds for better tonal control.   
10. Follow the influence of professional painters borrowing what excites them.   
11. Apply appropriate vocabulary and concepts during critiques.   
12. Develop and broaden deeper concepts through visual analyzes.   
13. Will produce volumetric forms.   
14. Present interesting observations of conceptual concerns in painting through   
reading and discussion.   
This semester we will work extensively with color, and light, and how it effects still   
life, interior space, landscape, the figure and other muses for painting. 

**ARTP 430 Painting III**

Student Learning Outcomes   
This course will build upon painting skills learned in Art 330. Upon successful   
completion of this course the student should be able to demonstrate the following to   
receive a “good grade”.   
1. Exploration into one’s own ideas will be explored.   
2. Investigation and pursuit to build a cohesive body of work.   
3. Refining of abilities and techniques, mastering the craft of Painting.   
4. Gain greater depth in sophistication of concepts.   
5. Apply critical thought and vocabulary during the analysis of one’s own and   
other’s work.   
6. Understand the triumphs and difficulties of good craftsmanship.   
7. Present interesting observations of conceptual concerns in painting through   
reading and discussion.   
8. Undergo the process of applying for an exhibition or other: (Professional   
Development)   
This semester we will start to work more independently. Our own search for how   
and what we want to paint has begun. The journey is upon us to develop your own   
voice. Feel free to join in, elaborate and expand on Art 330 assignments as a jump   
off point or go your own way. Non-objective and abstract paintings may also be   
investigated as genuinely valid concerns.

**ARTP333 Materials and Techniques in Painting**

Student Learning Outcomes   
1. Understand how to prepare a surface the “Old School” way with Rabbit Skin Glue   
2. Develop prelim drawing, transfer and make an Egg tempera Painting   
3. Generate a mural painting with fellow students\*Depending on circumstance   
4. Learn about transfers techniques and cartoons

5. Appraise and acknowledge what makes a painting work.   
6. Make paint: Encaustic, Egg Tempera, Acrylic, and Fresco   
7. Compile paintings in the various media learned and Identify techniques used.   
8. Operate some power tools in a safe manner.   
9. Dabble in Silverpoint, and Learn Sight Size techniques.   
10. Read and understand recipes for making Paint and Techniques 

**Arts 262**

**Student Learning Outcomes**

After completing this course, you will be able to:

* Analyze works of art and design.
* Enlarge and develop art vocabulary.
* Recognize and discuss the uses of the elements and principles of 3D design in works of art and design by your peers and professionals.
* Demonstrate an understanding of how to manipulate a range of sculptural materials and methods to achieve the ability to successfully articulate an intended artistic expression.
* Develop a creative process and practice: generating, refining, and implementing ideas as well as taking risks to push concepts.
* Develop a familiarity and comfort level in the use of sculptural tools and facilities.
* Develop the ability to think creatively and critically to find the less obvious and more effective solutions to problems of visual communication.
* Understand the function of three-dimensional objects historically, contemporarily, and in your own practice as an artist/designer.

**ARTS 360 Techniques in Sculpture**

**Student Learning Outcomes**

After completing this course, you will be able to:

* Develop a familiarity and comfort level in the use of sculptural tools and facilities.
* Become familiar with the sculptural processes of casting and fabrication.

* Engage in best practices to achieve a coherent and structural three-dimensional product.
* Recognize and discuss the uses of the elements and principles of 3D design in works of art and design by your peers and professionals.
* Become familiar with reading, interpreting, & producing working/ fabrication drawings.
* Demonstrate an understanding of how to manipulate a range of sculptural materials and methods to achieve the ability to successfully articulate an intended artistic expression.
* Develop the ability to think creatively and critically to find the less obvious and more effective solutions to problems of visual communication.
* Understand the function of three-dimensional objects historically, contemporarily, and in your own practice as an artist/designer.

ARTS 460  Advanced Spatial Arts

 This course will address advanced studio problems and projects with an emphasis on independent creative work. This is intended for the advanced student with at least three semesters of intermediate ceramics and/or sculpture. I assume you are already competent in many techniques and ready to produce work with an individual direction. Technical demonstrations are unlikely, although we will, of course, discuss technical problems as they arise. The emphasis will be on the development of your own work and how that work relates to the art and issues of our time. In addition, you will be asked to develop a critical approach to both your work and the work of others.

