

# ARTS-ART STUDIO

## **ARTS 1121. Studio Core I: Concept Development-Process and Play 3 Credits (2+4P)**

This course is designed to introduce students to the process of making art from conception through research and execution without the expectation of technical proficiency in any one media area. This course focuses on a deceptively simple question. "What is Contemporary Art, and how can we make it?" Through the exploration of basic visual design concepts, collaborative learning, and interdisciplinary studio production, this course will help us to discover what it means to be an artist in the 21st century.

### **Learning Outcomes**

1. Cultivate Creative Thinking by developing and enhancing the ability to think creatively and generate original ideas through the embracing of divergent thinking and exploration of the artistic process.
2. Apply Creative Problem Solving to address artistic challenges and demonstrate the capacity to find innovative solutions.
3. Demonstrate ability to integrate multidisciplinary strategies to enhance creative expression.
4. Use creative thinking to explore and express emotional experiences and cultural perspectives.
5. Engage in reflective practices to analyze and understand one's own creative process and critically assess its effectiveness.

## **ARTS 1122. Studio Core II: Formal Structure Tools & Techniques 3 Credits (3)**

Introduce students to formal design concepts as well as to various technical skills and tools in order to explore and develop innovative forms of artistic expression.

### **Learning Outcomes**

1. Analyze and interpret visual elements within artworks, recognizing the application of formal design concepts.
2. Demonstrate an understanding of how formal design concepts contribute to effective visual communication and apply an understanding of how aesthetics enhance the overall impact and quality of artistic creation.
3. Explore and apply technical skills across a range of artistic mediums, including traditional and digital formats.

## **ARTS 1145G. Visual Concepts 3 Credits (2+4P)**

Visual Concepts is an introduction to the philosophies of art, visual thinking, and principles of visual organization. Designed to give students a broad view of aesthetic traditions, ideologies, and techniques basic to the creation and evaluation of art. Principles and concepts are taught in a common lecture and applied in parallel small studio sections. For non-art majors only.

### **Learning Outcomes**

1. Develop understanding of history, major styles and contemporary issues in art.
2. Introduce students to the language of visual perception and aesthetic evaluation.
3. Introduce students to the fundamental processes of visual perception and artistic expression.
4. Develop students' confidence in using various art materials for artistic expression.
5. Develop students' ability to verbalize ideas and processes in art making.

6. Develop student's ability to communicate through writing about art and art experiences.

## **ARTS 1240. Design I 3 Credits (3)**

This course introduces the fundamentals of two-dimensional design as it applies to fine art and commercial contexts. Emphasis will be on basic color theory, elements of dynamic composition, vocabulary of visual arts and design, and development of visual conceptual skills. Students will use a variety of materials and techniques. Restricted to Community Colleges campuses only.

### **Learning Outcomes**

1. Produce art works that apply and organize the elements of two-dimensional form (line, shape, value, texture, color and space).
2. Produce artworks that apply the principles of two-dimensional design (harmony, variety, repetition, balance, rhythm, proportion, dominance, movement, and economy).
3. Demonstrate effective use of materials and techniques with consideration for craftsmanship and presentation.
4. Use visual art vocabulary in the development and critique of work
5. Explore concepts and ideas: from conceptual, realistic/referential to non-representational

## **ARTS 1250. Design II 3 Credits (3)**

This course introduces the basic formal (aesthetic), spatial, and physical aspects of 3-D form as they can be applied to sculptural and functional design. Techniques that explore structure, mass, volume, scale, surface, form, and function are covered, along with various media, which may include paper, wood, clay, and/or metal. Restricted to Community Colleges campuses only.

### **Learning Outcomes**

1. Apply the artistic qualities of the elements of art and principles of design to three-dimensional form.
2. Create 3 dimensional form using varied sculptural methods, construction techniques and media.
3. Produce 3 D design projects safely with proper use of equipment and materials.
4. Apply realistic, referential, and abstract concepts and ideas to projects.
5. Demonstrate knowledge of 3-D related art vocabulary, origin and trends in sculpture, and 3-D design fundamentals.

## **ARTS 1310. Introduction to Ceramics 3 Credits (2+4P)**

This course introduces the technical processes and conceptual concerns of working with ceramic material. Various methods of forming functional and expressive works out of clay are explored. Methods used include handbuilding and throwing, basic clay bodies, slip and glaze, and atmospheric firing.

### **Learning Outcomes**

1. Explain the transformation of the ceramic material from raw clay form to glazed ceramic object
2. Demonstrate proficiency of technical ceramic skills
3. Explain larger concepts and design principles
4. Apply basic 3-D design principles in the formation of a work of art, as they apply to the ceramic media
5. Create ceramic works of art based on conceptual prompts
6. Critically evaluate a variety of artwork

7. Gain an understanding of the history of ceramic art from a multicultural perspective

### **ARTS 1320. Ceramics I**

#### **3 Credits (2+4P)**

An introduction to the medium of clay incorporating hand building and wheel throwing to introduce the student to both the sculptural and utilitarian uses of clay. The student will also be introduced to a variety of glazing and firing techniques

#### **Learning Outcomes**

1. Demonstrate through critical discourse or writing an introductory knowledge of the history of ceramics, and ceramic language and terminology.
2. Demonstrate through mechanical application an introductory knowledge of the properties of clays, glazes, and a variety firing techniques.
3. Produce a body of work that exemplifies good ceramic design through the effective use of form, surface, and color.
4. Through the production a body of work demonstrate competency in hand building and throwing on the wheel.

### **ARTS 1410. Introduction to Photography**

#### **3 Credits (2+4P)**

This course introduces the making of photographic images from a broad viewpoint to consider both as an art practice and as a cultural practice. The course covers technical information on camera use and functionality, composition and visual design, digital workflow and editing, professional functions of manipulating and enhancing images, and printing correctly and effectively. The historical aspects of photography are also covered.

