

# Department of Art

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## College of Arts and Sciences

### Faculty

**Michael Mallard** (1991). Professor of Art and Department Chair. B.F.A., University of Georgia; M.F.A., University of Illinois.

**Aaron Lee Benson** (1996). Associate Professor of Art. B.F.A., B.S., and M.F.A., University of Tennessee at Knoxville.

**Karen L. Mulder** (1997). Assistant Professor of Art. B.A., Boston University; M.A.R., Yale University, University of Virginia Ph.D. program (on educational leave through 2004).

**Christopher M. Nadaskay** (1993). Professor of Art. B.A., Southern Arkansas University; M.F.A., East Texas State University.

The Department of Art provides an environment and curriculum devoted to developing skills, stimulating critical thinking and expressing creativity within the framework of a Christian liberal arts program. In the freshman year art students begin a four-course visual foundations sequence in drawing and design. Students continue to complete a four-course Art History sequence and pursue visual studies in one of several areas of concentration: Drawing/Painting; Ceramics/Sculpture; and Graphic Design/Photography. Students may also choose to major in Digital Media Studies. An art major who wishes to teach art grades K-12 may receive licensure. See Teacher Licensure III.

Through department activities students may participate in a variety of art related service projects, field trips, and social events. The University Art Gallery presents ongoing series of art exhibits highlighting a wide variety of professional artists' work. In addition, the gallery presents an annual exhibit of student work. Graduating senior exhibitions are also held in the gallery.

Graduates of the department may continue studies at the graduate level or pursue work in a variety of areas such as digital imaging, graphics, illustration, independent studio art, museum gallery sales, photography, teaching, or web page design.

Students desiring consideration for transfer studio credit, advanced placement, department scholarships, and workshops must submit a portfolio for review by the art faculty. Awards are based on this review and outstanding performance in art coursework.

### The Art Major and Minor

#### I. Major in Art—49 hours

- A. Core for all Art majors—31 hours
  - 1. ART 113, 114, 116, 117, 120, 198
  - 2. ART 313, 314, 315, 318
  - 3. ART 398, 499
- B. Choose one subset of the 3 studio concentrations: Drawing/Painting; Ceramics/Sculpture; and Graphic Design/Photography—12 hours. Application of a course in the other subset of the concentration is allowed with departmental approval.
- C. Choose a secondary studio subset from B—6 hours.

#### II. Digital Media Studies Major

- A. Core requirements for all emphases—39 hours
  - 1. ART 120, 221, 231, 345
  - 2. COM 220, 320, 365, 419
  - 3. CSC 115, 321, 360, 365
  - 4. Digital Media Studies Seminar 490

- B. Art Emphasis requirements—28 hours
    - 1. ART 113, 116, 198, 232
    - 2. ART 346, 398, 445, 499
    - 3. Art History 319 and 2 of 313, 314, 315—9 hours
  - C. Communication Arts Emphasis—24 hours  
See Communication Arts Department for complete details.
  - D. Computer Science Emphasis—23 hours  
See Computer Science Department for complete details.
- III. Teacher Licensure for Visual Arts (Grades K-12)**
- A. Major requirements as shown above. Must include: ART 216, 242, 311, 323; 2 areas in the secondary concentration may be used to facilitate this requirement.
  - B. Completion of Professional Education: ART 325; EDU 150, 250, 326, 417, & 435; PSY 213, 318; SE 225.
  - C. Completion of applicable portions of the Praxis II.
  - D. For additional information, see the Director of Teacher Education.
- IV. Minor in Art—24 hours**
- A. Core for all art minors—15 hours
    - 1. ART 113, 114, 116, 117
    - 2. ART 313 or 314
  - B. Art Electives—9 hours

### Assessment of Majors

1. Students with a major in the Department of Art are required to take Mid Program Review with the art faculty to include assessment of work done in the major after completion of 12 hours. See ART 198.
2. Students are required to present a graduating exhibition of their work. The assessment of the major at this point is based on the exhibition, an oral review, and an artist's statement. The assessment will be conducted during the semester of graduation. See ART 499.
3. Each major is required to submit a portfolio containing slides or original work in the chosen area of concentration. Portfolios will be retained in the department.

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### Student Organization

The **Art Union** is open to students interested in the visual arts. Its purpose is to encourage student involvement in and awareness of the visual arts. Students involved in the Art Union further develop knowledge and appreciation of the visual arts.

### Student Awards

The **Academic Excellence Medal** is awarded to the graduating senior with the highest average in the major provided the average is not less than 3.5. Before Awards Day, the student must have completed at least 15 credit hours in the major at Union University, exclusive of pass/fail courses. If no major is eligible, the medal will be given to the minor meeting the minimum requirements.

