

ARTS (ARTS)

ARTS 151, PHOTOGRAPHY I 3 (6)

An introduction to the fundamentals of black and white photography. The student will acquire the basic skills necessary to understand and operate a 35mm camera, develop film, and make photographic print from negatives. Students will be expected to learn how to properly present their work. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): None

Typically Offered: Summer, Fall and Spring Semesters

ARTS 152, PHOTOGRAPHY II 3 (6)

Photography II is a continuation in the Photography sequence. The student will continue the use of a 35mm camera and explore additional printing and post printing techniques. The relationship between the subject and the lighting of the subject will be stressed with an emphasis on the development of visual awareness. Medium format cameras will be introduced and applied. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 151

Typically Offered: Summer and Fall Semesters

ARTS 158, PRINTMAKING 3 (6)

An introduction to the techniques of woodcut, etching, silkscreen, and related processes. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): None

Typically Offered: Spring Semester

ARTS 161, DRAWING I 3 (6)

An introduction to the fundamentals of drawing from observation through the use of various methods, materials, and subjects. Emphasis on black and white media. This is a foundation class and should be completed by all art majors. Laboratory required. May include the use of nude models.

General Education: IN1, IN2

Course Entry Requirement(s): None

Typically Offered: Summer, Fall and Spring Semesters

ARTS 162, DRAWING II 3 (6)

Continued exploration of drawing problems and techniques, with emphasis on personal solutions. Color media used. Laboratory required. May include the use of nude models.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 161 and ARTS 165

Typically Offered: Summer, Fall and Spring Semesters

ARTS 165, TWO-DIMENSIONAL DESIGN 3 (6)

An introduction to the visual organization of design elements in two dimensional art and design. This is a foundation class and should be completed by all art majors. Laboratory required.

General Education: IN1, IN2

Course Entry Requirement(s): Anti-Requisite for ARTS 165

Typically Offered: Fall and Spring Semesters

ARTS 167, THREE-DIMENSIONAL DESIGN 3 (6)

A study of the elements of three-dimensional visual design and fine art and their application in creative expression. Recommended for students taking Ceramics or Sculpture, as well as, students with no previous experience. This is a foundation class and should be completed by all art majors. Laboratory required.

General Education: IN1, IN2

Course Entry Requirement(s): None

Typically Offered: Fall and Spring Semesters

ARTS 171, PAINTING I 3 (6)

An introduction to the materials and techniques of painting, with emphasis on the use of color and composition. Laboratory required. There will be the use of nude models.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 161 and ARTS 165

Typically Offered: Fall Semester

ARTS 172, PAINTING II 3 (6)

A continued exploration of problems from various sources, with emphasis on developing personal solutions. Recommended for fine arts majors and digital arts majors. Laboratory required. There will be the use of nude models.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 171

Typically Offered: Fall Semester

ARTS 175, WATERCOLOR PAINTING 3 (6)

An introduction to the materials and techniques of watercolor painting, with emphasis on the use of color and composition. Laboratory required. Recommended for digital art majors and fine art majors.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 161 and ARTS 165

Typically Offered: Spring Semester

ARTS 181, CERAMICS I 3 (6)

An introduction to working with clay in both hand building and wheel methods, including surface decoration and glazing. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): None

Typically Offered: Summer, Fall and Spring Semesters

ARTS 182, CERAMICS II 3 (6)

Advanced techniques in both hand building and wheel methods, including surface decoration and glazing. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 181

Typically Offered: Summer, Fall and Spring Semesters

ARTS 185, SCULPTURE 3 (6)

An introduction to the variety of sculpture techniques with emphasis on four categories: addition or construction, subtraction, manipulation, and substitution. Students will learn about the properties of materials as well as apply the principles of three-dimensional design. Students will become familiar with a variety of sculptors and other artists working in three dimensions, past and present. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 167

Typically Offered: Fall Semester

ARTS 243G, ART HISTORY I 3 (3)

The chronological development of Western Art and Architecture. Topics include: Prehistoric Art, Egyptian Art, Greek and Roman Art, and Medieval Art. Humanities Core Course.

