

# Art, Film, and Media

**Co-Chairs, Professor K. Bruner, Assistant Professor J. Miles**  
**Professors J. Bouw, J. Bruner, R. Smith**  
**Assistant Professors S. Bailey, R. James, L. Reed, H. Richardson, J. Riggleman, L. Stevenson**

In support of the overall University mission, the Department of Art, Film, and Media exists to cultivate and develop its students both artistically and spiritually, equipping them to be transformative agents in a contemporary culture significantly shaped by the arts, media, and entertainment. The department aspires to:

1. Develop professional practicing artists who demonstrate exemplary competence in their discipline.
2. Provide students with a comprehensive body of artistic knowledge and skills as they relate to their biblical worldview.
3. Continually engage the global community through culturally relevant artistic production and social dialog.

The department offers majors for several degrees including Bachelor of Fine Arts, Bachelor of Arts, and Bachelor of Science, as well as several minors. Areas of study include art education, art history, design, film and media arts, illustration, photography, pre-art therapy, and studio art.

Many professional career paths are available to graduates from the department including: art education, graphic design, web design, photography, illustration, fine art production, arts administration, film and television production, independent filmmaking, broadcasting, and corporate and nonprofit media production.

All majors in the department are required to meet with department faculty at the end of their second year within the major to assess strengths, growth areas, and recommendations for continued participation.

A senior exhibit is also required for all majors in the department, as fulfillment of the senior comprehensive requirement.

The department provides professional development opportunities for art majors by hosting trips to major art centers such as Chicago and New York, as well as Cincinnati, Dayton, and Grand Rapids. Furthermore, the department encourages participation in study abroad art programs such as Orvieto, Italy. The Film and Media Arts program offers a Taylor-run Hollywood Internship Program, an annual trip to the Sundance Film Festival, international documentary trips, the Envision Film Festival, and a 24-hour film festival in January.

## Art Education (BA/BS)

The Bachelor of Science degree in Art Education requires 45-47 major hours in addition to education courses. This major is for students who desire licensure in art for all grades (P-12). Optional concentrations are available in SpEd Mild-Moderate P-12 Licensure, SpEd Intense P-12 Licensure, and TESOL P-12 Licensure. The Bachelor of Arts degree requires two years of one foreign language. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses, including education curriculum courses, must be completed with a grade of C- or better and are included in the major GPA.*

### Art Courses

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 156	1	Digital Tools: Photoshop
ART 210	3	Introduction to Art Education
ART 221	3	Painting I
ART 253	3	Foundations of Photography
ART 281	3	Ceramics: Handbuilt Forms
ART 302	3	Figure Drawing
ART 310	3	Elementary Art Education
ART 322	3	Water-Based Media
ART 380	3	Ceramics: Wheel Throwing

Select one course from the following:

ART 271	3	Three-Dimensional Design
ART 272	3	Sculpture: Casting

Select one course from the following:

ART 345	3	Relief and Serigraphy Printmaking
ART 347	3	Intaglio and Lithography Printmaking

Select one course from the following:

ART 383	1	The Christian and the Arts
ART 481	3	Studio Capstone

Select two art history courses from:

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 316	3	Asian Art History
ART 413	3	Contemporary Art

### Professional Education

ART 309	2	Secondary Art Methods
EDU 150	3	Education in America
EDU 222	2	Reading in the Content Area for Secondary Teachers
EDU 260	3	Educational Psychology
EDU 307	2	Discipline and Classroom Management for Secondary Teachers
EDU 309	1	Methods of Instruction and Assessment in Secondary Education
EDU 384	1	Perspectives on Diversity
EDU 431	17	Supervised Internship in Secondary Schools
SED 220	3	Exceptional Children

### Additional Education Requirements

ENG 110	3	College Composition
PSY 340	3	Adolescent Psychology

Select one course from the following:

CAC 160	3	Integrative Communication
COM 210	3	Public Speaking

## Design (BFA)

The Bachelor of Fine Arts degree in Design requires 72-73 major hours. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

### Art Core Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 156	1	Digital Tools: Photoshop
ART 157	1	Digital Tools: InDesign
ART 253	3	Foundations of Photography
ART 271	3	Three-Dimensional Design
ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts

### Major Requirements

ART 152	3	Visual Communications
ART 251	3	Typography
ART 254	3	Illustration I: Visual Voice
ART 257	3	Layout and Prepress
ART 308	2	Digital Tools: Blender
ART 351	3	Product ID
ART 356	4	Web Design
ART 357	3	History of Graphic Art
ART 393	3-4	Practicum
ART 456	4	Web Animation
ART 457	3	Portfolio Development
ART 485	3	Portfolio Exhibition

### Electives

Select one course from the following:

ART 203	3	Drawing II
ART 302	3	Figure Drawing

Select one course from the following:

ART 221	3	Painting I
ART 322	3	Water-Based Media

Select one course from the following:

ART 272	3	Sculpture: Casting
ART 372	3	Sculpture: Fabrication
ART 353	3	Commercial Photography

Select one course from the following:

ART 345	3	Relief and Serigraphy Printmaking
ART 347	3	Intaglio and Lithography Printmaking

## Film and Media Arts (BA)

The Bachelor of Arts degree in Film and Media Arts requires two years of one foreign language and 52 major hours. Optional off-campus study programs are available. Students must apply and be accepted to the programs. The Art, Film, and Media department cannot guarantee acceptance into these programs. *All majors must participate in three semesters of media participation. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

### Major Requirements

ART 156	1	Digital Tools: Photoshop
CAC 160	3	Integrative Communication
FMA 125	1	Film and Media Arts: New Majors Orientation
FMA 145	2	Introduction to Visual Storytelling
FMA 215	3	Audio Production
FMA 220	3	Film and Video Production
FMA 230	3	Scriptwriting
FMA 355	3	Multi-Camera Live Production
FMA 393	3	Practicum
FMA 440	3	Narrative Filmmaking
FMA 485	3	Senior Capstone
JRN 255	3	Media and Society
JRN 332	3	Layout and Design

Select one course from the following:

FMA 350*	3	Media Theory and Ethics
FMA 352*	3	History and Criticism of Film
FMA 388*	3	Media, Faith, and Culture

Select two courses from the following:

FMA 335*	3	International Production
FMA 375*	3	Post-Production Methods
FMA 395*	3	Directing and Cinematography
FMA 420*	3	Documentary Filmmaking
FMA 430*	3	Producing for Clients

Select 2 additional credit hours from the following:

ART 356	4	Web Design
FMA 185	2	Digital Tools: After Effects
FMA 270	3	Selected Topics (approved by advisor)
FMA 310	3	Introduction to TV Writing
FMA 312	2	Steadicam® Workshop
FMA 320	3	Advanced Screenwriting
FMA 330	2	Audio Field Production
FMA 335*	3	International Production
FMA 350*	3	Media Theory and Ethics
FMA 351	3	Media Performance
FMA 352*	3	History and Criticism of Film
FMA 358	3	Sundance Study Trip
FMA 365	3	Inside the Entertainment Industry
FMA 370	3	Selected Topics (approved by advisor)
FMA 375*	3	Post-Production Methods
FMA 380	3	Editing Aesthetics
FMA 388*	3	Media, Faith, and Culture
FMA 395*	3	Directing and Cinematography
FMA 420*	3	Documentary Filmmaking
FMA 430*	3	Producing for Clients
FMA 492	6-12	Internship
FMA 493	12-13	Internship: TU Hollywood Internship Program
JRN 115	3	Introduction to Media Writing
JRN 225	3	Foundations of Photojournalism
MUS 250	1	Audio Visual Technologies in the Church
THR 212	3	Mask Characterization and Movement

\*Course may count only once.

Off-campus study programs at Taylor University's Hollywood Internship Program, the Los Angeles Film Studies Center or Contemporary Music Center in Nashville are available for juniors and seniors. The Art, Film, and Media department cannot guarantee acceptance into these programs. Contact your advisor or Off-Campus Studies for additional information.

### Semester at the Los Angeles Film Studies Center:

FSC 305	3	Hollywood Production Workshop (may count as FMA 440)
FSC 332	4	Faith and Artistic Development in Film (may count as FMA 388)
FSC 492	6	Internship (may count as FMA 393)

Select one course from the following:

FSC 312	3	Screenwriting (may count as FMA 230)
FSC 327	3	Narrative Storytelling (may count as FMA elective)
FSC 340	3	Professional Acting for Camera (may count as FMA elective)
FSC 360	3	Independent Study

### Semester at the Taylor University Hollywood Internship Program:

FMA 365	3	Inside the Entertainment Industry (may count as FMA elective)
FMA 493	12-13	Internship: TU Hollywood Internship Program (may count as FMA 393)

### Semester at the Contemporary Music Center in Nashville:

CMC 300	3	Faith, Music, and Culture (may count as FMA 388)
CMC 301	3	Inside the Music Industry
CMC 393	1	Practicum (may count as 1 credit of FMA 393)
CMC 406	3	Advanced Studio Recording (may count as FMA elective)
CMC 407	3	Audio Engineering (may count as FMA elective)
CMC 408	3	Concert Production

## Film and Media Arts (BS)

The Bachelor of Science degree in Film and Media Arts requires 67-68 major hours. Off-campus study programs are available. Students must apply and be accepted to the programs. The Art, Film, and Media department cannot guarantee acceptance into these programs. All majors must participate in three semesters of media participation. All major courses must be completed with a grade of C- or better and are included in the major GPA.

