

ART (ART)

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The Department of Art offers a studio program of high quality for its majors and seeks to develop an awareness and appreciation of art in all students. The art major involves students in the visual arts, both as creative artists and as active learners of multiple philosophical and art historical perspectives. It provides an in-depth experience in making images and formulating and crafting ideas through a variety of means. The program places emphasis on training in observation, technical application of skills demanded of each medium, and the resolution of imagery for presentation to an audience.

Art Majors (p. 1) choose a concentration in: Painting, Drawing, Sculpture, Printmaking, Ceramics or Photography.

Art Minors choose a concentration in: any major area, design or art history. (see Visual Arts Minor (<https://catalog.guilford.edu/catalog/academic-departments-majors/art/visual-arts/>))

An **Art History Major** can be achieved through Guilford's Integrative Studies (<https://catalog.guilford.edu/catalog/academic-departments-majors/integrative-studies/#text>) (ITGR) program.

Degrees Offered

The **Bachelor of Arts** is best for students who prefer a major in art with space for a minor, second major and/or deep commitment to a broad liberal arts grounding.

Bachelor of Fine Arts is recommended for students primarily interested in becoming professional artists and/or entering graduate school in studio art. The demands of a BFA in a liberal arts context are substantial and may require additional semesters and/or transfer classes to complete.

- Art Major: Ceramics Focus (<https://catalog.guilford.edu/catalog/academic-departments-majors/art/art-ceramics/>)
- Art Major: Drawing Focus (<https://catalog.guilford.edu/catalog/academic-departments-majors/art/art-drawing/>)
- Art Major: Painting Focus (<https://catalog.guilford.edu/catalog/academic-departments-majors/art/art-painting/>)
- Art Major: Photography Focus (<https://catalog.guilford.edu/catalog/academic-departments-majors/art/art-photo/>)
- Art Major: Printmaking Focus (<https://catalog.guilford.edu/catalog/academic-departments-majors/art/art-printmaking/>)
- Art Major: Sculpture Focus (<https://catalog.guilford.edu/catalog/academic-departments-majors/art/art-sculpture/>)
- Visual Arts Minor (<https://catalog.guilford.edu/catalog/academic-departments-majors/art/visual-arts/>)

Art (ART)

ART 100. Introduction to Visual Arts. 4.

Overview of the principal visual arts, including their aesthetic qualities, structural forms and historical roles. Fulfills arts requirement (1998). Arts/humanities requirement (2019).

ART 102. Visual Communications. 4.

This course is an introduction to the building blocks of image making and how to effectively communicate ideas, through a variety of digital and traditional media. Fulfills arts requirement (1998). Arts/humanities requirement and embodied and creative engagement requirements (2019).

ART 104. Drawing Fundamentals. 4.

Basic principles of drawing in various media stressing the relationship of observation, materials and methods to form. Fulfills arts requirement (1998). Embodied and creative engagement requirement (2019).

ART 106. Design of Objects. 4.

Introduction to fundamentals of object design: observation, iterative process, creative ideation, structure and materials. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 150. Special Topics. 1-8.

May also be offered at 250, 350 and 450 levels.

ART 160. Independent Study. 1-8.

May also be offered at 260, 360 and 460 levels.

ART 203. Arts:Afr,Asia & the Americas. 4.

This course introduces the artistic traditions of Africa, the Pacific Islands, India, China, Japan and the ancient Americas. The readings, lectures and class discussions focus on art as a reflection and extension of values as seen in the philosophy, religion and social customs of the cultures considered. No Prerequisite. Fulfills arts and intercultural requirements (1998). Arts/humanities and sociocultural engagement requirements (2019).

ART 204. Life Drawing. 4.

Figure drawing: stress on integration of formal, expressive and structural aspects of anatomy. Prerequisite: ART 104. Drawing Fundamentals or instructor permission. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 206. Art and Science of Clay. 4.

Team-taught course between Art and Geology. Focus on harvesting, processing, testing, and using local and regional clays to make art. Students learn scientific knowledge and processes and apply these to the form, function and aesthetics of art objects. Fulfills arts requirement (1998). Arts/humanities embodied and creative engagement requirements (2019). (NOTE: may be taken to fulfill natural science and mathematics (1998 & 2019) requirement using GEOL course number).