ARTO 310

 Student Learning Outcomes

Through in-class demonstrations, students will learn the following technical skills:

1. Advanced digital camera operation and control

2. Advanced printing techniques

3. Creating a researched Keynote or PowerPoint presentation with images and text

4. Sequencing and printing a book project through the LR book panel

5. An in-depth understanding of Adobe Photoshop

Through lectures and in-class critiques, students will learn the following conceptual elements:

1. Broad concepts in fine art photography

2. The difference between the way things looks and the way it appears and takes on meaning as a photographic image

3. A conceptual framework for looking at, talking about, and creating photographs

4. How to edit a group of images to be presented as a portfolio

5. Communication of ideas through still imagery

6. Personal interests within the medium

ARTO 410

 STUDENT LEARNING OUTCOMES

Through in-class demonstrations, students will learn the following technical skills:

1. Advanced skills in Adobe Lightroom

2. Critical thinking and a vocabulary to address issues in other students' work during critiques

3. Refinement of composition, color, and content in personal work

4. A thorough understanding of the operation of DSLRs and electronic flash

5. Professional presentation of a researched Keynote or PowerPoint

Through lectures and in-class critiques, students will learn the following conceptual elements:

1. Concepts in fine art photography

2. A conceptual framework for looking at, talking about, and creating photographs

3. Communication of ideas through still imagery

4. Personal interests within the medium

**ARTO 413 Advanced Location Photography**

**Student Learning Outcomes:**

Upon course completion students will have working knowledge of advanced location lighting

techniques, including the use of studio strobes in location portraiture and available lighting in

architecture (interior and exterior) and landscape photography. Understanding color

temperature and advanced digital camera / computer skills will also be the end result.

**ARTO 416 Photo capstone**

 STUDENT LEARNING OUTCOMES

1. Students will produce a capstone project that utilizes research, negotiation, planning, integration, and business evaluation skills and behaviors that have been developed by working in a cohort based transdisciplinary program.

2. Students will integrate skills from required transdisciplinary courses to demonstrate that they are able to formulate and develop effective visual, written, and media-based solutions to the contemporary issues and questions of photography.

3. Students will demonstrate organization and follow-through through the creation of a proposal and timeline to be followed for the creation of the final capstone project

**VCD Course SLOs (2023–2024)**

**ARTV101 ADOBE CREATIVE CLOUD: VISUAL DESIGN BASICS**

· Gain a basic command of Adobe Photoshop, Illustrator, and InDesign

· Learn digital design processes and digital craftsmanship

· Gain understanding of Macintosh operating environment

· Learn and practice basic principles of design through use of software/hardware tools

**ARTV201 Intro to Computer Graphics SLOs:**  
· Gain a basic command of the three software applications for solving design problems.  
· Learn digital design processes and digital craftsmanship.  
· Gain understanding of Macintosh operating environment.  
· Learn and practice basic principles of design through use of software/hardware tools.

**ARTV215 VCD I SLOs:**  
 · learn essential design principles and theories of visual communication design

· learn designing, researching, and prototyping methodologies

· have increased awareness and ability to create and explore visual

solutions for design challenges

· develop visual form-giving abilities

· develop verbal presentation skills

· develop craftsmanship and technical fluency

· increase critical thinking through observation and dialogue

**ARTV217 Type I SLOs:**  
· learn historical overview and basic classifications of typography  
· demonstrate understanding of hierarchal relationships  
· demonstrate knowledge of typographic anatomy and terminology  
· understand relationship of form and content  
· demonstrate basic understanding of organizational and grid systems  
· develop expressive capacity with typography  
· gain a basic understanding of page layout/page sequencing

**ARTV283 VCD Admittance Review:**  
· Not Reporting

**ARTV297 Portfolio Review:**  
· Not Reporting

**ARTV315 VCD II SLOs:**  
· Increase critical thinking and ability to solve complex design problems.  
· Apply design process, research, conceptualization and prototyping methods to solve complex visual communication problems.  
· Relate content to form and aesthetics.  
· Expand understanding and application of a broad range of design elements to create holistic visual languages.  
· Design visual symbols, identities and corresponding systems.  
· Demonstrate understanding of systems design and branding.  
· Further develop presentation skills, both visual and oral.

**ARTV317 Type II SLOs:**  
· Gain further design knowledge and abilities using typography primarily through studio projects and critique presentations.  
· Deepen experience with typography in a variety of increasingly complex communication contexts by working with projects that use typography as a major visual tool.  
· Further develop visual, organizational, and analytic skills that assist in managing visual decisions for layout, expression and communication purposes.  
· Further develop creative thinking.  
· Deepen critical perspectives on quality typography and design.  
· Expand historical understanding of typography.  
· Increase technical fluency in a variety of digital and analog typographic media.  
· Improve verbal articulation and persuasive skills in regard to design.  
· Continue to develop critical awareness of the goals, purposes, and uses of typography as a major component of visual communication design.