### Major Requirements

ART 156	1	Digital Tools: Photoshop
CAC 160	3	Integrative Communication
FMA 125	1	Film and Media Arts: New Majors Orientation
FMA 145	2	Introduction to Visual Storytelling
FMA 215	3	Audio Production
FMA 220	3	Film and Video Production
FMA 230	3	Scriptwriting
FMA 355	3	Multi-Camera Live Production
FMA 393	3	Practicum
FMA 440	3	Narrative Filmmaking
FMA 485	3	Senior Capstone
JRN 255	3	Media and Society
JRN 332	3	Layout and Design

Select one course from the following:

FMA 350*	3	Media Theory and Ethics
FMA 352*	3	History and Criticism of Film
FMA 388*	3	Media, Faith, and Culture

Select two courses from the following:

FMA 335*	3	International Production
FMA 375*	3	Post-Production Methods
FMA 395*	3	Directing and Cinematography
FMA 420*	3	Documentary Filmmaking
FMA 430*	3	Producing for Clients

Select an additional 2 additional credit hours from the following:

FMA 185	2	Digital Tools: After Effects
FMA 270	3	Selected Topics (approved by advisor)
FMA 310	3	Introduction to TV Writing
FMA 312	2	Steadicam® Workshop
FMA 320	3	Advanced Screenwriting
FMA 330	2	Audio Field Production
FMA 335*	3	International Production
FMA 350*	3	Media Theory and Ethics
FMA 351	3	Media Performance
FMA 352*	3	History and Criticism of Film
FMA 358	3	Sundance Study Trip
FMA 370	3	Selected Topics (approved by advisor)
FMA 375*	3	Post-Production Methods
FMA 380	3	Editing Aesthetics
FMA 388*	3	Media, Faith, and Culture
FMA 395*	3	Directing and Cinematography
FMA 420*	3	Documentary Filmmaking
FMA 430*	3	Producing for Clients
MUS 250	1	Audio Visual Technologies in the Church

\*Course may count only once.

Select an additional 15 credit hours from the following to complete the major or complete one of the Off-Campus Programs listed below:

ART 356	4	Web Design
ART 456	4	Web Animation
CAC 345	3	Social Media Strategy
COS 102	3	Fundamentals of Systems and Computing
COS 120	4	Introduction to Computational Problem Solving
COS 121	4	Foundations of Computer Science
COS 143	3	Interactive Web Page Design
COS 243	3	Multi-tier Web Application Development
COS 350	3	Computer Graphics
ENT 310	3	Creativity and Concept Development
ENT 320	3	Transformational Entrepreneurship and Innovation
ENT 422	3	New Venture Planning
FMA 393	3	Practicum
MGT 201	3	Introduction to Business
MKT 231	3	Principles of Marketing
MKT 390	3	Digital Marketing

Off-campus study programs at Taylor University's Hollywood Internship Program, the Los Angeles Film Studies Center or Contemporary Music Center in Nashville are available for juniors and seniors. The Art, Film, and Media department cannot guarantee acceptance into these programs. Contact your advisor or Off-Campus Studies for additional information.

Semester at the Taylor University Hollywood Internship Program:

FMA 365	3	Inside the Entertainment Industry
FMA 493	12-13	Internship (may count as FMA 393)

Semester at the Los Angeles Film Studies Center:

FSC 305	3	Hollywood Production Workshop
FSC 332	4	Faith and Artistic Development in Film
FSC 492	6	Internship (may count as FMA 393)

Select one course from the following:

FSC 312	3	Screenwriting
FSC 327	3	Narrative Storytelling
FSC 340	3	Professional Acting for Camera
FSC 360	3	Independent Study

Semester at the Contemporary Music Center in Nashville:

CMC 300	3	Faith, Music, and Culture
CMC 301	3	Inside the Music Industry
CMC 393	1	Practicum (may count as 1 credit of FMA 393)
CMC 406	3	Advanced Studio Recording
CMC 407	3	Audio Engineering
CMC 408	3	Concert Production

## Graphic Art (BA)

The Bachelor of Arts degree with a major in Graphic Art, with a concentration in Design (58-59 hours), Illustration (60 hours), or Photography (56-57 hours), requires two years of one foreign language and 56-60 hours in the major. Students may not double major with Computer Science-Digital Media. Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.

