

ART STUDIO (ARTS)

ARTS 101. Design and Color I. 3 Units.

Organizational and structural projects as a basis for the development of style. Studies in line, texture, shape, space, value, color, and two dimensional composition through studio problems, art studio media and techniques.

ARTS 106. Creative Drawing I. 3 Units.

Development of graphic fluency in black and white through direct observation of nature and the model. Drawing as a means of enlarging visual sensitivity using a wide range of media and subject matter. Work from nude model.

ARTS 150. Introduction To New Media Art. 3 Units.

This studio course explores the theories and practices of screen-based new media art. Students will manipulate video, audio, images and text to create new media artworks. The class will use free, open source tools as well as Adobe Creative Cloud apps. This class will examine the emerging culture of contemporary new media art and its historical antecedents. There are no prerequisites. Students will need to provide their own laptops and purchase access to Creative Cloud apps through UTech.

ARTS 200. Introduction to Graphic Design. 3 Units.

This course introduces students to the principles and practices of graphic design. Students will explore visual communication and the elements of design through a series of projects for print and screen. Students will experiment with composition, apply color theory, explore typography and develop both vector and raster drawing skills. The course examines the history of graphic design and visual culture, as well as contemporary directions in the field. Students in the course use Adobe Illustrator, Photoshop and InDesign; software access is provided in the Art Studio lab. Prereq: ARTS 101 or ARTS 150.

ARTS 201. Design and Color II. 3 Units.

Continuation of ARTS 101. Composition: three-dimensional projects. Advanced work in the properties and uses of color and materials. Prereq: ARTS 101.

ARTS 202. Introduction to Printmaking. 3 Units.

This course is an introduction to fine art printmaking. Students will learn the technical, conceptual, and formal skills required to produce artworks in the printmaking medium. They will explore a variety of fine art printmaking processes: relief printing, monotype, intaglio, planograph, and monoprinting. Through these explorations, students will gain a deeper understanding of how to convey concepts through the printmaking form. Class sessions will comprise independent and collaborative printing, and lecture, demonstrations, discussion, and critique. Students will be introduced to the work of artists and the history/tradition of fine art prints. Prereq: ARTS 101 or ARTS 206.

ARTS 206. Creative Drawing II. 3 Units.

Continuation of ARTS 106. Advanced work in graphic representation. Development of visual acuity and a personal drawing style while working in color. Work from nude model. Prereq: ARTS 106.

ARTS 210. Enameling and Jewelry I. 3 Units.

Techniques in the application of vitreous enamel on copper and of constructed metal jewelry. Technical skill and suitability of design as applied to the medium.

ARTS 212. Weaving, Fibers, and Textiles I. 3 Units.

Learn basic concepts and methods for designing textile surfaces: fabric painting and dyeing. Construct textiles using off-loom weaving and interlacing techniques. Emphasis on development of technical skills, application of design concepts and personal expression.

ARTS 214. Ceramics I. 3 Units.

The techniques of hand building in pinch, coil and slab methods. Development of sensitivity to design and form. Basic work in stoneware, earthenware, and glazing.

ARTS 216. Painting I. 3 Units.

The creative, conceptual, visual, and technical aspects of painting. Style ranging from naturalism to abstraction. Work in acrylic and mixed media.

ARTS 220. Photography Studio I. 3 Units.

Camera, film, and darkroom techniques. Development of basic black and white perceptual and photographic skills. Darkroom and photographic field and lab work. 35mm camera required.

ARTS 286. Introduction to Video Game Design. 3 Units.

Game design creates meaningful play through interactive experiences. This introductory studio-based course explores games through the development and creation of 2D video games. The course aims to provide a critical vocabulary and historical context for analyzing games and gaming theory and focuses on the skills and techniques necessary to develop 2D video games.

ARTS 295. Contemporary Approaches to Teaching Art. 3 Units.

This course introduces teacher candidates to contemporary approaches to and practices for the teaching of art in elementary, middle, and secondary school settings. Teacher candidates develop age-appropriate original art curricula that address significant themes and issues in the lives of students and the communities in which they live. Teacher candidates learn current instructional methods designed to meet the needs of contemporary learners, and authentic strategies for assessing learning. Local, state, and national learning standards will also be covered.

ARTS 300. Art For Different Futures. 3 Units.

The COVID-19 pandemic and the movements for social justice (Black Lives Matter, Me Too) are rapidly and dynamically altering long-held conceptions about the role of art in society. The culture industries (along with many other sectors) have been forced to re-examine the viability and utility of their current models, and the assumptions these models are predicated upon. Art institutions are in the process of reconciling their complicated and often contradictory relationship with white, sexist, ableist, and classist ideology, in which they have tacitly perpetuated dominant structures and perspectives while rhetorically advocating for reform and radical change. In this course, we will explore this contemporary cultural moment and unravel the seismic changes that have brought uncertainty to the art world. We will speculate potential futures free of racism, sexism, homophobia, ableism, and classism, and the role that art could play within those possible futures. And we will explore alternative conceptions of art with the potential to instigate those futures through a focus on social engagement, community, and radical inclusion. Offered as ARTH 310, ARTH 410, ARTS 300, and ARTS 400.