General Education: C5, IN1, IN3

Typically Offered: Fall and Spring Semesters

ARTS 244G, ART HISTORY II 3 (3)

The chronological development of Western Art and Architecture from the Renaissance and concluding with contemporary western art. Humanities Core Course.

General Education: C5, IN1, IN3

Typically Offered: Summer, Fall and Spring Semesters

ARTS 245G, WORLD ART 3 (3)

An introduction to art of the non-western world, sampled from Asian, African, Oceanic, Middle Eastern and Mesoamerican history. Topics include representative art forms and traditions, key works and cultural influences shaping art production across regions of the world and eras. Students are also introduced to art vocabulary, concepts and strategies for appreciating world art. Humanities Core Course.

General Education: C5, IN1, IN3

Typically Offered: Fall and Spring Semesters

ARTS 246, HISTORY OF PHOTOGRAPHY 3 (3)

A survey of the history of photography including the evolution of technologies, practices, movements, key artists, works and influences. Students are also introduced to art vocabulary, concepts and strategies for appreciating photography in diverse applications, including fine art. Humanities Core Course.

General Education: C5, IN1, IN3

Course Entry Requirement(s): Concurrent: ENGL 161

Typically Offered: Fall Semester

ARTS 252, PHOTOGRAPHY III 3 (6)

Photography III is a continuation in the Photography sequence. The student will continue to explore the use of medium format. Large format will be introduced and applied. The marriage between the technical and aesthetic aspects of photography will be emphasized. Students will continue to refine printing and post printing techniques. Studio and fieldwork procedures will be explored. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 152

Typically Offered: Fall and Spring Semesters

ARTS 254G, HISTORY OF AMERICAN ARCHITECTURE 3 (3)

An introductory survey of American architecture through a history of styles, origins, and symbolic themes. Topics include the evolution of housing design, the expression of national identity and institutions through design styles, and innovations by key architects, including Jefferson, Sullivan, Wright and others. Special emphasis given to the architectural history of Ohio and its Western Reserve, as well as contemporary landmarks in the region, including local communities.

General Education: C5, IN1, IN3

ARTS 260, LIFE DRAWING I 3 (6)

Drawing focused on the human figure. Study of the figure in motion (gesture), anatomy and in longer poses. Students will work from nude models; students under the age of 18 must get parental permission to register for the class. Laboratory required.

General Education: IN1

Course Entry Requirement(s): Prerequisite: ARTS 161 and ARTS 165

Typically Offered: Spring Semester

ARTS 261, GRAPHIC DESIGN I 3 (6)

An introduction to the fundamentals of Graphic Design, including aesthetics and organization of type and graphic elements in space, the elements of visual communication, and the process of ideation and presentation from thumbnails through comprehensives. The student will also be exposed to problems in design history and current trends in Graphic Design. Laboratory required. (A special fee will be assessed.) Prerequisite: ARTS 161 and ARTS 165 and previous or concurrent enrollment in ARTS 271.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 161 and ARTS 165 and previous or concurrent enrollment in ARTS 271

Typically Offered: Spring Semester

ARTS 262, GRAPHIC DESIGN II 3 (6)

A continuation of the Graphic Design sequence, expanding the students understanding of the interaction of text, graphic and photographic elements in visual communication. Students will be introduced to a variety of organizing design principles, as well as the interplay between form and content. Students will be expected to produce designs for a variety of contexts ranging from the printed page to the digital screen. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 261

Typically Offered: Fall Semester

ARTS 263, GRAPHIC DESIGN III 3 (6)

A continuation of the Graphic Design sequence, concentrating on pre-press production. The designer's relationship with the service bureau, photographer, pre-press house, and printer will be explored and the use of the computer as a companion in the process will be stressed. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 262; Concurrent: ARTS 272