#### **Learning Outcomes**

1. Gain fluency with basic camera function as well as a working knowledge of other photographic equipment and software to produce technically competent photographs.
2. Have a familiarity with current image-editing software to enhance images as well as developing a digital workflow for the management of digital images.
3. Be able to develop creative solutions to visual photographic problems.
4. Gain awareness of contemporary issues in contemporary art photographic practice that can be applied to the one's own individual practice.
5. Develop the ability to critically analyze and discuss photographic images.
6. Print and produce a final project that demonstrates synthesis of ideas presented in the course readings, critiques, and individual research.
7. Demonstrate photographic terminology, and the many ways photographs function in society, both currently and historically.

### **ARTS 1520. Digital Media I**

#### **3 Credits (2+4P)**

This course provides an introduction to two of Adobe's major software applications, Illustrator and Photoshop, which are essential in creating artwork, designing promotional materials, websites and more. Part of the course deals with creating a variety of documents using the major tools of each program, and gaining an understanding of the contemporary graphic design industry and basic elements and principles of design. Community Colleges only.

#### **Learning Outcomes**

1. Demonstrate appropriate skills in configuring and navigating computer systems software applications as appropriate to digital

image making needs including organization of files using keywords and running batch processes.

2. Exhibit an understanding of a layer based bitmap editing program, through photo retouching, precise use of selection tools, and color adjustment techniques.
3. Create imagery using a vector based illustration program which demonstrates an understanding of vector based drawing tools.
4. Integrate the use of bitmap and vector images using bitmap and vector based image making applications to demonstrate a basic understanding of composition, color, and appropriate image size and resolution.

### **ARTS 1543. Digital and Analog Drawing: Bridging Tradition and Technology**

#### **3 Credits (3)**

An introduction to the historical foundations and contemporary potential of drawing that combines digital and traditional approaches. students will develop their ability to create and manipulate images by hand and with the aid of a computer, and learn to compare, translate, and integrate visuals made by old and new technologies. Students will gain a better understanding of digital tools, their expressive capacities, and their application within the context of drawing.

#### **Learning Outcomes**

1. Demonstrate proficiency in traditional drawing fundamentals (including line, value, perspective, and proportion) as well as the formal principles of composition.
2. Develop a working knowledge of traditional drawing materials and supports; digital drawing and 3d-modeling software, such as Adobe Photoshop, Adobe Illustrator, and SketchUp and competency in hardware (including scanners, printers, vinyl/laser cutters, monitors, and projectors).
3. Apply observational drawing skills to digital drawing while demonstrating an understanding of digital drawing's unique materiality.
4. Demonstrate critical thinking and problem-solving skills through the analysis and critique of traditional and digital drawings.
5. Understand historical foundations of drawing and articulate how this intersects with contemporary technologies and approaches.

### **ARTS 1610. Drawing I**

#### **3 Credits (2+4P)**

This course introduces the basic principles, materials, and skills of observational drawing. Emphasis is placed on rendering a 3-D subject on a 2-D surface with visual accuracy. Other topics include historical and contemporary references as well as an investigation of linear perspective, line, value, shape, space & composition.

#### **Learning Outcomes**

1. Produce drawings that demonstrate techniques and mechanics of observational drawing.
2. Demonstrate competency in the following practices: measuring and sighting, gesture, contour line, negative space, shape, value, space, volume, plane and texture.
3. Create drawings primarily from observation with black and white traditional drawing media.
4. Demonstrate effective verbal or written response to one's own art and the art of others.

### **ARTS 1630. Painting I**

#### **3 Credits (2+4P)**

This course introduces the tradition of painting as a medium for artistic expression. Students will investigate materials, tools, techniques, history and concepts of painting. Emphasis is placed on developing descriptive and perceptual skills, color theory, and composition.

**Prerequisite:** ARTS 1610.

**Learning Outcomes**

1. Produce paintings that demonstrate the tradition of methods, techniques, materials, and tools of oil painting.
2. Construct a variety of support structures and grounds on which paintings are created
3. Examine the historical origins and practices of painting from the personal, social and cultural perspective.
4. Identify and apply environmentally safe painting practices, care of tools, equipment, and facilities, as well as disposal of mediums, solvents and paints.
5. Apply basic color theory to representational and non-representational painting.

**ARTS 1710. Introduction to Printmaking**

**3 Credits (2+4P)**

This course provides direct experience of exploring basic printmaking processes, including relief, intaglio, and monoprint processes, as well as the investigation of materials/media, tools, techniques, history, and concepts of printmaking. Emphasis is given to solving problems through thematic development while producing a portfolio of prints.

**Learning Outcomes**

1. Properly operate a printing press and safely handle materials and equipment.
2. Demonstrate an adequate ability to utilize basic historical printmaking techniques that are widely relevant to contemporary, artistic expressions.
3. Utilize formal elements of art and design (line, shape, value, texture, space, and color), to create prints that are formally sophisticated.
4. Create imagery that contains conceptual depth, which can be interpreted by viewers with regard to social, cultural, political, geographical, and/or psychological experiences and relevance.

**ARTS 1711. Computer-Based Illustration**

**3 Credits (2+4P)**

Introduction to the principles of computerized drawing and design. Using the basic concepts, drawing tools, and vocabulary of Adobe Illustrator.

**Prerequisite:** ARTS 1610, ARTS 1240, or consent of instructor.

**Learning Outcomes**

1. Demonstrate drawing with the pen tool.
2. Demonstrate the use of blending color and creating shapes.
3. Create spot colors and effectively use them in a page layout.
4. Demonstrate formatting and creating typography.
5. Demonstrate the use of layers, effects, graphic styles, symbols, and brushes
6. Demonstrate competency in creating digital graphics using of Adobe Illustrator software

**ARTS 1712. Digital Graphics**

**3 Credits (2+4P)**

Importing and exporting images and text into various desktop publishing formats. Exploring imaging, drawing, and page layout applications.