ART 207. Aesthetics of Craft. 4.

This team taught course draws on art techniques and art historical practice for collaborative research, writing, and creative projects. No Prerequisite. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 211. Painting Basics: Form and Color. 4.

Introduction to the fundamentals of observational painting. Students will explore technique, form, and color theory through the medium of oil paint. This class will introduce various painting genres; still life, portrait, and landscape. No prerequisite. Fulfills embodied and creative engagement requirement (2019).

ART 212. Painting Basics: Abstraction/Material. 4.

Exploration of abstract painting. Oil, acrylic, and other material explored as painting medium. Experimentation with technique, color theory, and process. Coursework will examine the history of abstraction and current ideals in contemporary painting. No prerequisite. Fulfills diversity in the U.S. requirement (1998). Sociocultural engagement requirements and embodied and creative engagement requirements (2019).

ART 221. Printmaking: Woodcut. 4.

Relief printmaking processes, including linocut, woodblock, and monotype. Exploration of the techniques, processes, and formal ideas unique to printmaking media. No prerequisite. Fulfills embodied and creative engagement requirement (2019).

ART 231. Photography Fundamentals. 4.

Introduction to materials, equipment and techniques in black and white photography, the darkroom, and digital imaging. Image content and composition is stressed as well as mastering the craft of creating photographic images and their presentation. No prerequisite. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 232. Welding for Sculpture. 4.

Introduction to tools and techniques for welding, bending, cutting and finishing steel. Study of relevant precedents in sculpture. No prerequisite. Fulfills embodied and creative engagement requirement (2019).

ART 233. Wood Shop for Sculpture. 4.

Introduction to tools and techniques for cutting, shaping and joining wood. Study of relevant precedents in sculpture. No prerequisite. Fulfills embodied and creative engagement requirement (2019).

ART 235. Art History: Renaissance in Florence (HIST 235). 4.

The course discusses the history of Renaissance Florence, its economy, society, politics and culture, in relation to the other major Italian city-states. A main theme of the course is how politics and religion combine during this time and find their expression in art and culture. No Prerequisite. Fulfills arts requirement (1998). Arts/humanities requirement (2019).

ART 242. Printmaking: Screenprinting. 4.

Screenprinting processes, including paper, fabric, repeat pattern, multi-layer, and monoprint. Focus on process and the intersection of printmaking, repeatable media, formal considerations, and craft. No prerequisite. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 243. The Political Print. 4.

History and tactics of agitprop and political printmaking through making. Linocut, woodcut, monotype, and screenprinting are covered. Emphasis on historical study, conceptual concerns, and student-designed projects. No prerequisite. Drawing Foundations, or Visual Communication recommended. Combined with 343. Fulfills arts and diversity in the U.S. requirement (1998). Arts/humanities and sociocultural engagement requirement (2019).

ART 245. Digital Darkroom. 4.

Introductory class working with Adobe Photoshop and Illustrator to manipulate and create images. Design principles emphasized. Can be repeated for credit at the 300- or 400-level. No prerequisite. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 250. Special Topics. 8.

May also be offered at 350 and 450 levels.

ART 255. Ceramics: Wheel Throwing. 4.

Introduction to ceramic processes: throwing, sculptural forms, glazing and firing. No prerequisite. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 256. Ceramics: Hand-Build & Molds. 4.

Introduction to ceramic processes: hand-building, sculptural forms, glazing and firing. No prerequisite. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 260. Independent Study. 1-8.

May also be offered at 360 and 460 levels.

ART 261. Photo: Documents & Ethics. 4.

Developing a photographic series in the fine arts or documentary tradition. Presentation and exhibition skills along with non-silver processes: toning, hand coloring and digital imaging. No prerequisite. Fulfills social justice/environmental responsibility requirement (1998). Evaluating systems and environments requirement (2019).

ART 271. Global Art History. 4.

This course examines styles, themes, concepts, and methodologies in the history of art from around the world in all time periods. No Prerequisite.

ART 273. Photo: Color. 4.

