ART 001: Art and Architecture History: Ancient to Medieval  4 Credits   CRN 43292
Survey of art and architecture around the globe, from the world’s earliest artistic and architectural production through the 14th century. European, Middle Eastern, African, Asian and Central and South American works are covered. The course also serves as an introduction to the vocabulary, concepts, and methods of art and architectural history. Required for all majors in department.  Attribute/Distribution: HU  An ideal first art class.

ART 003: Two-Dimensional Design  4 Credits   Two sections offered – CRN’s 42919, 42923
This class will present the foundations necessary to understand, discuss and create in the two-dimensional visual world. Using variety of materials and techniques and digital media, students will explore the concepts of line, form, shape, value, texture, space and color. Required for all majors in department.  Attribute/Distribution: HU  A good introduction for students considering graphic design.

ART 004: Three-Dimensional Design  4 Credits   Two sections offered – CRN’s 42924, 42925
An introduction to the basic elements and principles of design. Involves use of various materials to solve 3D design problems in studio and computer lab. Problem solving in variety of materials for 3D design including assemblages, models, constructions, and conceptual forms. Required for all majors in department. Required for all majors in department.  Attribute/Distribution: HU  A good introduction for students considering architecture or product design.

ART 007: Digital Photography I  4 credits CRN 42210
Intensive work in photography as fine art using digital input and output. Lectures, demonstrations, critiques.  Attribute/Distribution: HU

ART 011: Drawing I  4 Credits  two sections offered– CRN’s 41414
Concepts and practice of drawing, both traditional and contemporary. Includes drawing from life and an introduction to materials and techniques. Required for Art and Design majors in department.  Attribute/Distribution: HU

ARCH 034: Digital Drawing and 3-D Modeling  4 credits, CRN 44872
In our increasingly visual world, we often need to present ideas in realistic, expressive, and engaging ways. This introductory course presents the basics of digital drawing and rendering through the lens of architecture, but is intended for students of all disciplines interested in visual communication. This project-based course focuses on the essentials of AutoCAD, SketchUp, and Revit supplemented with V-Ray and Photoshop for rendering. Course fulfills studio elective for architecture major program requirements.  Attribute/Distribution: HU

DES 096: Graphic Design for the Non-Design Major  4 credits, CRN 44329
Students will develop foundational software competencies related to the design and output of graphic and visual communication design. These skills have wide applications across disciplines outside of art and design, and will add breadth to the student’s capabilities. Methods and studio techniques from industry are taught through a series of practice-based assignments. Topics include organizing text, combining text with images, editing and making images, and working with time-based motion graphics.  Attribute/Distribution: HU
In addition to the classes listed above the department has two First Year Seminar offerings:

**Art 090: Sketching and Seeing: How Drawing teaches you to see the world more clearly  3 Credits, CRN 43377**
Sketching provides the opportunity to slow down and carefully observe all the things around us. Unlike the camera, which allows us to postpone looking until later, sketching requires thoughtful observation to record that particular series of moments. How does light fall on the object, where are the shadows and how rich are the colors? Who am I with, what are the sounds and scents? How can I record what I am experiencing in my very own way? How do I represent space, motion, sound? Starting with making our own sketchbooks, we will build a personal library of media and techniques to allow each student to observe and record their experiences, and finally, to imagine other realities through sketching. We will investigate the sketches of other artists for inspiration, and we will sketch in many different media. We will draw from the human figure and we will sketch outdoors and in interesting locations. 
Attribute/Distribution: HU *Course full-fills a FYC- First Year Seminar class requirement.*

**Art 090: Learning the Language of Design  4 credits, CRN 44616**
Much like (learning) a foreign language, design has a formal set of rules and defined vocabulary that can be utilized to achieve proficiency in both application and critical analysis. Through the use of creative assignments utilizing both traditional and digital media, students will explore (gain an understanding of) the elements of design and principles of organization. The course will also serve as an introduction to basic studio practices, conceptual ideation and critical discussion. 
Attribute/Distribution: HU *Course will fulfill the requirements for Art 003 and full-fills a FYC- First Year Seminar class requirement.*

**Art 090: Museums, the Public, and Social Responsibility  4 credits, CRN 44990**
While museums were once content to care for their collections and occasionally open their doors to visitors, today’s museums strive to maximize their public value through groundbreaking exhibitions, dynamic participatory programs, interdisciplinary collaborations and cutting-edge technologies. There are over 800 million visits to museums in the United States every year—more than the attendance for all major league sporting events and theme parks combined. Museums today must engage many different types of communities, not only to meet their core mission, but to remain relevant in a rapidly-changing and competitive world. In a radical shift from their traditional roles as storage houses of the past, many museums today see themselves as active agents of change and social progress. Museums may act as conveners and catalysts to engage a wide range of issues, from political stances to social justice issues to environmental concerns. But what happens when museums move from a static, neutral position of reflecting society, to one that actively asserts its views and initiates social progress? How can museums maintain the public’s trust and support while engaging issues that may be charged, or even controversial? We will investigate a range of case studies and examine how museums are embracing, debating, or sometimes rejecting their role as places of social responsibility. The course begins with an overview of the history and philosophy of museums so that students will gain an understanding of the historical context of museums and their traditions. Then, students will analyze how museums embody and participate in social practices today, from museum visitor participation strategies to the institution as a platform for social or political agendas. 
Attribute/Distribution: HU *Course full-fills a FYC- First Year Seminar class requirement.*