Introduction to typography.

**Prerequisite:** ARTS 1520.

**Learning Outcomes**

1. Demonstrate competency in the use of InDesign software.
2. Create appropriate visual solutions based on target marketing information.
3. Demonstrate competency in the design and production of advertising and promotional materials.
4. Present ideas and concepts effectively and competently.
5. Visually demonstrate design solutions to be used in a portfolio

**ARTS 1713. Web Page Design**

**3 Credits (2+4P)**

Introduction to the creation of well-designed and organized Web sites. Emphasis on building creative but functional user-friendly sites. Introduction to HTML, Flash, Java Script, and Web-authoring software. Community Colleges only.

**Prerequisite:** ARTS 1520.

**Learning Outcomes**

1. Outline the structure and functionality of a typical website.
2. Demonstrate design and layout skills.
3. Demonstrate competency in the use of Dreamweaver software.
4. Demonstrate competency in the use of photo editing software.
5. Demonstrate skills learned for website functionality.
6. Create an Internet compatible website.

**ARTS 1810. Jewelry and Small Metal Construction I**

**3 Credits (2+4P)**

This course introduces the basic techniques, materials, and tools traditionally used in the creation of jewelry and/or small-scale sculptural objects.

**Learning Outcomes**

1. Apply basic jewelry fabrication techniques (such as: piercing, cold connections, soldering, metal forming, casting and stone setting) to complete projects.
2. Create design sketches of the objects prior to fabrication.
3. Demonstrate knowledge of materials and safe practices for making jewelry, as well as small functional and non-traditional objects.
4. Analyze projects through critiques, oral presentations, and discussions.

**ARTS 2010. Portfolio Development**

**3 Credits (2+4P)**

This course presents the practicalities of building an art career with emphasis on developing a professional portfolio through visual aids, resumes, statements, and presentations. It covers professional practices of the studio artist including self-promotion, contracts, research tools for exhibition venues and other art related opportunities.

**Prerequisites:** ARTS 1712, ARTS 2611, and ARTS 1520, or consent of instructor.

**Learning Outcomes**

1. Develop a portfolio package with visual aids, photographic documentation, resumes, bios and artist statements.
2. Analyze the qualifications, procedures and portfolio requirements necessary for professional art related opportunities.
3. Complete an oral presentation on a series of personal works.
4. Distinguish pathways for navigating the business side of being a professional artist.

**ARTS 2430. Photographic Portraiture**

**3 Credits (2+2P)**

This course covers the study of professional photography that involves people, including studio and environmental portraits. Topics include studio and exterior lighting techniques, and selecting lighting equipment and supplies. Restricted to: Community Colleges only.

**Prerequisite(s):** ARTS 1410 or FDMA 1545.

**Learning Outcomes**

1. Demonstrate successful operation of studio lighting equipment and accurately define lighting equipment terminology
2. Illustrate the principles of photographic lighting
3. Demonstrate and apply how to use and modify natural light effectively
4. Demonstrate understanding of different approaches such as formal, informal, candid, vernacular and their cultural implications
5. Distinguish historic and contemporary cultural notions informing different types of portraits

**ARTS 2431. Introduction to Graphic Design**

**3 Credits (2+4P)**

Introduction to the principles of visual communication and digital media, letterforms, typography and identity marks. Projects produced using conventional and digital tools.

**Learning Outcomes**

1. Demonstrate working knowledge of the graphic design software.
2. Identify and apply basic design concepts for the purpose of visual communication.
3. Conduct visual research and create presentations on design topics.
4. Solve graphic design problems through solving fundamental communication challenges by sketching, drawing, typographic composition, use of image and color.

**ARTS 2440. Photo Finishing & Presentation**

**2 Credits (1+2P)**

Use of visual language for personal expression. Freelance photography; care of original photos; preparation of portfolios, photographic markets, exhibitions and judging, galleries and copyrights. Students will prepare a photographic portfolio. Restricted to: Community Colleges only.

**Prerequisite(s):** FDMA 1545.

**Learning Outcomes**

1. Define your target market and create a complete "Personal Promotional Package"
2. Produce a professional Resume Cover Letter.
3. Produce a professional looking Business Card, Letterhead Mailing Labels
4. Produce a single page Promotional Piece, (and possible follow-up material)
5. Produce a PDF Formatted Portfolio (Create in Photoshop Export as PDF)
6. Produce a clean, professional looking traditional hard portfolio with 20-30 pieces
7. Present the Entire Promotional Portfolio and promo materials in a "Job Interview"

**ARTS 2610. Drawing II**

**3 Credits (2+4P)**

This course introduces color and colored media as an element of composition while emphasizing descriptive and perceptual drawing skills and conceptual approaches to contemporary drawing. Restricted to ART and ANVE/DFM majors.

**Prerequisite(s):** ARTS 1610.

**Learning Outcomes**

1. Create drawings in wet and dry color media.
2. Practice analyzing and visually translating observed subjects from realistic, referential, and/or objective form, to non-representational or abstract imagery in drawings.
3. Compose fully developed drawings that include a conceptual or historical basis.
4. Engage in effective written and oral critique in response to one's own art and the art of others.

**ARTS 2611. Advanced Computer-Base Illustration**

**3 Credits (2+4P)**

Design custom graphics and create special effects with filtering, special effects on type, graphing, technical illustrations, and three-dimensional drawing using Adobe Illustrator.

**Prerequisites:** ARTS 1212, ARTS 1711, and ARTS 1520, or consent of instructor.

**Learning Outcomes**

1. Demonstrate competency in the use of Adobe Illustrator software.
2. Create appropriate visual solutions based on target marketing information.
3. Demonstrate competency in the design and production of advertising and promotional materials.
4. Present ideas and concepts effectively and competently.
5. Visually demonstrate design solutions to be used in a portfolio

**ARTS 2616. Aspects of Drawing**

**2-3 Credits**

Continued work in drawing with emphasis on personal creative endeavor. Community Colleges only.

