Faculty

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

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


Melinda Eckley Posey (2009). Associate 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 Pre-professional Art Therapy or minor in Digital Media Studies and/or Visual Theory and Aesthetics. An art major who wishes to teach art grades K-12 may receive licensure. See Teacher Licensure IV.

Through department activities students may participate in a variety of related service projects, trips, and social events. The University Art Gallery presents an 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. Any 2 visual aesthetics courses
4. ART 398, 499
B. Choose a primary emphasis from one of the following areas: Drawing, Painting, Ceramics, Sculpture, Graphic Design, Photography—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 (visual aesthetic courses can be used for secondary emphasis)–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 primary emphasis: Drawing, Painting, Ceramics, Sculpture, 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
(Visual Aesthetics may be used for secondary subset.)

III. Bachelor of Art 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. ART 313, 314, 315, 318; (Graphic Design Emphasis may substitute ART 319 for 318.)
3. ART 398, 499
B. Choose a primary emphasis: Drawing, Painting, Ceramics, Sculpture, 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.
(Visual Aesthetics may be used for secondary subset.)

IV. Teacher Licensure for Visual Arts (Grades K-12)
A. Major in art as shown above. Must include: ART 216, 231, 311, 323; two areas in the secondary concentration may be used to facilitate this requirement.
B. Professional Education
#### Fall of Internship Year – EDU 306, 340, 417, 440
#### Spring of Internship Year – EDU 441 and 451
CSC 105 is required in the BA core
C. Applicable portions of the Praxis II.
D. For additional information, see the Assistant Dean for Teacher Education and Accreditation.

**V. 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

**VI. Minor in Visual Theory and 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.

**VII. Minor in Digital Media Studies—18 hours**
A. Choose at least two courses from each list:
   1. ART 120, 221, 345, 346, 347, 348
   2. COM 220, 236, 320, 327, 356, 365
   3. CSC 200, 265, 335, 360, 361

**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

**Course Offerings in Art (ART)**

<table>
<thead>
<tr>
<th>Course Title</th>
<th>Credits</th>
<th>Term(s)</th>
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<tbody>
<tr>
<td>210. The Arts in Western Civilization</td>
<td>3</td>
<td>F, W, S</td>
</tr>
<tr>
<td>227. Visual Theory and Aesthetics: The Western Tradition, Classical Greece</td>
<td>3</td>
<td>F</td>
</tr>
<tr>
<td>313. Art History 01: Pre-historic to Medieval</td>
<td>3</td>
<td>F</td>
</tr>
<tr>
<td>314. Art History 02: Renaissance to Romanticism</td>
<td>3</td>
<td>S</td>
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<tr>
<td>315. Art History 03: Realism to Present</td>
<td>3</td>
<td>F</td>
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</tbody>
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**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 495-6-7 (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

**Assessment of Majors**

Students with a major in the Department are required to take ART 398 for assessment of work in the major after the completion of 12 hours in their chosen area of concentration. In this course, students must submit a digital portfolio and make a formal presentation of that work to the art faculty. Art B.F.A. and B.A. majors are required to present an exhibition of their work/research project as seniors; B.A. Art majors in ART 499, at the Union University Scholarship Symposium. B.F.A. Art majors are required to create a body of work, exhibition, oral review and portfolio in ART 465. BFA Graphic Design majors are required to submit a senior project for exhibition, oral review and a portfolio of work. Portfolios will be retained in the department.
318. Art History 04: Contemporary Issues in Art History (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. Art History: History of Graphic Design (3) 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. Foundations: 2D 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. Foundations: 3D 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. Foundations: Introduction to Drawing (3) F
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. Foundations: Figure Drawing (3) F, 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. Foundations: Introduction to Digital Media (3) W, 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 01: 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 02: Introduction to Wheel Throwing (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 03: Intermediate Methods and Practices (3) F
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. Graphic Design 01: Introduction to Graphic Design (3) F
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 01: Introduction to Photography (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. Student furnishes film and darkroom supplies for projects. Six studio hours per week.

232. Photography 02: Intermediate Photography (3) S
Prerequisite: ART 231.
A continuing exploration of photography with emphasis on critical analysis and visual experimentation. Six studio hours per week.
242. Printmaking I: Basic Planographic Processes (3)  
Prerequisite: ART 116 or 117.
An introduction to printing in the processes of intaglio, relief, and planographic. Six studio hours per week.

311. Painting 01: Introductory Methods and Practices (3) F  
Prerequisite: ART 116.
Practices and approaches to studio oil/acrylic painting. Emphasis will be placed on visual development and the use of color. Non-majors are welcome. Six studio hours per week.

312. Painting 02: Intermediate Methods and Practices (3) S  
Prerequisite: Art 311
Practices and approaches to studio oil/acrylic painting. Emphasis will be placed on portraiture, the human figure, expression and experimentation with new media. Six studio hours per week.

316. Ceramics 03: Intermediate Wheel Throwing (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 04: Advanced Wheel Throwing (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 01: Introduction to Sculpture (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 02: Intermediate Sculpture (3) S  
Prerequisite: ART 116.
This course moves into advanced thinking about what the Sculptural Arts mean today. The course will involve sculpture, concept, craft, creativity, and knowledge of multiple materials by which the student will be able to produce work that is relevant in contemporary culture, while also developing themes that are personal to the student. Skills, equipment, and techniques are of the highest priority. Six studio hours per week.

331. Photography 03: Advanced Photography and Digital Practice (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. Six studio hours per week.

332. Photography 04: Photography Studio Practicum (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. Six studio hours per week.

333. Sculpture 03: Advanced Sculpture (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. Six studio hours per week.

338. Drawing 04: Advanced Methods and Practices (3) S  
Prerequisite: ART 242.
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. Graphic Design 02: 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. Graphic Design 03: Typography (3) F  
Prerequisite: ART 221.
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 type design tool. Six studio hours per week.

347. Graphic Design 04: Digital Design for the Screen (3) S  
Pre-requisites: ART 221; 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. Graphic Design 05: Motion Graphics (3) F  
Prerequisites: ART 221; 346 is recommended
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 02: 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.
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
Continuation of ART 460. Portfolio section, compilation and documentation of student's work in chosen area of concentration. Students must present an exhibition of their body of work in a gallery setting. Work exhibited may represent both primary and secondary concentrations.

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.

499. Visual Arts Seminar 03: Capstone/Research (2) F, S
Prerequisite: Consent of the Department; ART 198, 398.
Research selection, compilation, and documentation of student's project in chosen area of concentration. Students must present their work in symposium setting. Research 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.