Typically Offered: Spring Semester

ARTS 264, NON-LINEAR EDITING 3 (5)

This class is an exploration of non-linear video and digital sound editing. Students will be introduced to a variety of video editing and sound editing software programs and techniques. They will be expected to capture, edit, and create a series of time-based assignments as well as expanding the use of the computer as a creative tool. Conversion of analog to digital information will be explored. Production procedures will be emphasized. This course is cross-listed as TCMN 264.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 271 or ARTS 272 or TCMN 177 or Divisional approval

Typically Offered: Not offered this year

ARTS 265, LIFE DRAWING II 3 (6)

Deeper exploration of problems and techniques associated with the study of the human figure. Continued study of the figure in motion (gesture). Study of the human musculature through anatomical drawings. Students will work and explore color through the use of dry and oil pastels, markers, ink and watercolor. Drawing II students will focus on longer periods of time drawing single poses. Students will work from nude models; students under the age of 18 must get parental permission to register for the class. Laboratory required.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 260

Typically Offered: Spring Semester

ARTS 271, DIGITAL IMAGING 3 (6)

An introduction to the use of raster and vector-based digital tools in the acquisition, manipulation, and production of image-based visual art for traditional and new media applications. Students will gain hands-on experience with industry-standard hardware and software tools for the production of both screen-based (internet, mobile, and gaming) as well as print-based (design, fine arts) imaging contexts involving creative expression. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Concurrent: ARTS 161 and ARTS 165

Typically Offered: Fall and Spring Semesters

ARTS 272, DIGITAL ILLUSTRATION 3 (6)

A focus on communication ideas through visual expression using vector-based software applications. Course emphasis is on concept art development for narrative and conceptual themes; including animation, comic books, gaming, children's books, and product design. Students will be expected to engage in the exploration of technique, creative process and the development of personal styles while meeting strict deadlines. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Concurrent: ARTS 271 or CGSD 271

Typically Offered: Spring Semester

ARTS 273, 2-D ANIMATION AND MOTION GRAPHICS 3 (6)

The production of time-based motion graphics including traditional and two-dimension (2D) computer animation. Principles and techniques of motion graphics from storyboarding, narrative, character development, and the uses of audio using industry standard tools. Discussion of exemplary works, historical background, and technological trends in motion graphics. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 271; Concurrent: ARTS 272

Typically Offered: Spring Semester

ARTS 274, WEB DESIGN I 3 (6)

This class is an exploration of Web Design from the artists' view. HTML language as well as WYSIWYG design software will be used to create web pages on the Internet. The computer will be used to produce both simple and complex web pages. Linking, rollovers, frame technology, Java, and other processes will be discussed and utilized. Students will expand their usage of a variety of software programs to assist them in Web production. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 271 and ARTS 280

Typically Offered: Spring Semester

ARTS 275, DIGITAL PHOTOGRAPHY 3 (6)

This class is a merging of the photographic and computer technologies. The students will explore the use of the computer and its abilities to produce photographic imagery without the use of traditional means. Digital cameras and scanners will expand the student's ability to create, modify, and produce files suitable for grayscale or four-color printings. Discussion about the legal implications of modified imagery will be discussed in terms of evidentiary and intellectual property issues. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 271 or ARTS 151

Typically Offered: Fall and Spring Semesters

ARTS 276, 3-D MODELING AND ANIMATIONS 3 (6)

This class is an exploration of three dimensional modeling and animation. Students will be introduced to select software that produce vector and fractal based objects. The computer will be used to create and/or modify primitives, apply surface textures, control lighting, and camera position. The students will learn how to animate the resulting objects and create environments. The class will expand their understanding of the computer's potential as a creative tool. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 271

Typically Offered: Fall Semester

ARTS 277G, TYPOGRAPHY 3 (6)

An introduction to type as a graphic element concentrating on the aesthetics of type as a graphic element on a two-dimensional page. The student will also be exposed to the history of font and type design. The student will be encouraged to use typography as an expressive medium. Laboratory required. (A special fee will be assessed.) Prerequisite: ARTS 161 and ARTS 165 or divisional approval and previous or concurrent enrollment in ARTS 271.