**Prerequisites:** ARTS 1610 and ARTS 2610.

**Learning Outcomes**

1. Advanced skill level in the visual dynamics of line involved in the creation of drawing.
2. Advanced skill level in the visual dynamics of shape involved in the creation of drawing.
3. Advanced skill level in the visual dynamics of value involved in the creation of drawing.
4. Advanced skill level in the visual dynamics of color involved in the creation of drawing.
5. Advanced skill level in the visual dynamics in the combination of line, shape, value and color involved in the creation of drawing.

**ARTS 2630. Painting II**

**3 Credits (2+4P)**

This course focuses on the expressive and conceptual aspects of painting, building on the observational, compositional, technical, and critical skills gained previously. Students will investigate a variety of approaches to subject matter, materials, and creative processes through in-class projects, related out-of-class assignments, library research or museum/gallery attendance, written responses, and critiques. Prerequisite(s): ARTS 1610 and ARTS 1630

**Learning Outcomes**

1. Produce paintings building on the skills and techniques learned in Painting I
2. Solve unique format, support, ground, over and under texturing surface challenges
3. Practice analyzing and translating observed subjects from realistic, referential, and/or objective form, to non-representational imagery

4. Create paintings that explore personal content, stylization, symbolism, narrative, and/or iconography

#### **ARTS 2635. Painting III**

##### **2-3 Credits**

Continuation of ARTS 2630.

**Prerequisites:** ARTS 1610, ART 1240 (for art majors), ART 1630, or consent of instructor.

##### **Learning Outcomes**

1. Color mixing and color relationships
2. Create illusions of space and volume
3. The student will strengthen his or her own personal artistic style.
4. Knowledge of the proper use and maintenance of painting tools
5. Explore and learn the technique of a master painter of the past.
6. Awareness of nature, "eye hand response," and an imaginative or personal use of the medium.
7. Awareness of the creative process, exploring unforeseen possibilities
8. An ability to work independently.
9. Understanding of painting styles and arts vocabulary

#### **ARTS 2839. Introduction to Sculpture**

##### **3 Credits (2+4P)**

Beginning sculpture students "explore space" while learning new processes and skills, including mold making, welding and woodworking.

##### **Learning Outcomes**

1. Be able to utilize a variety of traditional materials and sculpture processes, including: mold making, metal fabrication/wood fabrication, and the creative integration of mixed media.
2. You will learn to differentiate between objects and installations, and be prepared to explore sculpture in upper division, topics based courses.

#### **ARTS 2993. Art Workshop**

##### **0.5 Credits (.5)**

Required for all freshman and sophomore Art majors for four semesters, this workshop is designed to build professional student cohorts within the Department of Art; incorporate visiting artist and scholar lectures into the curriculum; and actively involve students in exhibitions and gallery and departmental events. May be repeated up to 4 credits. Crosslisted with: ARTS 308. Restricted to: BA Studio Art, BA Art History BFA Studio Art, BFA Museum Conservation majors. Restricted to Las Cruces campus only.

##### **Learning Outcomes**

1. Varies

#### **ARTS 2996. Special Topics in Studio**

##### **1-3 Credits**

Specific subjects and credits to be announced in the Schedule of Classes. No more than 9 credits toward a degree.

**Prerequisite:** consent of instructor.

##### **Learning Outcomes**

1. Varies

#### **ARTS 308. Art Workshop**

##### **0.5 Credits (.5)**

Required for all junior and senior Art majors for four semesters, this workshop is designed to build professional student cohorts within the Department of Art; incorporate visiting artist and scholar lectures into the curriculum; and actively involve students in exhibitions and gallery and departmental events. May be repeated up to 4 credits. Crosslisted with:

ARTS 208. Restricted to: BA studio art, BA Art History BFA studio art, BFA Museum Conservation majors.

#### **ARTS 340. Internship in Art**

##### **1-9 Credits (3P)**

This course provides students with the opportunity for workplace learning as an important component in their program of study. Students can identify an internship in graphic design, photography, conservation or other studio areas; or within broader arts institutions such as museums, galleries and visual arts centers which will provide them with professional experience that will support the successful achievement of their career goals in art. May be repeated up to 9 credits.

**Prerequisite:** ARTH 2110G, ARTH 2120G, ARTS 2136 and eighteen credits of ARTS/ARTH 2000 or ARTS/ARTH 300 studio courses.

#### **ARTS 350. Special Topics in Intermediate Drawing and Painting**

##### **3 Credits (2+4P)**

Intermediate drawing and painting course focusing on the following topics: Realism, Color, Narrative, and Abstraction. Other topics may be offered as well. Topics will be announced in the course schedule. Each topic may only be taken once. May be repeated up to 12 credits.

**Prerequisite:** ARTS 1610 and ARTS 1630, or consent of instructor.

##### **Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an intermediate level drawing and painting course.
2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering intermediate level tools and processes in drawing and painting.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary drawing and painting.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to drawing and painting.

#### **ARTS 355. Special Topics in Intermediate Graphic Design**

##### **3 Credits (2+4P)**

Intermediate graphic design course focusing on the following topics: web design, typography, motion graphics, publication design. Other topics may be offered as well. Topics will be announced in the course schedule. Each topic may only be taken once. May be repeated up to 12 credits.

**Prerequisite:** ARTS 2431 or consent of instructor.

##### **Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an intermediate level graphic design course.
2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering intermediate level tools and processes in graphic design.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary graphic design.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary graphic design.

#### **ARTS 360. The Figure**

##### **3 Credits (2+4P)**

Introduction to working from live models, anatomical skeletons, source images and the imagination in a variety of two-dimensional media, including painting and drawing. An emphasis is placed on anatomical accuracy and with a focus on the figure as an expressive subject. May be repeated up to 6 credits.