### Art Core Requirements

ART 101	3	Drawing I	ART 311	3	Western Art History I
ART 151	3	Two-Dimensional Design	ART 313	3	Western Art History II
ART 156	1	Digital Tools: Photoshop	ART 382	2	The Christian and the Arts
ART 271	3	Three-Dimensional Design			

Select one of the following concentration areas:

### Design

#### Concentration Requirements

ART 152	3	Visual Communications	ART 351	3	Product ID
ART 154	1	Digital Tools: Illustrator	ART 356	4	Web Design
ART 157	1	Digital Tools: InDesign	ART 357	3	History of Graphic Art
ART 251	3	Typography	ART 393	3-4	Practicum
ART 253	3	Foundations of Photography	ART 456	4	Web Animation
ART 254	3	Illustration I: Visual Voice	ART 457	3	Portfolio Development
ART 257	3	Layout and Prepress	ART 485	3	Portfolio Exhibition

Graphic Art requirements continued on next page

### Illustration

#### Concentration Requirements

ART 152	3	Visual Communications	ART 302	3	Figure Drawing
ART 154	1	Digital Tools: Illustrator	ART 322	3	Water-Based Media
ART 157	1	Digital Tools: InDesign	ART 324	3	Painting II
ART 162	1	Digital Tools: Painter	ART 357	3	History of Graphic Art
ART 203	3	Drawing II	ART 365	3	Illustration 2: Visual Narrative
ART 221	3	Painting I	ART 445	3	Illustration 3: Thesis
ART 253	3	Foundations of Photography	ART 457	3	Portfolio Development
ART 254	3	Illustration I: Visual Voice	ART 485	3	Portfolio Exhibition

#### Photography

#### Concentration Requirements

ART 152	3	Visual Communications	ART 317	3	History of Photography
ART 154	1	Digital Tools: Illustrator	ART 346	3	Portraiture
ART 157	1	Digital Tools: InDesign	ART 353	3	Commercial Photography
ART 253	3	Foundations of Photography	ART 393	3-4	Practicum
ART 254	3	Illustration I: Visual Voice	ART 457	3	Portfolio Development
ART 257	3	Layout and Prepress	ART 461	3	Experimental Photography
ART 261	3	Film and Darkroom	ART 485	3	Portfolio Exhibition

### Graphic Art/Systems (BS)

The Bachelor of Science degree with a major in Graphic Art/Systems consists of the 56-60 hour graphic art major core requirements, concentration requirements, and curriculum requirements in information systems and analytics. *Students may not double major with Computer Science–Digital Media. Except where indicated below, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

#### Curriculum Requirements

COS 143	3	Interactive Webpage Development
COS 326	3	Data Visualization
MAT 151	4	Calculus I
MAT 382	3	Advanced Statistical Methods
SYS 390	3	Information Systems Analysis
SYS 394	4	Information Systems Design

Select one course<sup>1</sup> from the following:

COS 102	3	Fundamentals of Systems and Computing
SYS 101	3	Introduction to Systems

Select one course<sup>1</sup> from the following:

COS 120	4	Introduction to Computational Problem Solving
SYS 120	4	Introduction to Problem Solving

Select one course<sup>1</sup> from the following:

PSY 425	3	Industrial-Organizational Psychology
SYS 330	3	Human Relations in Organizations

Select one course<sup>1</sup> from the following:

MAT 311	3	Introduction to Data Science
SYS 401	3	Operations Research
SYS 402	3	Modeling and Simulation

Select one course<sup>1</sup> from the following:

MAT 210	4	Introductory Statistics
MAT 352	4	Mathematical Statistics

Select one course<sup>1</sup> from the following:

ART 393	3-4	Practicum
SYS 393	3-4	Practicum

#### Electives

Select at least 3 additional hours of electives<sup>1</sup>, in addition to those required in the major:

COS 121	4	Foundations of Computer Science
ENT 422	3	New Venture Planning
MGT 201	3	Introduction to Business
MGT 403	3	Operations Management
SYS 214	3	Principles of Human Computer Interaction
SYS 310	3	E-Commerce

<sup>1</sup>Selection may depend on major.

### Illustration (BFA)

The Bachelor of Fine Arts degree in Illustration requires 74-75 major hours. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

#### Art Core Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 156	1	Digital Tools: Photoshop
ART 157	1	Digital Tools: InDesign
ART 253	3	Foundations of Photography
ART 271	3	Three-Dimensional Design
ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts

#### Major Requirements

ART 152	3	Visual Communications
ART 162	1	Digital Tools: Painter
ART 203	3	Drawing II
ART 221	3	Painting I
ART 254	3	Illustration I: Visual Voice
ART 302	3	Figure Drawing
ART 322	3	Water-Based Media
ART 324	3	Painting II
ART 357	3	History of Graphic Art
ART 365	3	Illustration 2: Visual Narrative
ART 445 <sup>†</sup>	3	Illustration 3: Thesis
ART 445 <sup>†</sup>	3	Illustration 3: Thesis
ART 457	3	Portfolio Development
ART 485	3	Portfolio Exhibition

#### Electives

Select one course from the following:

ART 272	3	Sculpture: Casting
ART 372	3	Sculpture: Fabrication

Select two courses from the following:

ART 308	2	Digital Tools: Blender
ART 345	3	Relief and Serigraphy Printmaking
ART 347	3	Intaglio and Lithography Printmaking

Select one course from the following:

ENG 211	3	Introduction to Creative Writing
PWR 365	3	Writing Seminar

<sup>†</sup>ART 445 must be taken twice.