The **3-D Award** is presented to the winner of the best three-dimensional work in the Annual Student Art Exhibit.

The **Graves Gold Leaf Cup** is presented to the winner of the best two-dimensional work in the Annual Student Art Exhibit.

The **Golden Circle Graphics Design Award** is presented to the winner of the best design work in the Annual Student Art Exhibit.

## Course Offerings in Art (ART)

( ) Hours Credit; F-Fall; W-Winter; S-Spring; Su-Summer

### Art History

#### 210. The Arts in Western Civilization (3) F, W, S, Su

Prerequisite/Corequisite: HIS 101.

An introduction to the principal styles of fine art from typical masterpieces of architecture, music, painting, sculpture, literature, and theatre, giving economic, religious, social, and political reasons for this development, as well as insight through formal analysis of how these forms are constructed. The course will stress appreciation of the fine arts as evidence of the spirit and values of specific times. Three lecture hours per week and attendance at specified cultural events.

#### ART 313. Art History I (3) F

Prerequisite: ART 210.

A survey of painting, sculpture, architecture, and the minor arts as represented by significant examples of art from prehistoric times to the Medieval Period.

#### 314. Art History II (3) S

Prerequisite: ART 210.

A survey of painting, sculpture, architecture, and the minor arts as represented by significant examples of art from the Renaissance to Romanticism.

#### 315. Art History III (3) F

Prerequisite: ART 210.

A survey of painting, sculpture, architecture, and the minor arts as represented by significant examples of art from Realism to the present.

#### 62 318. Contemporary Issues in Art (3) S

Prerequisite: ART 315.

Seminar to expand the critical approach adding the Christian contribution to contemporary art as well as insights from practicing artists. Includes team survey projects and research assignments and film review.

#### 319. Design History (3) F or S

Prerequisite: ART 113, 198.

Survey of methods and technology broadening the fundamentals of design while reinforcing design essentials and examining critical theory and the impact of cyber-technology upon design precepts that previously dominated design history.

### Studio Courses

#### 113. Two-Dimensional Design (3) F

Study of the elements and principles of two-dimensional design with and emphasis on color theory. Six studio hours per week.

#### 114. Three-Dimensional Design (3) S

Introduction to the organization of the basic visual elements, principles, and processes in space. Six studio hours per week.

#### 116. Drawing I (3) F, S

Introduction to the materials and processes of drawing. Emphasis is placed on strengthening visual awareness through observation, spatial organization, and development of imagery. Six studio hours per week.

**117. Drawing II (3) S**

Prerequisite: ART 116.

Objective and subjective representation of the human figure through various traditional and nontraditional drawing media. Six studio hours per week.

**120. Introduction to Digital Imaging (3) F, S**

Prerequisites: ART 113, 114, 116.

An introduction to the creative potential and application of computer-generated art. Applied instruction combined with theoretical considerations guide students to a basic understanding of the computer as a creative medium. Six studio hours per week.

**198. Freshman Seminar (1) F or S**

Introduction to Art major emphases, program and department expectations, international study opportunities, and work presentation/craftsmanship.

**216-7. Ceramics — I, II (3) F, S**

Creative expression in the ceramic arts and the development of form in the plastic medium of clay. Six studio hours per week.

**218. Drawing III (3) F or S**

Prerequisite: ART 117.

Advanced study of drawing emphasizing the development of personal expression and critical analysis. Six studio hours per week.

**220. Stained Glass (3) W**

A basic introduction to the copper foil method of stained glass. The cutting, grozing, grinding, fitting, foiling, and soldering of stained glass will be explored.

**221. Graphic Design I (3) F**

Prerequisite: ART 113 or consent of the instructor. Six studio hours per week.

A study of the techniques, practices, and the history of the Graphic Design field. Attention will be given to basic concepts and techniques involved in the preparation of art for commercial reproduction and the use of the computer as a design tool.

**231. Photography I (3) F, S**

Introduction to expressive and documentary photography. Emphasis on darkroom techniques. Each student will need a light meter and an adjustable camera (i.e. with controls for focus, shutter speed, and aperture). Six studio hours per week.

**232. Photography II (3) F, S**

Prerequisite: ART 231.

A continuing exploration of photography with emphasis on creative expression and visual experimentation. Six studio hours per week.

**242. Printmaking I (3) S — Odd Years**

Prerequisite: ART 116 or 117. Six studio hours per week.

An introduction to printing in the processes of Intaglio, Relief, and Planographic.

**311-2. Painting I-II (3) F, S**

Prerequisite: ART 116.

Traditional practices and approaches to studio oil/acrylic painting. Emphasis on continued visual development and the use of color. Six studio hours per week.

**316-7. Ceramics — III, IV (3) F, S**

Prerequisite: ART 217.

