Faculty

Haeilim Allen (2010). Assistant Professor of Art. B.A., University of Maryland; M.R.E., Trinity Evangelical Divinity School; M.F.A., University of Maryland.

Steve Halla (2009). Assistant Professor of Art. B.A., Moody Bible Institute; Th.M., Dallas Theological Seminary; Ph.D., University of Texas.


Melinda Eckley Posey (2009). Assistant Professor of Art. B.A., Union University; M.F.A., Memphis College of Art.

Staff

Curriculum
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 complete a four-course art history sequence and pursue visual studies in one of several areas of concentration. 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 related service projects, 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 and graduating senior exhibits.

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.

I. Bachelor of Fine Arts in Studio Art—76 hours (no minor required)
A. Core for all Art majors – 37 hours
   1. ART 113, 114, 116, 117, 120, 198
   2. ART 313, 314, 315, 318 (Graphic Design Emphasis may substitute ART 319 for 318)
   3. ART 227, 230
   4. ART 398, 499
B. Choose a primary emphasis from one of the following areas: Drawing, Painting, Ceramics, Sculpture, Graphic Design, Photography, Visual Aesthetics – 18 hours
   Graphic Design Students take ART 348 (Motion Graphics) and ART 347 (Digital Design for the Screen) instead of taking ART 460 and 465 (Studio Practice 5 and 6).
C. Choose a secondary emphasis from the studio courses listed above – 12 hours
D. ART Elective hours from (BA) General Core Track – 9 hours

II. Bachelor of Arts with a 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; Graphic Design Emphasis may substitute ART 319 for 318.
   3. ART 398, 499
B. Choose a subset of the three concentrations: Drawing/Painting; Ceramics/Sculpture; Graphic Design/Photography; Visual Aesthetics—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

III. Bachelor of Arts or Bachelor of Science with a major in Digital Media Studies
A. Core requirements for all emphases—39 hours
   1. ART 120, 221, 345, 348; DMS 190
   2. COM 220, 320, 327, 365
   3. CSC 115 (or 105 and 106), 200, 360, 351
   4. DMS 490
B. Art Emphasis requirements—32 hours
   1. ART 113, 114, 116, 198, 231
   2. ART 346, 398, 445
   3. Art History 313, 314, 315, 319—12 hours
C. Communication Arts Emphasis (25 hours) and Computer Science Emphasis (25 hours). See respective departments for details.

IV. Bachelor of Arts in Pre-Professional Art Therapy—76 hours (no minor required)
A. Art Requirements – 52 hours
   1. Major in BA in Art as shown – 31 hours
   2. Primary Emphasis Course: ART 216, 311, 323, 331–12 hours
   3. Choose a Secondary Emphasis from the studio subset of BA—6 hours
   4. Must complete internship ART 485 under a certified Art Therapist—3 hours
B. Psychology Requirements—24 hours
   1. PSY 213, 219, 317, 323, 410, 412, 413, 425
V. Teacher Licensure for Visual Arts (Grades K-12)
A. Major in art as shown above. Must include:
   ART 216, 311, 323; two areas in the secondary concentration may be used to facilitate this requirement.
B. Professional Education: ART 325; EDU 150, 250, 326, 417, 435; PSY 213, 318; SE 225.
C. Applicable portions of the Praxis II.
D. For additional information, see the Assistant Dean for Teacher Education and Accreditation.

VI. Minor in Art—24 hours
A. Core for all art minors—15 hours
   1. ART 113, 114, 116, 117
   2. ART 313, 314, 315, or 318
B. Art Electives—9 hours

VII. Minor in Visual Aesthetics—18 hours
A. ART 227 and 230—6 hours
B. ART 327 and 330—6 hours
C. ART 427 and 430—6 hours
D. Minor cannot be earned with a major of the Art Department.

Major in Art with Discipline-Specific Honors
Application Timeline/Process
Students may apply at the end of the sophomore year.

Admission Requirements
- Completion of at least 15 hours at Union University or in transfer
- Minimum GPA of 3.50 in all coursework
- Grade of A in each of the following courses: ART 113, 114, 116, 117, 120, and 198
- Completion of all 12 hours in a studio or visual aesthetics emphasis
- Examination of work by the Art faculty

Progression
In addition to the 31-hour Art core and the 12-hour art concentration required of all majors, a student in discipline-specific honors must complete
1. 12 hours of Art Aesthetics courses
2. ART 413-414 (3 hours fall, 3 hours spring of the senior year)
3. ART 495-496 (6 hours in any combination)
4. ART 499 (2 hours, counted toward the Art core; must be taken in spring of senior year)
5. A weekly meeting with each instructor

Students are also required to attend presentations of Art Honors projects/theses.
If specific guidelines and markers for completing assigned experiences are not met by the student, the instructor will report to the Art faculty for its recommendation of either probation or dismissal of the student from the Honors program. The Honors Director will be notified of any student on probation and will be included in the process involved for a dismissal.