**Prerequisite:** ARTS 1610 or consent of instructor.

**Learning Outcomes**

1. Develop the ability to accurately observe and represent the human form from direct observation, focusing on proportions, anatomy, and spatial relationships.
2. Demonstrate a comprehensive understanding of human anatomy by accurately representing skeletal and muscular structures in proportionate and lifelike figure drawings.
3. Demonstrate proficiency in creating expressive and dynamic gesture drawings that convey movement, balance, and energy while maintaining anatomical plausibility.
4. Examine the figure as a subject for individual artistic expression, integrating personal interpretation and creative decision-making into assignments exploring how the human form can be used as a vehicle for storytelling, expressing emotion, and conveying conceptual content.

**ARTS 365. Intermediate Sculpture Special Topics****3 Credits (2+4P)**

Intermediate sculpture students will expand their fabrication skills in metal, wood and mixed media. Topics will be announced in the course schedule. Each topic may only be taken once. May be repeated up to 12 credits. May be repeated up to 12 credits.

**Prerequisite:** ARTS 2839 or consent of instructor.

**Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an intermediate level sculpture course.
2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering intermediate level tools and processes in sculpture.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary sculpture.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary sculpture.

**ARTS 370. Special Topics in Intermediate Digital Photography****3 Credits (2+4P)**

Intermediate digital photography course addressing techniques and production of photo media within the context of contemporary art. Rotating topics include: Networks, Photo-book and Video art, among others. Each topic may only be taken one time. May be repeated up to 12 credits.

**Prerequisite:** ARTS 1410, or consent of instructor.

**Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an intermediate level photography course.
2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering intermediate level tools and processes in photography.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary photography.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary photography.

**ARTS 373. Intermediate Analog Photography****3 Credits (2+4P)**

Introduction to skills and techniques of black and white film photography within the context of contemporary art. Emphasis on analog camera work and darkroom procedures. 35 mm SLR or rangefinder film camera required for course. May be repeated up to 6 credits.

**Prerequisite(s):** ARTS 1410, or consent of instructor.

**ARTS 374. Intermediate Ceramics Multiples (Design and Production)**  
**3 Credits (2+4P)**

Intermediate ceramics course focusing on an introduction to the technical processes of throwing, prototyping, mold making, glaze calculation, and alternative firing.

**Prerequisite:** ARTS 1310 or consent of instructor.

**Learning Outcomes**

1. Develop the basic visual and tactile problem solving skills necessary to making one part and two part molds.
2. Demonstrate competency is using these techniques to translate basic cylindrical, spherical, and rectangular forms.
3. Develop ability to make successful clay casts from properly made molds.
4. Apply the principles of design to creating multiples: Balance, Emphasis, Rhythm, Contrast, Proportions, and Scale, Movement.
5. Develop basic skills in glazing and a variety of other surface design techniques.
6. Apply the visual element to glazing and surface design of ceramic forms: Line, Shape, Mass, Value, Color, Texture, Pattern, Space.
7. Through research, writing, and class critiques develop the ability to think, speak and write about the conceptual relevance to creating multiples in contemporary art.

**ARTS 375. Intermediate Ceramics Sculptural Concerns****3 Credits (2+4P)**

Intermediate ceramics course focusing on the refinement of technical skills with an emphasis on conceptual development related to materiality.

**Prerequisite(s):** ARTS 1310 or consent of instructor.

**Learning Outcomes**

1. Refine and master the basic skills in all the standard ceramic building techniques. This includes wheel throwing, coil building, and slab building.
2. Demonstrate competency is using these techniques to replicate complex geometric, organic, and figurative forms
3. Through the guidance of course assignments begin to develop original conceptual themes and natives to translate into sculptural forms.
4. Through the guidance of course assignments begin to develop original conceptual themes and natives to translate into sculptural form.
5. Refine and master glazing and surface design techniques. Begin to develop ability to mix glazes and slips.
6. Demonstrate clear understanding of the visual element to glazing and surface design: Line, Shape, Mass, Value, Color, Texture, Pattern, Space
7. Through research, writing, and class critique refine the ability to think, speak and write about contemporary ceramic sculpture in a competent and nuanced way.

**ARTS 376. University Art Museum Research Internship****1-9 Credits**

A competitive research internship in the NMSU University Art Museum. Requirements determined by instructor/supervising UAM professional. Students must contact the UAM in advance for instructions on how to apply. May be repeated up to 9 credits.

**Prerequisite:** ARTH 2110G, ARTH 2120G, ARTS 2136, ARTS 403 or consent of instructor.

**Learning Outcomes**

1. Students will demonstrate ability to execute variety of skills related to the running of an art museum (e.g. art handling, exhibitions, marketing, education, research, etc).

**ARTS 385. Special Topics in Intermediate Metals/Jewelry  
3 Credits (2+4P)**

Intermediate Metals/Jewelry course focusing on the following topics: design and production, materiality and sculptural concern. Techniques may include casting, complex construction, forming, and mix media. Topics will be announced in the course schedule. Each topic may only be taken once. May be repeated up to 12 credits.

**Prerequisite(s):** ARTS 1810 or consent of instructor.

**Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an intermediate level metals/jewelry course.
2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering intermediate level tools and processes in metals/jewelry.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary metals/jewelry.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary metals/jewelry.

**ARTS 394. Special Topics in Studio  
3 Credits (3)**

Specific subjects and credits to be announced in the Schedule of Classes online. Topics cannot be repeated. May be repeated up to 9 credits.

**ARTS 399. Conservation Principles: Methodology, Examination, Documentation  
3 Credits (3)**

This course offers an introduction to museum conservation and historic preservation, exploring essential techniques and contemporary challenges in the field. Students will gain an understanding of various approaches to conservation practices, treatment methods and related materials, as well as theoretical and ethical issues museum conservators must consider. The course focuses on fundamental skills in conservation examination (assessing the construction and condition of artworks/artefacts and preparing accurate reports), and documentation (recording condition utilizing digital photo documentation, stereomicroscopy, and specialized lighting techniques). Classes emphasize hands-on learning, equipping students with the fundamental skills needed to accurately assess and document condition, and methods used to analyze materials.