**ARTV325 Techniques in VCD SLOs:**  
· Have knowledge of and gain experience with complete project workflows: from concepting to prototyping to actualization in a variety of visual communication design situations  
· Be sustainably minded in the design and production of visual and physical materials and know how to design responsibly for the environment  
· Increase abilities in creating, handling, manipulating and preparing high quality, original images  
· Develop transferable imaging and prototyping skills to be able to craft professional, high-end comps and design simulations for a variety of situations and projects  
· Be familiar with industrial production techniques and their associated terms  
· Know how to creatively and effectively maximize media limitations as well as human, natural, and technical resources in visual communication design contexts  
· Know how to create and properly prepare designs that are capable of being produced for professional, commercial distribution  
· Build experience and skill with digital- and hand-craftsmanship  
· Begin to understand how to use the designing process and its by-products to communicate effectively with clients and producers

**ARTV330 Interaction Design I SLOs:**  
· Have insight into the nature of designing interactive experiences  
· Understand a historical trajectory of the professional applications of interactive design thinking  
· Possess essential competencies for creative conceptualizing and designing within screen-based and non-traditional surface media  
· Will demonstrate how to carry visual communication design principles across media/devices  
· have understanding of best practices in designing for screen/non-traditional media by learning appropriate researching, prototyping and production methodologies, tools and techniques  
· Be able to craft and produce workable visual designs for screen media  
· Know how to work with and use css (cascading style sheets) to visually manipulate html  
· Begin to know how to explore the creative potential of screen media in visual comm. design contexts  
· Further develop visual and verbal presentation skills  
· Increase critical thinking through observation, experimentation, dialogue and critique

**ARTV396 Portfolio Prep Visual Communication Designers**

· Gain insight into current practices for portfolio development and application procedures for internships and employment for professional design contexts.  
 · Develop a portfolio package for use in applying to visual communication design internships and professional employment opportunities.  
 · Attain familiarity with layout & design principles for successful visual presentation of professional works. Become better prepared for applying for future career opportunities in the industry.  
 · Demonstrate understanding of systems design and branding.

**ARTV415 VCD III SLOs:**  
· Practice and advance design theories and principles.  
· Increase critical thinking, use of process and ability to solve complex design problems.  
· Create strategic systems design approaches to design problems and social impact.  
· Apply design process, prototyping, and research methodologies to complex problems.  
· Develop design solutions across multiple media platforms.  
· Establish effective visual communication for identified audiences.  
· Clearly articulate design reasoning and methodology.  
· Evaluate the strengths and weaknesses of peer work to provide meaningful feedback.

**ARTV417 Type III SLOs:**  
· Gain advanced design knowledge and abilities primarily through studio projects and critique presentations.  
· Investigate, experiment, and create innovative solutions.  
· Demonstrate ability to manage highly organized and complex amounts of information through designing with typography.  
· Develop type design skills and advance typography skills utilizing design principles and grid structures.  
· Demonstrate strong use and understanding of organizational systems.  
· Develop aptitude in adapting complex typographic information driven content in multiple media.  
· Further develop presentation skills visually and orally.

**ARTV425 Information Design SLOs:**  
· have in-depth knowledge about, understanding of, and experience with information design

· have an informed, critical perspective on visual communication theories and strategies

· strengthen their creative, conceptual and visualization abilities

· increase organizational skills as they pertain to information gathering, analysis and presentation

· further technical abilities and media fluency

**ARTV427 Motion Design SLOs:**  
· Increase critical thinking and ability to solve complex design problems

· Apply design process, story boarding and research methodologies to complex problems.

· Expand understanding of design to include principles of motion and time (4th dimension)

· Learn and expand command of software and media for solving design problems

· Apply sophisticated use of typography and design principles to motion and/or systems

· Develop presentation skills, both visual and oral.

**ARTV428 Capstone SLOs:**  
· deepen design knowledge and research abilities   
· demonstrate advanced understanding of and expertise in design, its processes, and applications   
· advance the substance, scope, and depth of their individual portfolios   
· manage a complex number of tasks and successfully execute production of a large scale project   
· sharpen self and peer evaluation skills through the process of critique, review, and presentation   
· further their professional presentation skills through visual and verbal public display of the processes and outcomes of the capstone project

**ARTV430 Interaction Design II SLOs:**  
· Gain experience designing interactive experiences for mobile media and environments

· Apply strategic, experiential thinking and solutions to design problems and opportunities

· Explore the creative potential of multimedia solutions to visual communication design scenarios

· Demonstrate how to carry visual communication design principles across environments

· Gain experience with low- and high-fidelity prototyping techniques for rich-media design solutions, such as click-throughs, walk-throughs, and spatial simulations

· Gain experience with current technologies, scripting languages and/or media relevant to interaction design practice in order to execute visually sophisticated, interactive designs

· Increase critical thinking on interaction design practice through observation, experimentation, dialogue, and critique