Assessment of Majors
Students with a major in the Department are required to take ART 398 for assessment of work in the major after completion of 12 hours as required to submit a portfolio containing slides or original work in the chosen area of concentration. Portfolios will be retained in the department. Art majors are required to present an exhibition of their work, ART 499, during the semester of graduation. The assessment of the major is based on the exhibition, an oral review, and an artist's statement. DMS/Art majors are required to make a formal presentation of research, ART 490, during the semester of graduation.

Course Offerings in Art (ART)

(1) Hours Credit; F—Fall, W—Winter; S—Spring; Su—Summer

Art History
210. The Arts in Western Civilization (3) F, W, S
Prerequisite/Corequisite: HIS 101, Attendance at specified cultural events.
Introduction to the principal styles of fine art from architecture, music, painting, sculpture, literature, and theatre, giving economic, religious, social, and political reasons for development, as well as insight through formal analysis of how these forms are constructed. Appreciation of the fine arts as evidence of the spirit and values of specific times.

227. Visual Aesthetics: The Western Tradition, Classical Greece to the Renaissance (3) F
A study of visual aesthetics in the Western tradition from Classical Greece to the Renaissance with a specific focus on the visual arts.

A study of visual aesthetics in the Western tradition from the Renaissance to the 19th Century with a specific focus on the visual arts.

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.

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, research assignments, and film review.
319. History of Graphic Design and Visual Culture (3) F or S
Prerequisite: ART 113, 198.
Survey of methods, fundamentals of design, history of the medium/culture, while examining critical theory and the impact of technology upon design precepts that previously dominated design history. Includes research assignments, cultural review and examples of design from prehistoric to modern times.

A study of visual aesthetics in the Japanese and Native North American traditions with a specific focus on the visual arts.

A study of visual aesthetics in the Western tradition from 1900-1950 with a specific focus on the visual arts.

A study of visual aesthetics in the Western tradition from 1950-2000 with a specific focus on the visual arts.

A study of visual aesthetics in the Western tradition from 2000 to the Present with a specific focus on the visual arts.

Studio Courses
113. 2D Foundations: Design (3) F
Study of the elements and principles of two-dimensional design with an emphasis on color theory. Six studio hours per week.

114. Three-Dimensional Design (3) S
A skill-based course where students learn aesthetic problem solving skills as they relate with areas of three dimensionality; ie, texture, form and space. Students will develop a vocabulary that will enable them to articulate visual arts ideas, concepts and criticisms. Six studio hours per week.

116. 2D Foundations: Basic Drawing (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. 2D Foundations: Drawing the Figure (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 Media (3) F, S
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. Visual Arts Seminar I: Introduction (0) F
Introduction to Art major emphases, program and department expectations, international study opportunities, and work presentation/craftsmanship. Pass/Fail.

216. Ceramics Hand Building (3) F
The introductory studio class with focus on skills of building, decorating and firing clay. The student will learn to hand build using pinch, coil, hard, and soft slab methods. Six studio hours per week.

217. Ceramics Wheel Throwing I (3) S
Prerequisite: ART 216.
Focus on the skill of throwing on the wheel, decorating and firing class. Students will produce a variety of forms including cups, bowls, plates, platters, pitchers and teapots. The student will fire and glaze 10 works in each form assigned while learning how to fire high fire gas kilns and begin the process of glaze calculation. Six studio hours per week.

218. Drawing: Advanced Methods and Practices (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) As Needed
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. Introduction to Graphic Design and Visual Language (3) F
Prerequisite: ART 113 or consent of the instructor.
A study of the techniques, practices, and history of the Graphic Design field. Attention will be given to basic concepts and techniques involved in the preparation of art for commercial reproduction, publication design, and the use of the computer as a design tool. Six studio hours per week.

231. Photography I (3) F
Prerequisite: Camera with manually adjustable aperture and shutter speed.
Introduction to processes and aesthetical values of black and white photography, including basic camera and darkroom techniques, content, and composition, and an introduction to expressive and documentary works applicable to art and journalism. Student furnishes film and darkroom supplies for projects. Six studio hours per week.

232. Photography II (3) 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: Basic Planographic Processes (3) As Needed
Prerequisite: ART 116 or 117.
An introduction to printing in the processes of intaglio, relief, and planographic. Six studio hours per week.

Prerequisite: ART 116.
Traditional practices and approaches to studio oil/acid painting. Emphasis on continued visual development and the use of color. Six studio hours per week.
316. Ceramics Wheel Throwing II (3) F  
Prerequisite: ART 217  
Advanced skill of throwing on the wheel, decorating and firing clay. The student will throw a significant number of pots to perfect throwing skills and will produce gallery or show-quality pieces. The student will write their own criteria in throwing. Six studio hours per week.