**Learning Outcomes**

1. Identify and apply various methods of digital documentation to cultural heritage objects.
2. Define and apply terminology specific to museum conservation, photo-documentation, and condition reporting.
3. Design condition reports for various types of media (e.g. paintings, archaeological objects, prints).
4. Apply critical thinking and problem-solving skills when presented with preparing written documentation and examining cultural heritage objects.
5. Describe major historical restorations and approaches to treatment.

**ARTS 401. Museum Conservation Techniques I  
3 Credits (2+3P)**

Introduces the student to conservation theory and the basic principles of conservation for cultural objects. The course integrates the history, philosophy and technologies of art conservation with knowledge of

the properties of materials used in conservation. The student will learn and develop conservation skills including learning about the most frequent kinds of deterioration that can occur in various types of art objects, symptoms and causes as well as preventative and restoration techniques. Although this course provides practical experience, it also seeks to provide a broad understanding of the field of conservation. This course also includes how to document the condition of an object during the conservation process.

**Prerequisite:** ARTS 399 or consent of instructor.

**Learning Outcomes**

1. Identify and explain strengths and weaknesses of the theory of conservation
2. Analyze a ceramic object through testing and observation; evaluate the results of an object to be conserved.
3. Create and defend a conservation treatment plan based on the conservation theory and the principles of conservation for cultural objects, tests results, observations, and personal experience in the lab.
4. Apply conservation and restoration techniques to the ceramic object in the lab, after analyzing, evaluating and creating a treatment plan for the object.
5. Create a Condition Report of the ceramic object by describing the condition and its treatment during the conservation process.

**ARTS 402. Museum Conservation Techniques II  
3 Credits (2+3P)**

Continues conservation theory and the basic principles of conservation for cultural objects. The course integrates the history, philosophy and technologies of art conservation with knowledge of the properties of materials used in conservation. The student will learn and develop conservation skills including learning about the most frequent kinds of deterioration that can occur in various types of art objects, symptoms and causes as well as preventative and restoration techniques. Although this course provides practical experience, it also seeks to provide a broad understanding of the field of conservation.

**Prerequisite:** ARTS 399 and ARTS 401 or consent of instructor.

**Learning Outcomes**

1. Analyze different types of materials by examining two objects, a painted canvas and a painted wood panel, through testing and observation and evaluate the results of the objects to be conserved.
2. Create and defend a conservation treatment plan based on the conservation theory and the principles of conservation for cultural objects, tests results, observations, and personal experience in the lab.
3. Apply conservation and restoration techniques to both objects in the lab, a painted canvas and a painted wood panel, after analyzing, evaluating and creating a treatment plan for the object.
4. Create a Condition Report for each object, describing the condition of the object, history, the problems the object presents, its treatment during the conservation process, and any remaining issues after treatment.

**ARTS 403. Preventative Conservation/Collections Care  
3 Credits (3)**

Introduces the student on how to mitigate the deterioration and damage of cultural property in a museum setting through the formulation and implementation of policies and procedures. The course addresses most aspects of collections management and care for objects in storage, exhibitions and during transportation.

**Learning Outcomes**

1. Understand the principles of Preventive Conservation and Collections Care and develop conservation skills through recognizing, describing, explaining, locating, and reporting symptoms and causes of the agents of deterioration that affect all types of art objects
2. Apply methods of Preventive Conservation and collections care for causes of deterioration in museum collections
3. Analyze and Evaluate several museums and create a Museum Assessment that could serve a plan of action to remediate any problems encountered.
4. Create a plan for re-organizing a museum based on the Museum Assessment
5. Create a binder based on the readings from class that includes all the causes of deterioration of materials, how to prevent deterioration, and environmental control of collections.

**ARTS 404. Applied Projects in Museum Conservation  
3 Credits (3)**

This course provides student with the practical application of techniques and policies learned in previous museum conservation coursework with the underpinnings of basic museum and conservation practices, particularly in collection care, preventive conservation, conservation, ethics, teamwork and security. Rotating special projects. May be repeated up to 6 credits.

**Prerequisite:** ARTS 399, ARTS 401, ARTS 402, ARTS 403 or consent of instructor.

**Learning Outcomes**

1. Analyze and examine the different types of materials that compose one or various objects through testing and observation and evaluate the results of the object/s to be conserved.
2. Create and defend the conservation treatment plan based on conservation theory and the principles of conservation for cultural objects, the tests results, and the observations.
3. Apply conservation and restoration techniques to the object/s in the lab after analyzing, evaluating and creating a treatment plan for the object/s.
4. Create Condition Reports, one for each object, by describing the condition of the object and its treatment during the conservation process.

**ARTS 440. Internship in Art  
1-9 Credits (3P)**

This course provides students with the opportunity for workplace learning as an important component in their program of study. Students can identify an internship in graphic design, photography, conservation or other studio areas; or within broader arts institutions such as museums, galleries and visual arts centers which will provide them with professional experience that will support the successful achievement of their career goals in art. May be repeated up to 9 credits.

**Prerequisite:** ARTH 2110G, ARTH 2120G, ARTS 2136 and eighteen credits of ARTS/ARTH 2000 or ARTS/ARTH 300 studio courses.

**ARTS 450. Special Topics In Advanced Drawing and Painting  
3-6 Credits (2-4+4P)**

Advanced drawing and painting course focusing on the following topics: Identity, Place, Spirituality, Body, and among others. Topics will be announced in the course schedule. May be repeated up to 12 credits.