## Photography (BFA)

The Bachelor of Fine Arts degree in Photography requires 73-74 major hours. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

### Art Core Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 156	1	Digital Tools: Photoshop
ART 157	1	Digital Tools: InDesign
ART 253	3	Foundations of Photography
ART 271	3	Three-Dimensional Design
ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts

### Major Requirements

ART 152	3	Visual Communications
ART 254	3	Illustration I: Visual Voice
ART 257	3	Layout and Prepress
ART 261	3	Film and Darkroom
ART 308	2	Digital Tools: Blender
ART 317	3	History of Photography
ART 346	3	Portraiture
ART 353	3	Commercial Photography
ART 393	3-4	Practicum
ART 457	3	Portfolio Development
ART 461	3	Experimental Photography
ART 485	3	Portfolio Exhibition

### Electives

Select one course from the following:

ART 203	3	Drawing II
ART 302	3	Figure Drawing

Select one course from the following:

ART 221	3	Painting I
ART 322	3	Water-Based Media

Select one course from the following:

ART 272	3	Sculpture: Casting
ART 372	3	Sculpture: Fabrication

Select one course from the following:

ART 345	3	Relief and Serigraphy Printmaking
ART 347	3	Intaglio and Lithography Printmaking

Select one course from the following:

ART 316	3	Asian Art History
ART 413	3	Contemporary Art

## Pre-Art Therapy (BA)

The Bachelor of Arts degree in Pre-Art Therapy major requires 62 hours and two years of one foreign language. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

### Art Core Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 211	3	Introduction to Art Therapy
ART 271	3	Three-Dimensional Design
ART 382	2	The Christian and the Arts

Select one course from the following:

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 413	3	Contemporary Art

### Studio Core Requirements

ART 281	3	Ceramics: Handbuilt Forms
ART 322	3	Water-Based Media
ART 393	3	Practicum
ART 481	3	Studio Capstone

### Psychology Core Requirements

PSY 100	3	Introductory Psychology
PSY 250	3	Life Span Development
PSY 272	3	Research Methods in Psychology
PSY 275	3	Introductory Statistics
PSY 300	3	Abnormal Psychology
PSY 320	3	Multicultural Psychology
PSY 400	3	Theories of Personality
PSY 461	3	Fundamentals of Counseling

Select one concentration in Studio or Counseling:

### Studio

Select 2 credits from the following:

ART 221	3	Painting I
ART 253	3	Foundations of Photography
ART 272	3	Sculpture: Casting
ART 302	3	Figure Drawing
ART 345	3	Relief and Serigraphy
ART 372	3	Sculpture: Fabrication
ART 380	3	Ceramics: Wheelthrowing

### Counseling

Select 2 credits from the following:

#### General Psychology

PSY 205	3	Psychology of Adjustment
PSY 280	3	Introduction to Autism Spectrum Disorders
PSY 305	3	Behavior Problems of Children and Adolescents
PSY 382	3	Sensation and Perception

#### Applied Psychology

PSY 375	3	Loss and Bereavement
PSY 422	3	Psychological Testing
PSY 462	3	Counseling Skills

## Pre-Art Therapy/Systems (BS)

The Bachelor of Science degree with a major in Pre-Art Therapy/Systems consists of the 62 hour pre-art therapy major requirements and curriculum requirements in information systems and analytics. Except where indicated, *no more than 50% of completed requirements may overlap with another major, minor, or concentration.* All major courses, including systems curriculum courses, must be completed with a grade of C- or better and are included in the major GPA.

### Curriculum Requirements

COS 143	3	Interactive Webpage Development
COS 326	3	Data Visualization
MAT 151	4	Calculus I
MAT 382	3	Advanced Statistical Methods
SYS 390	3	Information Systems Analysis
SYS 394	4	Information Systems Design

Select one course<sup>1</sup> from the following:

COS 102	3	Fundamentals of Systems and Computing
SYS 101	3	Introduction to Systems

Select one course<sup>1</sup> from the following:

COS 120	4	Introduction to Computational Problem Solving
SYS 120	4	Introduction to Problem Solving

Select one course<sup>1</sup> from the following:

PSY 425	3	Industrial-Organizational Psychology
SYS 330	3	Human Relations in Organizations