General Education: IN1, IN2

Typically Offered: Fall Semester

ARTS 278, 3-D MODELING AND ANIMATION II 3 (6)

This class is a continuation of ARTS 276 3D Modeling and Animation I, constituting further study and development of virtual 3D content. Students will have the opportunity to develop individual artistic projects using industry-standard 3D modeling and animation tools. The class will expand their understanding of the computer's potential as a creative tool. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 276

Typically Offered: Spring Semester

ARTS 279, WEB DESIGN II 3 (6)

This class is a continuation of Web Design I, constituting further study and development of internet-based aesthetic content from an artist's point of view. Students will study and experience examples of internet arts, expand their knowledge of interactive design, non-linear narrative structures, and screen-based aesthetic experiences while gaining proficiency with industry-standard development tools.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 274

Typically Offered: Spring Semester

ARTS 280, COMPUTER PROGRAMMING FOR ARTISTS 3 (6)

An introduction to creating visual art using computer programming as a primary artistic medium. Students will learn the fundamentals of computer programming as applied to the creation of images (raster and vector-based), interactive experiences (web based and gaming), and motion graphics (2 and 3d animation). Discussion of exemplary works, historical background, and contemporary trends will contextualized computer programming as an artist medium. Laboratory required. (A special fee will be assessed.)

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 271

Typically Offered: Fall Semester

ARTS 282, DIGITAL PHOTOGRAPHY II 3 (6)

This class is part of the Digital Photography sequence. The focus of the class is to continue the development of the students in becoming photographic artists. This course focuses on the principles and techniques of communicating information, ideas moods, and feelings through the creation of digital images. Visual Photographic series and/or cluster work is focused on and developed. Collaborative imagemaking will be explored. Photographic studio and flash lighting will be explored. Laboratory required.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: ARTS 275 or divisional approval

Typically Offered: Fall and Spring Semesters

ARTS 285, PORTFOLIO 1 (3)

A capstone course to provide students with the opportunity to demonstrate skills and concepts learned in the art curriculum. Laboratory required. Prerequisites: Second year standing and completion of at least 20 semester hours in the art curriculum.

General Education: IN1, IN2

Course Entry Requirement(s): Prerequisite: Second year standing and completion of at least 20 semester hours in the art curriculum

Typically Offered: Spring Semester

ARTS 287, WORK-BASED LEARNING I - ARTS 1-3 (1)

This course provides supervised work experience with approved employer(s) in an area related to the student's program. Emphasis is placed on integrating classroom learning with work experience. Students will be able to evaluate career selection, demonstrate employability skills, and satisfactorily perform work-related competencies. Activities are coordinated and evaluated by college personnel. Course will be graded on the S/U basis. Prerequisites: A student must be pursuing an approved program at LCCC; have completed 15 semester hours with a minimum of six semester hours in the discipline of placement; have a minimum GPA of 2.5 in the discipline and a 2.0 overall GPA; and have divisional approval.

Course Entry Requirement(s): A student must be pursuing an approved program at LCCC; have completed 15 semester hours with a minimum of six semester hours in the discipline of placement; have a minimum GPA of 2.5 in the discipline and a 2.0 overall GPA; and have divisional approval.

Typically Offered: Offer as required

ARTS 299, INDIVIDUALIZED STUDIES IN ART 1-2 (1)

An in-depth study of areas in art through discussion and/or individual research, reading, writing and studio production. Topics will vary. Repeatable up to a total of four (4) credit hours.

Course Entry Requirement(s): Prerequisite: Second-year standing and completion of at least 20 semester hours in the art curriculum.

Typically Offered: Offer as required