**Prerequisite:** 3 credits of ARTS 350, or consent of instructor.

**Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an advanced level drawing and painting course.

2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering advanced level tools and processes in drawing and painting.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary drawing and painting.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary drawing and painting

**ARTS 455. Special Topics in Advanced Graphic Design  
3-6 Credits (2-4+4P)**

Advanced graphic design course focusing on the following special topics: special projects, identity design, storytelling, portfolio. Other topics may be offered as well. Topics will be announced in the course schedule. Each topic may only be taken once. May be repeated up to 15 credits.

**Prerequisite:** 3 credits of ARTS 355, or consent of instructor.

**Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an advanced level graphic design course.
2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering advanced level tools and processes in graphic design.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary graphic design.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary graphic design.

**ARTS 465. Advanced Sculpture Special Topics  
3-6 Credits (2-4+4P)**

Thematic classes deepen students' knowledge of contemporary sculpture and extended media through a series of interpretive assignments that culminates in a unified body of work. Special topics will be announced in the course schedule. May be repeated up to 12 credits.

**Prerequisite:** ARTS 365 or permission of the instructor.

**Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an intermediate level sculpture course.
2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering intermediate level tools and processes in sculpture.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary sculpture.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary sculpture.

**ARTS 470. Advanced Digital Photography  
3-6 Credits (2-4+4P)**

Advanced digital photography course addressing technique and production of photo media within the context of contemporary art. Rotating topics may include: Temporality, Photo-installation and Video Art, among others. Each topic may only be taken once. May be repeated up to 12 credits.

**Prerequisite:** ARTS 370 or consent of instructor.

**Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an advanced digital photography course.

2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering advanced level tools and processes in digital photography.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary photography.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary photography.

#### **ARTS 474. Advanced Ceramics Design and Production**

##### **3-6 Credits (3-6)**

Advanced ceramics course focusing on the technical processes of throwing, prototyping, mold making, glaze calculation, and alternative firing. Discussions may also include issues of professional practice, marketing, and branding. May be repeated up to 6 credits.

**Prerequisite(s):** ARTS 374 and ARTS 375, or consent of instructor.

##### **Learning Outcomes**

1. Refine the basic visual and tactile problem solving skills necessary to making two part molds, and develop the ability to make complex multipart molds.
2. Demonstrate competency is using these techniques to translate complex geometric and organic forms
3. Develop pertinent conceptual reasoning for creating multiples of a form in ceramic material.
4. Demonstrate clear understanding of the principles of design in designing ceramic multiples: Balance, Emphasis, Rhythm, Contrast, Proportions, and Scale, Movement.
5. Develop basic skills in glazing and a variety of other surface design techniques.
6. Demonstrate clear understanding of the visual element of art to the glaze and surface design of ceramic multiples: Line, Shape, Mass, Value, Color, Texture, Pattern, Space,
7. Through research, writing, and class critiques refine the ability to think, speak and write about the conceptual relevance to creating multiples in contemporary art and articulate.

#### **ARTS 475. Advanced Ceramics Sculptural Concerns**

##### **3-6 Credits (2-4+4P)**

Advanced ceramics course focusing on conceptual development as it relates the creation of a unified body of work. Topics may include discussions of advanced techniques, professional practices, and contemporary issues in ceramics. May be repeated up to 15 credits.

**Prerequisite(s):** ARTS 374 and ARTS 375, or consent of instructor.

##### **Learning Outcomes**

1. Strive to innovate the standard ceramic building techniques in a way that contributes to, and is informed by, the field of ceramic sculpture.
2. Develop a cohesive body of work, which explores completely original concepts and themes.
3. Demonstrate clear understand of the principles of design by challenging them in an informed way.
4. Refine and master glazing and surface design techniques. Begin to develop ability to mix glazes and slips.
5. Demonstrate clear understanding of the visual element of art by challenging them in an informed way.
6. Through research, writing, and class critique refine the ability to think, speak and write about contemporary ceramic sculpture in a competent, nuanced, and critical way. Begin to measure one's work against the larger context of contemporary art.

#### **ARTS 485. Special Topics in Advanced Metals/Jewelry**

##### **3-6 Credits (2-4+4P)**

Advanced Metals/Jewelry course focusing on the following topics: conceptual development and personal aesthetic and style, professional practices, contemporary issues in Metals/Jewelry, and senior exhibition. Techniques may include enameling, coloring, historical processes, and digital technology. Topics will be announced in the course schedule. Each topic may only be taken once. May be repeated up to 12 credits.

**Prerequisite:** 6 credits of ARTS 385, or consent of instructor.

##### **Learning Outcomes**

1. Apply fundamental elements and principles of design to art production specific to an intermediate level metal/jewelry course.
2. Demonstrate the ability to express concepts in visual form through art making and process specific to a course covering intermediate level tools and processes in metal/jewelry.
3. Evaluate/appraise original works of art through the application of medium, tools, techniques and concepts specific to contemporary metal/jewelry.
4. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary metal/jewelry.

#### **ARTS 490. Museum Conservation Internship**

##### **1-6 Credits (1-6)**

The goal of this internship is to provide a student with a practical learning experience in preventative conservation techniques and policies so that they can relate what they have learned in the classroom from ART 403 Preventative Conservation/Collections Care to applied situations. It will provide the student an opportunity to learn skills and knowledge needing in working with museum collections. Tasks and projects will be assigned by the instructor. 3 credits required for BFA in Museum Conservation. May be repeated up to 6 credits.

**Prerequisite(s):** ARTS 403.

#### **ARTS 493. Studio Core III: Professional Practices**

##### **3 Credits (3)**

This course teaches how to engage as a professional practicing artist, including how to find opportunities and jobs, documenting and archiving artwork, installing art for display, shipping art, and how to apply for exhibitions and grants, among other topics.

##### **Learning Outcomes**

1. Demonstrate professionalism through understanding and application of professional standards.
2. Create a comprehensive portfolio of creative output, including written statements contextualizing this research.
3. Analyze and evaluate both one's own artwork as well as the work of others.
4. Develop an ethical framework for artistic practice and decision-making.
5. Demonstrate an awareness of the broader artistic landscape and the importance of community engagement.