Select one course<sup>1</sup> from the following:

MAT 311	3	Introduction to Data Science
SYS 401	3	Operations Research
SYS 402	3	Modeling and Simulation

Select one course<sup>1</sup> from the following:

MAT 210	4	Introductory Statistics
MAT 352	4	Mathematical Statistics

Select at least 3 credits<sup>1</sup> from the following:

ART 393	1-4	Practicum
PSY 393	1-4	Practicum
SYS 393	1-4	Practicum

### Electives

Select at least 3 additional hours of electives<sup>1</sup>, in addition to those required in the major:

COS 121	4	Foundations of Computer Science
ENT 422	3	New Venture Planning
MGT 201	3	Introduction to Business
MGT 403	3	Operations Management
SYS 214	3	Principles of Human Computer Interaction
SYS 310	3	E-Commerce

<sup>1</sup>Selection may depend on major.

## Studio Art (BA)

The Bachelor of Arts degree in Studio Art major requires 57 hours and two years of one foreign language. Except where indicated, *no more than 50% of completed requirements may overlap with another major, minor, or concentration.* All major courses must be completed with a grade of C- or better and are included in the major GPA.

### Art Core Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 156	1	Digital Tools: Photoshop
ART 271	3	Three-Dimensional Design
ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts

### Studio Art Requirements

ART 160	3	Contemporary Strategies in Art
ART 413	3	Contemporary Art
ART 481	3	Studio Capstone
ART 484	3	Senior Exhibition

Select one course from the following:

ART 221	3	Painting I
ART 322	3	Water-Based Media

Select one course from the following:

ART 253	3	Foundations of Photography
ART 261	3	Film and Darkroom

Select one course from the following:

ART 345	3	Relief and Serigraphy
ART 347	3	Intaglio and Lithography

Select 18 credit hours from the following:

ART 203	3	Drawing II
ART 221*	3	Painting I
ART 253*	3	Foundations of Photography
ART 261*	3	Film and Darkroom
ART 272	3	Sculpture: Casting
ART 281	3	Ceramics: Handbuilt Forms
ART 302	3	Figure Drawing
ART 316	3	Asian Art History
ART 317	3	History of Photography
ART 322*	3	Water-Based Media
ART 324	3	Painting II
ART 345*	3	Relief and Serigraphy
ART 346	3	Portraiture
ART 347*	3	Intaglio and Lithography
ART 353	3	Commercial Photography
ART 356	4	Web Design
ART 372	3	Sculpture: Fabrication
ART 380	3	Ceramics: Wheelthrowing
ART 417	3	Advanced Ceramics
ART 441	3	Advanced Printmaking
ART 461	3	Experimental Photography

\*Courses in both areas may count only once.

## Studio Art/Systems (BS)

The Bachelor of Science degree with a major in Studio Art/Systems consists of the 57-hour studio art major requirements and curriculum requirements in information systems and analytics. Except where indicated, *no more than 50% of completed requirements may overlap with another major, minor, or concentration.* All major courses, including systems curriculum courses, must be completed with a grade of C- or better and are included in the major GPA.

### Curriculum Requirements

COS 143	3	Interactive Webpage Development
COS 326	3	Data Visualization
MAT 151	4	Calculus I
MAT 382	3	Advanced Statistical Methods
SYS 390	3	Information Systems Analysis
SYS 394	4	Information Systems Design

Select one course<sup>1</sup> from the following:

COS 102	3	Fundamentals of Systems and Computing
SYS 101	3	Introduction to Systems

Select one course<sup>1</sup> from the following:

COS 120	4	Introduction to Computational Problem Solving
SYS 120	4	Introduction to Problem Solving

Select one course<sup>1</sup> from the following:

PSY 425	3	Industrial-Organizational Psychology
SYS 330	3	Human Relations in Organizations

Select one course<sup>1</sup> from the following:

MAT 311	3	Introduction to Data Science
SYS 401	3	Operations Research
SYS 402	3	Modeling and Simulation

Select one course<sup>1</sup> from the following:

MAT 210	4	Introductory Statistics
MAT 352	4	Mathematical Statistics

Select one course<sup>1</sup> from the following:

ART 393	3-4	Practicum
SYS 393	3-4	Practicum

### Electives

Select at least 3 additional hours of electives<sup>1</sup>, in addition to those required in the major:

COS 121	4	Foundations of Computer Science
ENT 422	3	New Venture Planning
MGT 201	3	Introduction to Business
MGT 403	3	Operations Management
SYS 214	3	Principles of Human Computer Interaction
SYS 310	3	E-Commerce

<sup>1</sup>Selection may depend on major.