Comprehensive introduction to the theory, history, materials and practice of color photography. Includes brief introductions to color negative film and digital capture as well as new and traditional choices for producing finished color prints. Not a darkroom course. No prerequisite. Fulfills arts requirement (1998). Arts/humanities and embodied and creative engagement requirements (2019).

ART 275. Art History: Modern Art. 4.

Major artists and art movements from late 19th to mid-20th century. No Prerequisite. Fulfills arts requirement (1998). Arts/humanities requirement (2019).

ART 290. Internship. 1-8.

Majors may petition the department to receive academic credit for internship experiences. Advisor conferences, mid-semester progress reviews and final art staff conferences are required. May also be offered at the 390 level.

ART 302. Art History: Identity, Race and Gender in Art. 4.

This art history course explores art based on the experience of groups whose work existed outside the mainstream of art production prior to the 20th century, primarily African Americans and women, as makers of art and as subjects in art. It considers art made with intentional expressions of identity that embraces and celebrates individuality and cultural history through both personal and collective narratives. Prerequisite: any art or art history class. Fulfills diversity in the U.S. requirement (1998). Sociocultural engagement requirement (2019).

ART 303. Art History: Contemporary Art. 4.

Exploration of the history and context of major artists and art movements from 1945 to the present. Prerequisite: any art or art history class. Fulfills arts requirement (1998). Arts/humanities requirement (2019).

ART 304. Art History: History of Photography. 4.

This course emphasizes familiarity with photographic technology, recognition of major photographic works, attribution to the photographer who made them, and comprehending relationships with the relevant social and historical context. These elements will be considered individually and together as appropriate in order to better understand the developments in the history of photography from 1839 to the present. Prerequisite: any art or art history class.

ART 305. Advanced Life Drawing. 4.

Continuation of Life Drawing, emphasizing composition and expression. Prerequisite: ART 204 Life Drawing.

ART 306. Ceramics: Scaling Up. 4.

Strategies and problem solving when working with clay at a larger scale. Students will design and create large scale ceramic work on and off the wheel. Prerequisite: any Ceramics course. Fulfills embodied and creative engagement requirement (2019).

ART 307. Art History: Portraits/Self Portraits. 4.

This course focuses thematically on the genres of portraiture and self-portraiture in the history of art. It explores portraiture and self-portraiture by considering related theories and the work of individual artists. How is a photographic portrait different from a painted portrait? What aspects of identity can be communicated in portraits and/or self-portraits? These issues will be among those addressed as we examine artists' intentions, their relationships to their subjects, and the resulting expression, in addition to the viewer's response. Prerequisite: any art or art history class

ART 308. Photo: The Singing Print. 4.

Self-determined study of expressive printing in digital and darkroom techniques. Students will produce one or two cohesive sets of images and locate their work in the current cultural context. Prerequisite: ART 270 or any Photography course.

ART 309. Color Theory. 4.

Exploration of the interaction of color as it relates to the process, material, and methods of art making. Emphasis on concepts and creative methods unique to mixed media art. No Prerequisite. Fulfills diversity in the U.S. requirement (1998). Sociocultural engagement requirement (2019). (NOTE: ART 309 replaces ART 250 Mixed Media, which was approved for diversity in the U.S.; this course will count for this requirement or for sociocultural engagement).

ART 310. Drawing Exploration. 4.

Further exploration of drawing form, concepts, and methods. Prerequisite: ART 104 Drawing Fundamentals. Fulfills diversity in the U.S. requirement (1998). Sociocultural engagement requirement (2019).

ART 321. Painting as Storytelling. 4.

Explore painting as a vehicle for narrative storytelling. Prerequisite: any 200 level Painting course.

ART 322. Printmaking: Color Monotype. 4.

Monotype printmaking processes, including watercolor, relief, viscosity, screenprinting, collagraph, and embossing. Exploration of processes, color theory, and pressure as a way to approach abstraction and representation. Fulfills arts requirement (1998). Arts/humanities requirement (2019).

ART 323. Printmaking: Etching. 4.

Intaglio printmaking processes, including hard and soft ground etching, aquatint, monoprint, and drypoint. Exploration of drawing with a focus on the chemical processes of etching. Will examine the historical relationships between drawing, printmaking, and other repeatable media. No prerequisite. Fulfills arts requirement (1998). Arts/ humanities requirement (2019).