ARTS 301. Video Art: Experimental Approaches to Time-Based Meaning-Making And Personal Expression. 3 Units.

This course explores unconventional and experimental approaches to meaning-making through the medium of video. Since its introduction in the 1970s, artists have used video technology to push against and critique the constraints of traditional art mediums and narrative forms of cinema and television. The accessibility and low-cost of the video medium affords artists the freedom to express intimately personal views and lived experiences and to develop radical and unorthodox approaches to time-based art-making. Students will learn to use video as an experimental and expressive medium to explore personal experience and sociopolitical views. They will manipulate and play with space, time, and form. And most importantly, students will gain a greater understanding of the possibilities and potential of the moving image to respond to, comment upon and critique traditional media forms and texts. Offered as ARTS 301 and ARTS 401. Prereq: ARTS 101 or ARTS 150.

ARTS 302. Architecture and City Design I. 3 Units.

The social spatial, and aesthetic elements in architecture; the components of the building: the window, door, roof, enclosing walls, and character of interior and exterior space. Projects related to small, intimate scale and residential structures. Lectures, field trips, studio experiences. Recommended ARTS 101 or ARTS 106 courses prior to enrollment. Offered as ARTS 302 and ARTS 402.

ARTS 303. Architecture and City Design II. 3 Units.

The social, spatial, and aesthetic elements of the urban setting of architecture, the organizational components of the city, the path, the node, the edge, and the grid. Projects related to large-scale and public buildings and their relationship to the encompassing visual world. Lectures, field trips, studio experiences. Recommended ARTS 101 or ARTS 106 courses prior to enrollment. Offered as ARTS 303 and ARTS 403.

ARTS 304. Architecture and City Design III. 3 Units.

A study of historic precedents and the social implications of modern and contemporary architecture including analysis and form interpretation as it relates to building and materials technologies. Practical application and synthesis of architectural knowledge through site visits and research of local and regional architecture. Discussions of historic and contemporary architects, engineers and significant architecture and engineering firms. Prereq: ARTS 302 and ARTS 303.

ARTS 307. Emerging Technology in Art + Design Education. 3 Units.

This course focuses on the integration of emerging technologies into art and design education. The teaching of digital technologies appropriate for young people, adolescents, and adults in formal K-12 classroom settings and informal learning environments will be highlighted. Students will gain hands-on experience with creating expressive art in a variety of emerging technologies and media. Strategies for integrating emerging media into art and design curriculum will also be explored. Offered as ARTS 307 and ARTS 407. Prereq: ARTS 101.

ARTS 310. Enameling and Jewelry II. 3 Units.

Continuation of ARTS 210. Advanced enameling and jewelry techniques applied to copper or silver, cloisonne, champleve, basse taille, plique-jour. Creative use of design principles and jewelry techniques. Prereq: ARTS 210.

ARTS 312. Weaving, Fibers, and Textiles II. 3 Units.

Continuation of ARTS 212. Exploration of a selected area of textiles in surface design or constructed textiles. Development of a personal aesthetic through design and execution of a series of projects. Prereq: ARTS 212.

ARTS 314. Ceramics II. 3 Units.

Continuation of ARTS 214. Problematic approach to technical aspects of ceramics; experience in wheel throwing and option of hand-building. Experimentation with glaze and clay body formulation available. Prereq: ARTS 214.

ARTS 316. Painting II. 3 Units.

The creative, conceptual, visual and technical aspects of painting. Styles ranging from expressionism, cubism, surrealism and abstraction. Work in acrylic and mixed media leading to the development of personal painting style. Prereq: ARTS 216.

ARTS 320. Photography Studio II. 3 Units.

Continuation of ARTS 220. Advanced theory and black and white techniques. Development of personal aesthetic encouraged. Field work. 35mm camera required. Prereq: ARTS 220.

ARTS 322. Digital Photography I. 3 Units.

Introduction of color and digital photography. A systematic approach to the digital photography workflow and its application to creative photography. History of the medium. Field and computer lab work. Advanced amateur digital camera required. Prereq: ARTS 220.

ARTS 323. Creative Digital Photography II. 3 Units.

Creative Digital Photography II: Advanced theory and techniques of the digital photography workflow and its application to creative photography. Field and computer lab work. Advanced amateur digital camera and access to Photoshop CS6 required. Prereq: ARTS 322.