## Studio Art 2D (BFA)

The Bachelor of Fine Arts degree in Studio Art major requires 74-75 major hours. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

### Art Core Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 156	1	Digital Tools: Photoshop
ART 157	1	Digital Tools: InDesign
ART 253	3	Foundations of Photography
ART 271	3	Three-Dimensional Design
ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts

### Major Requirements

ART 160	3	Contemporary Strategies in Art
ART 203	3	Drawing II
ART 221	3	Painting I
ART 272	3	Sculpture: Casting
ART 302	3	Figure Drawing
ART 322	3	Water-Based Media
ART 324	3	Painting II
ART 345	3	Relief and Serigraphy
ART 347	3	Intaglio and Lithography
ART 413	3	Contemporary Art
ART 441	3	Advanced Printmaking
ART 481	3	Studio Capstone
ART 484	3	Senior Exhibition

### Electives

Select four courses from the following:

ART 254	3	Illustration I: Visual Voice
ART 261	3	Film and Darkroom
ART 281	3	Ceramics: Handbuilt Forms
ART 316	3	Asian Art History
ART 356	4	Web Design
ART 372	3	Sculpture: Fabrication
ART 461	3	Experimental Photography
ART 254	3	Illustration I: Visual Voice
ART 261	3	Film and Darkroom
ART 281	3	Ceramics: Handbuilt Forms
ART 316	3	Asian Art History
ART 356	4	Web Design
ART 372	3	Sculpture: Fabrication
ART 461	3	Experimental Photography

## Studio Art 3D (BFA)

The Bachelor of Fine Arts degree in Studio Art major requires 74-75 major hours. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

### Art Core Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 156	1	Digital Tools: Photoshop
ART 157	1	Digital Tools: InDesign
ART 253	3	Foundations of Photography
ART 271	3	Three-Dimensional Design
ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts

### Major Requirements

ART 160	3	Contemporary Strategies in Art
ART 221	3	Painting I
ART 272	3	Sculpture: Casting
ART 281	3	Ceramics: Handbuilt Forms
ART 372	3	Sculpture: Fabrication
ART 380	3	Ceramics: Wheelthrowing
ART 413	3	Contemporary Art
ART 417	3	Advanced Ceramics
ART 472	3	Sculpture: Advanced Topics
ART 481	3	Studio Capstone
ART 484	3	Senior Exhibition

### Electives

Select one course from the following:

ART 203	3	Drawing II
ART 302	3	Figure Drawing

Select one course from the following:

ART 345	3	Relief and Serigraphy
ART 347	3	Intaglio and Lithography

Select four courses from the following:

ART 261	3	Film and Darkroom
ART 316	3	Asian Art History
ART 322	3	Water-Based Media
ART 324	3	Painting II
ART 356	4	Web Design
ART 461	3	Experimental Photography

## Art History Minor

The Art History minor requires 20 hours. *Open to all students. Graphic Art and Studio Art majors may overlap more than 50% of completed requirements with this minor. All minor courses must be completed with a grade of C- or better and are included in the minor GPA.*

### Minor Requirements

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts
ART 413	3	Contemporary Art

Select one course from the following:

ART 393	3	Practicum
ART 450	3	Directed Research

Select two courses from the following:

ART 316	3	Asian Art History
ART 317	3	History of Photography
ART 357	3	History of Graphic Art
PHI 342	3	Aesthetics

## Photography Minor

The Photography minor requires 21 hours. Minor is open to all students, except Photography, Graphic Art (Photography concentration), and Studio Art majors. All minor courses must be completed with a grade of C- or better and are included in the minor GPA.

### Minor Requirements

ART 156	1	Digital Tools: Photoshop
ART 261	3	Film and Darkroom
ART 346	3	Portraiture

Select one course from the following:

ART 253	3	Foundations of Photography
JRN 225	3	Foundations of Photojournalism

Select 11 hours from the following:

ART 101*	3	Drawing I
ART 151*	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 157	1	Digital Tools: InDesign
ART 271*	3	Three-Dimensional Design
ART 308	2	Digital Tools: Blender
ART 311*	3	Western Art History I
ART 313*	3	Western Art History II
ART 317	3	History of Photography
ART 353	3	Commercial Photography
ART 356	4	Web Design
ART 382*	2	The Christian and the Arts
ART 393	3	Practicum
ART 461	3	Experimental Photography

\*Course may not be used to meet a requirement in both major and minor.

## Studio Art Minor

The Studio Art minor requires 24 hours. No more than 50% of completed requirements may overlap with another major, minor or concentration. Not open to Graphic Art or Studio Art majors. All minor courses must be completed with a grade of C- or better and are included in the minor GPA.