ART 324. Painting Studio. 4.

Advanced painting. Guided exploration in painting concept and technique in relationship to personal direction. Requirement: (2) 200 level courses and any 300 level course in focus. (Cross-list with any painting course)

ART 332. Sculpture: Time/Space. 4.

Material exploration of concepts in motion, periodicity, sound, emptiness, performance and interaction. Emphasis on place and practice development. Prerequisite: ART 106 Design of Objects or any Sculpture course.

ART 336. Ceramic Sculpture. 4.

Exploration of sculptural possibilities of clay using a variety of techniques including: slip casting, pres molding, modeling and slab building. There are also opportunities for collaborative work and multimedia approaches. Study of relevant precedents and contemporary practice in ceramic sculpture. This team-taught course draws on the experience of faculty in Ceramics and Sculpture. Fulfills arts requirement (1998). Embodied and creative engagement requirement (2019).

ART 343. The Political Print. 4.

History and tactics of agitprop and political printmaking through making. Linocut, woodcut, monotype, and screenprinting are covered. Emphasis on historical study, conceptual concerns, and student-designed projects. Prerequisite: Any 200 level Printmaking course. Combined with 243. Fulfills arts and diversity in the U.S. requirement (1998). Arts/humanities and sociocultural engagement requirements (2019).

ART 344. Print: Explorations in Process. 4.

Guided exploration through the techniques, processes, and characteristics unique to printed images. Emphasis on developing form and content through repetition, layering, and editioning. Prerequisite: Any 200-level print. (Cross-list with any printmaking course.)

ART 345. Ceramics: Soda and Wood Kiln. 4.

This class will explore the rich color and range of textures created by altering kiln atmospheres, firing schedules and clay bodies. There will be freedom to explore individual clay forms, construction methods and recipes. Students will actively participate in firing the two wood kilns, gaining a working knowledge of the firing process of pottery. Prerequisite: any Ceramics course.

ART 346. Photo: Advanced Digital Darkroom I. 4.**ART 350. Special Topics. 1-8.****ART 351. Ceramics: Functional Pottery. 4.**

Advanced ceramic techniques: throwing on the wheel, glaze preparation and formulation, kiln operation for dinner sets and serving pieces. Prerequisite: ART 255 or ART 256 or instructor permission.

ART 353. Sculpture: System/Processes. 4.

Material investigation and experimentation with focus on systematic and process-oriented approaches. Emphasis on place and practice development. Prerequisite: ART 106 Design of Objects or any Sculpture course. Fulfills evaluating systems and environments requirement (2019).

ART 354. Sculpture: Ecology/Humanity. 4.

Sculpture with an emphasis on human relationships with the other-than-human world. Cross-disciplinary collaboration. Readings on Ecological Art. Prerequisite: ART 106 Design of Objects or any Sculpture course. Fulfills arts and social justice/environmental responsibility requirements (1998). Arts/humanities, evaluating systems and environments, and embodied and creative engagement requirements (2019).

ART 356. Ceramic Sculpture. 4.

Exploration of sculptural possibilities of clay using a variety of techniques including: slip casting, pres molding, modeling and slab building. There are also opportunities for collaborative work and multimedia approaches. Study of relevant precedents and contemporary practice in ceramic sculpture. This team-taught course draws on the experience of faculty in Ceramics and Sculpture. Combined with ART 336. Fulfills embodied and creative engagement requirement (2019).

ART 360. Independent Study. 1-8.**ART 390. Internship. 1-12.****ART 406. Advanced Ceramics Projects. 4.**

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ART 410. Advanced Drawing Projects. 4.

Advanced study in drawing through guided personal exploration. Emphasis on personal exploration of conceptual and formal elements within drawing. Develop a studio practice through studio writing and generative methods. Prerequisite: Any 300-level course in Drawing focus. May be repeated for credit.

ART 420. Advanced Painting Studio. 4.

Advanced painting. Guided exploration in painting concept and technique in relationship to personal direction. Requirement: both 200 level courses and any 300 level course in focus. (Cross-list with any painting course).

ART 422. Advanced Print Projects. 4.

Independent study and guided exploration of advanced printmaking projects, concepts, and techniques. Prerequisite: Any 300-level Printmaking course. May be repeated for credit.