ARTS 325. Creative Photography. 3 Units.

Creative photography through photographing and responding to photographs. The question of self-expression and photographic medium explored in the pursuit of understanding images. Prereq: ARTS 220 and ARTS 320 or ARTS 322.

ARTS 365. Capstone Seminar for Art Teachers. 4 Units.

Student teacher candidates will critically reflect upon their concurrent student teaching experiences, contextualizing those experiences within and connecting those experiences with the art teaching practices they have learned in the program. Topics covered will include organization and management of a K-12 art program, including planning, development, and evaluation of teaching materials, lessons, and units. Counts as a SAGES Senior Capstone course. Prereq: ARTS 295 or ARTS 602, and ARTS 393 or ARTS 493. Coreq: ARTS 366A and ARTS 366B or ARTS 466A and ARTS 466B.

ARTS 365B. Design and Color. 3 Units.

Advanced design projects determined in consultation with instructor. Prereq: ARTS 101 and ARTS 201.

ARTS 365C. Enameling and Jewelry. 3 Units.

Advanced enameling and jewelry projects determined in consultation with instructor. Prereq: ARTS 210 and ARTS 310.

ARTS 365D. B&W Photography Studio. 3 Units.

Advanced black and white projects determined in consultation with instructor. Prereq: ARTS 220 and ARTS 320.

ARTS 365G. Ceramics. 3 Units.

Advanced ceramics projects determined in consultation with instructor. Prereq: ARTS 214 and ARTS 314.

ARTS 366A. Student Teaching in Art: Pre-K - 6th Grade. 4 Units.

Teaching art for early childhood, elementary, and middle school students in a school setting. Includes art curriculum development, implementation, and assessment. Professional standards and practices. Offered as ARTS 366A and ARTS 466A. Prereq: ARTS 295, ARTS 300, ARTS 385, ARTS 386, ARTS 387, and ARTS 393. Coreq: ARTS 366B and ARTS 465.

ARTS 366B. Student Teaching in Art: 7th - 12th Grade. 4 Units.

Teaching adolescents and young adults art in a school setting. Includes art curriculum development, implementation, assessment and classroom management. Professional standards and practices. Offered as ARTS 366B and ARTS 466B. Prereq: ARTS 295, ARTS 300, ARTS 385, ARTS 386, ARTS 387 and ARTS 393. Coreq: ARTS 366A and ARTS 465.

ARTS 385. Clinical Experiences. 3 Units.

This course provides teacher candidates with opportunities to observe, analyze, teach, and evaluate in elementary and secondary settings. Teacher candidates build constructive relationships with K12 students, faculty, staff, and community members at two clinical placement sites through guided observation engagement. This experience provides groundwork, connections, and continuity to student teaching. Prereq: ARTS 295 or ARTS 602.

ARTS 393. Understanding Curriculum. 3 Units.

This course provides an overview of curriculum theory by exploring curricula as historical, cultural, social, and political texts and practices. Students will interrogate the ways in which curriculum often reifies and propagates knowledge, values and beliefs that benefit the dominant culture and reinforce the normalcy of competitive capitalistic ideals, racial hierarchies, the exploitation of nature and oppressive gender binaries. Critical approaches to curriculum that defy and challenge these hegemonic conceptions of curriculum will be examined. Through the process of these explorations, students will develop an understanding of how curriculum shapes the social, political, emotional, psychological, and physical structures in which teaching and learning occur. Students will learn how to develop multilayered art curriculum that critically addresses urgent and crucial topics and themes marginalized by or neglected within contemporary K-12 curriculum. Offered as ARTS 393 and ARTS 493. Prereq: ARTS 295.

ARTS 399. Independent Study in Art Studio. 1 - 3 Units.

Independent Study in Art Studio; by permit of Director only.

ARTS 400. Art For Different Futures. 3 Units.

The COVID-19 pandemic and the movements for social justice (Black Lives Matter, Me Too) are rapidly and dynamically altering long-held conceptions about the role of art in society. The culture industries (along with many other sectors) have been forced to re-examine the viability and utility of their current models, and the assumptions these models are predicated upon. Art institutions are in the process of reconciling their complicated and often contradictory relationship with white, sexist, ableist, and classist ideology, in which they have tacitly perpetuated dominant structures and perspectives while rhetorically advocating for reform and radical change. In this course, we will explore this contemporary cultural moment and unravel the seismic changes that have brought uncertainty to the art world. We will speculate potential futures free of racism, sexism, homophobia, ableism, and classism, and the role that art could play within those possible futures. And we will explore alternative conceptions of art with the potential to instigate those futures through a focus on social engagement, community, and radical inclusion. Offered as ARTH 310, ARTH 410, ARTS 300, and ARTS 400.