#### **ARTS 494. Special Topics in Studio**

##### **3 Credits (3)**

Specific subjects and credits to be announced in the Schedule of Classes online. May be repeated up to 9 credits.

#### **ARTS 495. Studio Core IV: Thesis Production & Display**

##### **3 Credits (3)**

Special research and independent study leading to undergraduate BFA and graduate MFA thesis-exhibition. The course focuses on thesis development as well as practical training in exhibition and installation.

**Learning Outcomes**

1. Develop and demonstrate project management skills to plan, organize, and execute artistic projects efficiently.
2. Explore strategies for presenting artworks professionally, both in physical and digital formats.
3. Understand principles of exhibition design, including spatial considerations and audience engagement.
4. Showcase a range of artworks that demonstrate proficiency in synthesis, thesis development, and effective presentation.

**ARTS 496. Fundamentals of Studio Management****1 Credit (1)**

Advanced studio course designed to introduce students to the fundamentals of studio management. Includes training in proper tools use and maintenance; safety procedures; and practical experience with studio oversight. Concurrent registration in advanced level studio course of the same media area required. May be repeated for a maximum of 3 credits. Restricted to majors. Graded S/U.

**Prerequisite:** consent of instructor.

**ARTS 499. Problems in Studio Art****1-6 Credits (1-6)**

Individualized study in specialized studio areas not covered by other advanced courses. May be repeated up to 9 credits. Consent of Instructor required.

**ARTS 501. Museum Conservation Techniques I****3 Credits (2+3P)**

Introduces the student to conservation theory and the basic principles of conservation for cultural objects. The course integrates the history, philosophy and technologies of art conservation with knowledge of the properties of materials used in conservation. The student will learn and develop conservation skills including learning about the most frequent kinds of deterioration that can occur in various types of art objects, symptoms and causes as well as preventative and restoration techniques. Although this course provides practical experience, it also seeks to provide a broad understanding of the field of conservation. This course also includes how to document the condition of an object during the conservation process. May be repeated up to 3 credits. Crosslisted with: ARTS 401.

**ARTS 502. Museum Conservation Techniques II****3 Credits (2+3P)**

Continues conservation theory and the basic principles of conservation for cultural objects. The course integrates the history, philosophy and technologies of art conservation with knowledge of the properties of materials used in conservation. The student will learn and develop conservation skills including learning about the most frequent kinds of deterioration that can occur in various types of art objects, symptoms and causes as well as preventative and restoration techniques. Although this course provides practical experience, it also seeks to provide a broad understanding of the field of conservation. Crosslisted with: ARTS 402.

**Prerequisite(s):** ARTS 501.

**ARTS 503. Preventive Conservation/Collections Care****3 Credits (3)**

Introduces the student on how to mitigate the deterioration and damage of cultural property in a museum setting through the formulation and implementation of policies and procedures. The course addresses most aspects of collections management and care for objects in storage, exhibitions and during transportation. Crosslisted with: ARTS 403.

**ARTS 504. Applied Projects in Museum Conservation****3 Credits (3)**

This course provides students with the practical application of techniques and policies learned in previous conservation coursework with the underpinnings of basic museum and conservations practices, particularly in collection care, preventative conservation, conservation, ethics, teamwork and security. May be repeated up to 6 credits. Crosslisted with: ARTS 404.

**Prerequisite(s):** ARTS 401, ARTS 402, ARTS 403 OR ARTS 501, ARTS 502, ARTS 503.

**ARTS 540. Internship in Art****1-9 Credits (3P)**

This course provides students with the opportunity for workplace learning as an important component in their program of study. Students can identify an internship in graphic design, photography, conservation or other studio areas; or within broader arts institutions such as museums, galleries and visual arts centers which will provide them with professional experience that will support the successful achievement of their career goals in art. May be repeated up to 9 credits. Crosslisted with: ARTS 440 and ARTS 340.

**ARTS 550. Drawing and Painting Workshop****3-6 Credits (2-4+4P)**

Graduate level drawing and painting course focusing on the development of concepts, expression and visual form. May be repeated up to 27 credits.

**Prerequisite(s):** Graduate standing.

**ARTS 555. Graphic Design****3 Credits (3)**

May be repeated up to 27 credits.

**ARTS 565. Sculpture Media****3-9 Credits**

May be repeated up to 27 credits.

**ARTS 570. Photography Seminar****3-9 Credits (3-9)**

Graduate students develop and implement a research program using photographic media and processes. Outcomes and program developed in consultation with photography faculty.

**Prerequisite:** .

**Learning Outcomes**

1. Create original works of art through the application of medium, tools, techniques and concepts specific to contemporary photography at the graduate level.

**ARTS 575. Ceramic Arts****3-9 Credits**

May be repeated up to 27 credits.

**ARTS 576. Museum/Gallery Research Internship****1-9 Credits**

Research internship in museum or gallery. Requirements determined by instructor in cooperation with supervising museum/gallery professional. For art history credit. May be repeated for a maximum of 9 credits.

**Prerequisite:** graduate standing.

**ARTS 585. Metals and Jewelry Design****3-9 Credits**

May be repeated up to 27 credits.

**ARTS 595. Problems in Studio****1-6 Credits**

Individualized study in specialized studio areas not covered by other advanced courses. May be repeated up to 12 credits. Consent of Instructor required.

**ARTS 596. Graduate Studio Seminar****3 Credits (3)**

Explores issues in contemporary art making and their relationship to personal work. Presentation of research in oral, visual, and written form. May be repeated for a maximum of 18 credits. Restricted to majors.

**Prerequisite(s):** Graduate standing.

**ARTS 598. Studio Thesis****1-15 Credits**

Special research in studio, leading to an exhibition and written thesis statement.