ART 445. Photo: Advanced Digital Darkroom II. 4.**ART 450. Special Topics. 1-8.****ART 455. Advanced Ceramics Projects. 4.**

Advanced Ceramics Projects is a class where students will be given the freedom to investigate personal ideas and concepts through individual projects. Each assignment should explore new and different approaches to decoration, manipulation, addition and subtraction, presentation, and containment. Students will work in small groups and with the instructor to push through personal clay issues. All work will be produced using basic ceramic tools and machinery, as well as creative thought and energy.

ART 460. Independent Study. 1-8.**ART 477. New York Art Seminar. 1.**

Four to five day seminar on the visual arts, stressing dialogue with artists in New York City studios, museums and galleries. Course planned to acquaint students with the making and promotion of the visual arts. CR/NC.

ART 479. Professional Practices for Art. 4.

This 3-week, team taught course allows students to install their Senior Thesis Exhibition and complete planning and execution of the exhibition opening; documentation of the exhibition; and further sharing the results of their research in preparation for post-graduation professional opportunities.

ART 480. Advanced Creative Research. 4.

In this capstone course students pursue creative inquiry in a chosen subject and/or process. Projects may be individual or collaborative. Course culminates in an exhibit and/or public presentation. For students pursuing Senior Thesis in Art, this course serves as the first half of year-long Thesis Project. Required for B.F.A. candidates.

ART 481. Senior Thesis. 4.

Students on the thesis track continue their ART 480 work to greater depth and resolution to create a concise body of work for public exhibition. Prerequisites: Accepted application for thesis program in the spring of student's junior year. ART 480, a 3.25 G.P.A. in art courses and permission of department faculty.

ART 490. Departmental Honors. 1-8.

Available to students accepted to the Art Thesis program. This course replaces ART 481. Requires additional external committee member who, at a minimum, reviews the student's work at midterm and end of the semester of the thesis exhibition. Prerequisites: ART 480, a 3.5 G.P.A. in the art major, departmental approval.

Experience Design (XD)

XD 220. Experience Design. 4.

Experience design (XD) combines knowledge and skills from many disciplines to craft products and services that fulfill user's needs and designers. Students will learn fundamental design principles of products, services and experiences to evaluate existing user experiences. Creating user-centered design requires the application of design constraints, affordances, visibility and feedback to create effective product and interface designs. Furthermore, user experience integrates perspectives from product and interface design, usability research, interaction design and others. Fulfills arts requirement (1998). Arts/humanities requirement (2019).

XD 221. Seminar in Experience Design. 2.

Students in this course will apply and extend their XD knowledge through the development of practical projects. This course consists of discussion, presentations from external speakers, and student presentations. This course may be repeated twice for credit; however, students will be required to develop different projects for each enrollment. Prerequisites/Corequisites: XD 220 Experience Design.

XD 250. Special Topics. 1-16.**XD 260. Independent Study. 1-8.****XD 290. Internship. 1-4.****XD 320. Intermediate Experience Design. 4.**

The experience design (XD) lifecycle is a continuous process of inquiry, research, design and prototyping to create engaging experiences. In this course, students build upon user-centered design principles and delve deeper into specific issues relating to experience design, including user and usability research, interface design, and interaction design. Students will develop a design and prototype for a new or existing experience. Prerequisite: XD 220, Experience Design

XD 390. Internship. 1-4.

A combined on-the-job and academic experience arranged with an organization, business, individual, or campus office. Internships are supervised by a faculty member associated with the Experience Design program and can be coordinated through the Career Development Center. Recommended for juniors and seniors. May be repeated for credit. A total of 4-credits of Internship required.

XD 420. Experience Design Capstone. 4.

The course requires students to synthesize their cumulative learning experiences in multiple disciplines and apply them in positions of major responsibility within the practical context of an internship or project designing and implementing a physical, digital and/or live experience. The work requires students to articulate a philosophy, assess the skills they bring to the work, set goals and objectives, maintain ongoing documentation of research and work before and during the internship/project, and assess their processes and accomplishments following completion. Prerequisites: XD 320 Intermediate Experience Design and at least two credits of XD 221 Seminar in Experience Design.