Continued work in ceramics, stressing both construction techniques and design principles. A study of glazing and firing techniques. Six studio hours per week.

**323. Sculpture I (3) F**

Prerequisite: ART 116.

An introductory course to the various processes, tools, and techniques that are used in creating 3-dimensional sculpture. Six studio hours per week.

**324. Sculpture II (3) S**

Prerequisite: ART 116.

Modeling and casting in various materials. Six studio hours per week.

**333. Sculpture III Life Modeling (3) F**

Prerequisite: Art 324.

Individual development of sculpture areas with specific concentration on concept, composition, and content. Research oriented through slides, books, and actual works. Individual responsibility for subject matter encouraged.

**343. Printmaking II (3) F, S**

Prerequisite: ART 242.

Continuing study of printmaking processes and techniques. Emphasis on developing visual expression and concept through the printmaking mediums. Six studio hours per week.

**345. Graphic Design II (3) S**

Prerequisite ART 221. Six studio hours per week.

A continuation of Graphic Design I with emphasis on advanced design techniques, studio practices, artwork presentation, publication design, pre-press methods, color separation, and scanning.

**64 346. Graphic Design III (3) F**

Prerequisite ART 222. Six studio hours per week.

A comprehensive study of Type, its history, standard and creative usage, and trends. Attention will be placed upon measuring systems, composition, and the influence of the computer as a type design tool.

**398. Mid-Program Review (1) F or S**

Prerequisite: ART 198.

Review of student work with Art faculty for direction and clarification of the successful completion of the major. Topics include making slides of work, motivational gifts assessment, exploration of career paths, internship options, and resume building.

**411-2. Painting III, IV (3) F, S**

Prerequisite: ART 312.

Continued development of painting with emphasis on expression of personal vision, experimentation, and development of a body of work which indicates a direction of artistic pursuit. Six studio hours per week.

**413-4. Advanced Art Studio (3) F, W, S, Su**

Prerequisite: Consent of the Instructor

An advanced studio course in which the student can concentrate in any of the major areas of the department. The advanced studio meets at the same time the parallel studio is scheduled.

Ceramics	(C)	Painting	(P)
Drawing	(D)	Photography	(K)
Graphic Design	(G)	Sculpture	(S)

This course is geared toward the professional development of the student in his chosen concentration.

#### **424. Sculpture IV (3) F**

Prerequisites: Art 333.

Individual development of sculpture problems and techniques. Students are responsible for developing a thematic investigation of a specific concept using appropriate methods, materials and techniques.

#### **445. Graphic Design IV (3) S**

Prerequisite: ART 346. Six studio hours per week.

An introduction to illustration and consideration of image as communication. Emphasis will be placed on experimental techniques, methods, and the creative use of imagery, materials, and the computer for production purposes.

#### **485. Internship/Apprenticeship (2-4) on Demand**

Students are assigned supervised practical work or studio experience in their chosen area of concentration in art. Does not satisfy art major or minor requirements. May be taken for a maximum of nine credit hours. Pass/Fail. Permission of department required.

#### **490. Digital Media Studies Senior Seminar (3) F, S**

Capstone course for DMS majors to bring the emphases together for exposure to the variety of fields of digital media and associated workplace cultures. Includes case studies, guest speakers, field trips and an interdisciplinary group project culminating in the production of a computer-based portfolio for job search. Reciprocal with CSC and COM.

#### **499. Portfolio and Graduating Exhibition (2) F, S**

Prerequisite: Consent of the primary area faculty, the chair of the department, and the gallery director; ART 198, 398.

Portfolio selection, compilation, and documentation of student's work in the chosen area of concentration. Students must present an exhibition of their work in a gallery setting. Work exhibited may represent both primary and secondary concentrations.

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### **Teacher Licensure**

#### **325. Art in the Elementary Schools (3) F, S, Su**

A course designed especially for the elementary teacher developing art skills drawn from study units in art appreciation. No credit toward a major in art.

#### **357. Instructional Design VII: Integrating Art into Classroom Instruction (2) F, S**

Design and implementation of classroom instruction through art with attention to current issues, problems and practices in the field including integration of art in classroom instruction, national standards, integration of technology, diversity, inclusion, and faith and ethics.

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#### **180-280-380-480. Study Abroad Programs (1-4) As Needed**

All courses and their application must be defined and approved prior to travel.

#### **195-6-7. Special Studies (1-4) On Demand**

Lower-level group studies which do not appear in the regular department offerings.

#### **395-6-7. Special Studies (1-4) On Demand**

Upper-level group studies which do not appear in the regular department offerings.

#### **495-6-7. Independent Study (1-4) On Demand**

Individual research under the guidance of a faculty member(s).