317. Ceramics Wheel Throwing III (3) S  
Prerequisite: ART 316.  
Advanced skills of throwing on the wheel, as well as setting up, equipping, maintaining and running professional production pottery. The student will throw a significant number of pots to perfect throwing skills and will participate in a craft show and fair. The student will write their own criteria in throwing. 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.

331. Photography III (3) F  
Prerequisite: ART 232  
A continuation of building technical and studio skills acquired in I and II and also to begin the introductions to digital work. To include basic digital techniques as well as computer related instruction including photo editing software and photo-related hardware.

332. Photography IV (3) S  
Prerequisite: ART 232  
Portfolio development as it pertains to digital and black and white, wet photography, photo history, and current photo trends. Students will develop aesthetic skills, exploration of photo expression and creativity.

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.

338. Advanced Drawing: Expression, Experimentation and Critical Analysis (3) F, S  
Prerequisite: ART 218  
Advanced individualized study of drawing emphasizing the development of personal drawing techniques, modes of expression, experimentation with the non-traditional media and critical analysis. Six studio hours per week.

343. Printmaking II: Advanced Planographic Processes (3) As Needed  
Prerequisite: ART 242.  
A continuation of ART 242 with emphasis on developing visual expression and concept through the printmaking mediums. Six studio hours per week.

345. Identity Systems (3) S  
Prerequisite: ART 221.  
A continuation of 221 with emphasis on corporate media structures, branding techniques and strategies. Attention will be given to artwork preparation, presentation for client, package design, commercial reproduction and printing techniques. Six studio hours per week.

346. Typography (3) F  
Prerequisite: ART 345.  
A comprehensive study of type, its history, standard usage and creative trends. Students will learn measuring systems, grid composition, and the influence of the computer as a design tool. Six studio hours per week.

347. Digital Design for the Screen (3) S  
Pre-requisites: ART 120, 221, 345; CSC 360 is recommended.  
A study of the role of the graphic designer with regard to visual communication in relation to the screen. This course will concentrate on graphic design theory, page design, and presentation for the web. Six studio hours per week.

348. Motion Graphics (3) F  
Prerequisites: ART 221 and 345.  
Introduction to motion graphics, with emphasis placed on animation of typography, motion transitions and animation software. Six studio hours per week.

398. Visual Arts Seminar II: Mid-Program Review (2) F  
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.

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.  
Advanced studio course for professional development in any of the major areas of the department; meets at the same time the parallel studio is scheduled.

424. Sculpture IV (3) S  
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. Design Studio Practicum (3) S  
Prerequisite: ART 346.  
Advanced study in graphic design techniques and fieldwork. Students will develop an in depth portfolio of work that will emphasize experimental techniques, creative use of imagery and material, as well as strategies for freelance and creative development. Six studio hours per week.
460. Studio Practice 5 (3) F
Pre-requisites: BFA core; All four lower level Primary Emphasis Courses; Senior Standing
A course designed to encourage dialogue on selected topics in contemporary art through readings, discussion, and critique. Topics covered will be used to investigate the conceptual, experimental and production issues, and challenges facing each individual student in their respective emphasis toward the objective of becoming practicing professional artists.

465. Studio Practice 6 (3) S
Pre-requisites: BFA core; All four lower level Primary Emphasis Courses; Senior Standing
A course designed to encourage dialogue on selected topics in contemporary art through readings, discussion, and critique. Topics covered will be used to investigate the conceptual, experimental and production issues, and challenges facing each individual student in their respective emphasis toward the objective of becoming practicing professional artists.

485. Internship/Apprenticeship (2-4) As Needed
Prerequisite: Permission of Chair.
Students are assigned supervised practical work or studio experience in their chosen concentration in art. Does not satisfy art major or minor requirements. May be taken for a maximum of 9 credit hours. Pass/Fail.

Course Offerings in Digital Media Studies (DMS)

190. Digital Media Studies Freshman Seminar (0) F or S
An introduction to the Digital Media Studies major and to the field of digital media, with emphasis on program expectations. Graded Pass/Fail.

490. Digital Media Studies Senior Seminar (3) F, S
Reciprocal credit: DMS 490.
Capstone course for DMS-ART Emphasis for exposure to the variety of fields of digital media and associate 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.

499. Seminar III: Portfolio and Graduating Exhibit (2) F, S
Prerequisite: Consent of the Department; ART 198, 398.
Portfolio selection, compilation, and documentary 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.

Teacher Licensure

325. Art in the Elementary Schools (3) F, S
A course designed 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) As Needed
Design and implementation of instruction 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.

179-279-379-479. External Domestic Study Programs (1-3) As Needed
All courses and their applications must be defined and approved prior to registering.

180-280-380-480. Study Abroad Programs (1-4)
All courses and their application must be defined and approved prior to travel.

195-6-7. Special Studies (1-4)
295-6-7. Special Studies (1-4)
Lower-level group studies which do not appear in the regular department offerings.