

STUDIO ART

Faculty: Berry.
(Department of Arts)

Studio art is the discipline of making and creating works that have a visual and conceptual validity. The powers of observation and contemplation are vigorously trained and bonded to the forces of the intellect and the creative act.

- Studio Arts Major (<https://rmc.courseleaf.com/programs/studio-art/studio-arts-major/>)
- Studio Arts Minor (<https://rmc.courseleaf.com/programs/studio-art/studio-arts-minor/>)

STAR 241 - Drawing Principles (3 Hours)

A one-semester studio course aimed at introducing the student to the fundamental concept of drawing through the use of basic drawing media (pencil, charcoal, pen, and ink). Particular emphasis is placed on the development of each student's visual perception. C21:AE,HU.

Curriculum: AE,HU

STAR 243 - Painting (3 Hours)

A studio course which will emphasize basic painting principles with technical concentration in an oil medium and will encourage the discussion of the aesthetics of visual art. C21:AE,HU.

Prerequisite(s): STAR 241 or permission of instructor

Curriculum: AE,HU

STAR 244 - Painting (3 Hours)

A continuation of STAR 243.

Prerequisite(s): STAR 243 or permission of instructor

STAR 245 - Watercolor Painting (3 Hours)

The course will teach the student to develop techniques of watercolor painting. The course will broaden the student's already developed skills in drawing. Offered alternate years.

Prerequisite(s): STAR 241

STAR 246 - Printmaking (3 Hours)

An introductory studio course in the fundamentals of printmaking. Through demonstration and experimentation, the student learns various printmaking processes: relief (woodcut, linocut, collograph), intaglio (etching, engraving, aquatint), and monotype. Special emphasis is placed on the student's own creative application of these techniques. The course will include an overview of the history of printmaking, with particular attention to the contemporary uses of the media. C21:AE,HU.

Curriculum: AE,HU

STAR 247 - Plein Air Painting (3 Hours)

A course dedicated to the discipline of open-air painting and direct observation of the landscape by the painter.

Prerequisite(s): STAR 243 or permission of instructor

STAR 250 - Artistic Problems:A Search for Solutions (3 Hours)

A studio course which examines the creative processes involved in solving conceptual problems often confronted by the artist. Not recommended to freshmen.

STAR 251 - The Human Figure (3 Hours)

A study of the human form based primarily on drawing from the living model and an investigation of historical examples of figurative art. Course work will include lectures and museum projects in addition to studio exercise.

STAR 252 - The Human Figure (3 Hours)

A study of the human form based primarily on drawing from the living model and an investigation of historical examples of figurative art. Course work will include lectures and museum projects in addition to studio exercise.

STAR 255 - 3-D Concepts (3 Hours)

This course is designed to provide students with insight into and understanding of the basic processes of creating, observing, and interacting with elements of three-dimensional space and design. Emphasis will be placed on relating these concepts to issues of community, culture, and nature.

Prerequisite(s): permission of instructor

STAR 256 - 2-D Design (3 Hours)

This course is designed to provide students with insight into and understanding of the basic processes of creating, observing, and interacting with elements of three-dimensional space and design. Emphasis will be placed on relating these concepts to issues of community, culture, and nature.

Prerequisite(s): permission of instructor

STAR 257 - Introduction to Sculpture (3 Hours)

Introduction to Sculpture will provide students an opportunity to work with additive and subtractive approaches to creating three-dimensional objects. Students will work with a variety of materials common to sculptural processes. The course provides an introduction to basic studio procedures and creative problem solving. Reading, writing, and speaking are included as a research component for each assignment.

STAR 342 - Project and Design Management (3 Hours)

This course applies concepts and best practices of project management to product and process design. Drawing from traditional production management principles and industrial design, students will apply contextual research methods to the construction of models while adapting to specifications, budgets, and quality constraints for projects. A studio format facilitates a semester-long project, enabling students to apply theory to the creation of 2-D and 3-D models, culminating in a piece to add to their individual portfolio.

Prerequisite(s): instructor permission

Cross-list: BUSN 342

STAR 381 - Special Topics in Studio Art (3 Hours)

Advanced study of both traditional and contemporary topics in art. Taught by departmental staff to meet the needs of advanced students with special interests in the arts. C21:EL.

Curriculum: EL

STAR 382 - Special Topics in Studio Art (3 Hours)

Advanced study of both traditional and contemporary topics in art. Taught by departmental staff to meet the needs of advanced students with special interests in the arts. C21:EL.

Curriculum: EL

STAR 422 - Advanced Topics in Studio Art (3 Hours)

A student majoring in art may choose to exhibit in public original works of art of suitable substance and number. The senior project may take other appropriate forms under the guidance of the studio adviser. C21:CS,EL.

Curriculum: CS,EL