ARTS 401. Video Art: Experimental Approaches to Time-Based Meaning-Making And Personal Expression. 3 Units.

This course explores unconventional and experimental approaches to meaning-making through the medium of video. Since its introduction in the 1970s, artists have used video technology to push against and critique the constraints of traditional art mediums and narrative forms of cinema and television. The accessibility and low-cost of the video medium affords artists the freedom to express intimately personal views and lived experiences and to develop radical and unorthodox approaches to time-based art-making. Students will learn to use video as an experimental and expressive medium to explore personal experience and sociopolitical views. They will manipulate and play with space, time, and form. And most importantly, students will gain a greater understanding of the possibilities and potential of the moving image to respond to, comment upon and critique traditional media forms and texts. Offered as ARTS 301 and ARTS 401.

ARTS 402. Architecture and City Design I. 3 Units.

The social spatial, and aesthetic elements in architecture; the components of the building: the window, door, roof, enclosing walls, and character of interior and exterior space. Projects related to small, intimate scale and residential structures. Lectures, field trips, studio experiences. Recommended ARTS 101 or ARTS 106 courses prior to enrollment. Offered as ARTS 302 and ARTS 402.

ARTS 403. Architecture and City Design II. 3 Units.

The social, spatial, and aesthetic elements of the urban setting of architecture, the organizational components of the city, the path, the node, the edge, and the grid. Projects related to large-scale and public buildings and their relationship to the encompassing visual world. Lectures, field trips, studio experiences. Recommended ARTS 101 or ARTS 106 courses prior to enrollment. Offered as ARTS 303 and ARTS 403.

ARTS 407. Emerging Technology in Art + Design Education. 3 Units.

This course focuses on the integration of emerging technologies into art and design education. The teaching of digital technologies appropriate for young people, adolescents, and adults in formal K-12 classroom settings and informal learning environments will be highlighted. Students will gain hands-on experience with creating expressive art in a variety of emerging technologies and media. Strategies for integrating emerging media into art and design curriculum will also be explored. Offered as ARTS 307 and ARTS 407. Prereq: ARTS 101.

ARTS 466A. Student Teaching in Art: Pre-K - 6th Grade. 4 Units.

Teaching art for early childhood, elementary, and middle school students in a school setting. Includes art curriculum development, implementation, and assessment. Professional standards and practices. Offered as ARTS 366A and ARTS 466A. Prereq: ARTS 385, ARTS 386, ARTS 387, ARTS 400, ARTS 493, and ARTS 602. Coreq: ARTS 465 and ARTS 466B.

ARTS 466B. Student Teaching in Art: 7th - 12th Grade. 4 Units.

Teaching adolescents and young adults art in a school setting. Includes art curriculum development, implementation, assessment and classroom management. Professional standards and practices. Offered as ARTS 366B and ARTS 466B. Prereq: ARTS 385, ARTS 386, ARTS 387, ARTS 400, ARTS 493, and ARTS 602. Coreq: ARTS 465 and ARTS 466A.

ARTS 493. Understanding Curriculum. 3 Units.

This course provides an overview of curriculum theory by exploring curricula as historical, cultural, social, and political texts and practices. Students will interrogate the ways in which curriculum often reifies and propagates knowledge, values and beliefs that benefit the dominant culture and reinforce the normalcy of competitive capitalistic ideals, racial hierarchies, the exploitation of nature and oppressive gender binaries. Critical approaches to curriculum that defy and challenge these hegemonic conceptions of curriculum will be examined. Through the process of these explorations, students will develop an understanding of how curriculum shapes the social, political, emotional, psychological, and physical structures in which teaching and learning occur. Students will learn how to develop multilayered art curriculum that critically addresses urgent and crucial topics and themes marginalized by or neglected within contemporary K-12 curriculum. Offered as ARTS 393 and ARTS 493. Prereq: ARTS 602.

ARTS 497. Summer Workshop in Art Education. 3 Units.

A current art education issue is covered in depth.

ARTS 602. Contemporary Approaches to Teaching Art. 3 Units.

This course introduces teacher candidates to contemporary approaches to and practices for the teaching of art in elementary, middle, and secondary school settings. Teacher candidates develop age-appropriate original art curricula that address significant themes and issues in the lives of students and the communities in which they live. Teacher candidates learn current instructional methods designed to meet the needs of contemporary learners, and authentic strategies for assessing learning. Local, state, and national learning standards will be covered. Teacher candidates will also collaboratively research emerging trends in child and adolescent education and contemporary artmaking relevant to the teaching of K-12 studio art.

ARTS 605. Final Creative Thesis. 1 - 3 Units.

Students receive individual guidance for an approved self-designed creative project from program faculty members. A public exhibition or presentation is required. By permit only.