### Minor Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 160	3	Contemporary Strategies in Art

Select one course from the following:

ART 221	3	Painting I
ART 253	3	Foundations of Photography
ART 322	3	Water-Based Media
ART 345	3	Relief and Serigraphy Printmaking
ART 347	3	Intaglio and Lithography Printmaking

Select one course from the following:

ART 271	3	Three-Dimensional Design
ART 281	3	Ceramics: Handbuilt Forms
ART 380	3	Ceramics: Wheel Throwing

Select one course from the following:

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 316	3	Asian Art History
ART 413	3	Contemporary Art

Select at least two additional 3-hour courses in a single area from drawing, painting, ceramics, printmaking, or sculpture to complete the 24-hour minor requirement.

## Art Courses

### ART 101 3 hours

#### Drawing I

Introduction to the fundamentals of observation and rendering, perspective, and composition, using a variety of drawing mediums.

### ART 151 3 hours

#### Two-Dimensional Design

A foundational course in understanding the elements and principles of two-dimensional design composition and color theory, as well as methods for creative problem solving. A studio-skills class utilizing a variety of mediums in a related series of projects.

### ART 152 3 hours

#### Visual Communications

An introduction to the graphic design industry, with emphasis in visual problem solving, a basic understanding of typography, color and composition as well as the implementation of the various additional elements of design.

### ART 154 1 hour

#### Digital Tools: Illustrator

This course focuses on the development of drawing and design skills using Adobe Illustrator, the industry standard software for vector image and logo generation.

### ART 156 1 hour

#### Digital Tools: Photoshop

This course focuses on the development of painting and image editing skills using Adobe Photoshop, the industry standard software for bitmap image generation and digital photo manipulation.

### ART 157 1 hour

#### Digital Tools: InDesign

This course focuses on the development of print layout and compositing skills, manipulating type and images, using Adobe InDesign, the industry leading software for page layout construction and desktop publishing.

### ART 160 3 hours

#### Contemporary Strategies in Art

This course is designed to calibrate freshman studio art majors via collaborative engagement and exploration of processes, theories, and art works relevant to producing art in our present age.

### ART 162 1 hour

#### Digital Tools: Painter

An introductory course focusing on digital image creation, utilizing the drawing and painting controls found in Corel Painter.

### ART 170 1-4 hours

#### Selected Topics

A course offered on a subject of interest but not listed as a regular course offering.

### ART 172 2-3 hours

#### Art Appreciation

A study of art through a historical survey. This course introduces the student to the great masters and art periods of the past while broadening the student's appreciation and understanding of art. Meets a foundational core aesthetic literacy requirement. This course is offered through Taylor University Online (TUO).

### ART 203 3 hours

#### Drawing II

Advanced conceptual approaches as they relate to drawing as an artistic end. Prerequisites: ART 101 and ART 151.

### ART 210 3 hours

#### Introduction to Art Education

A survey of the history and philosophy of art education. The course utilizes the disciplines of art criticism, history, aesthetics, and production to acquire information, develop resources, and create a variety of learning experiences for students of various developmental levels.

### ART 211 3 hours

#### Introduction to Art Therapy

A survey course introducing the history and philosophy of art therapy. Material covered will include history, theory, and practice as well as a survey of populations and settings of art therapy. The role of art making in the therapeutic process will be explored. A mix of lecture, case studies, guest speakers, research, discussion, group art exercises, and journal exercises will be used to give students exposure to the different therapeutic arts. Prerequisite: PSY 100.



- ART 221** **Painting I** **3 hours**  
Beginning experiences in the materials, theory, techniques and composition used in historical and contemporary styles of oil painting. Consideration of the work of individual painters introduces various conceptual approaches to painting. *Prerequisites: ART 101 and ART 151.*
- ART 230** **Art and Life** **2 hours**  
Lecture sessions focus upon works from several art forms, with the goal of developing students' perceptual skills. A major focus of this course is experiencing art. Written critiques on selected events are part of the course curriculum. *Meets a foundational core aesthetic literacy requirement.*
- ART 250C** **Participation: Ceramics** **1 hour**  
*Meets a foundational core aesthetic literacy requirement.*
- ART 250D** **Participation: Drawing** **1 hour**  
*Meets a foundational core aesthetic literacy requirement.*
- ART 251** **Typography** **3 hours**  
An introduction to the essential principles of typography; the design and expressive capacities of letter forms are explored through historical study, typesetting assignments, discussions, and studio projects. *Prerequisites: ART 101, ART 151, ART 152, and ART 154.*
- ART 253** **Foundations of Photography** **3 hours**  
Provides ground-level introduction to the tools, concepts, and techniques of photography. Students will explore composition, style, color, tonality, and light. Strong emphasis on full comprehension and technical mastery of digital cameras, digital processing, and color-managed output.
- ART 254** **Illustration I: Visual Voice** **3 hours**  
An introductory course to the art and business of illustration with an emphasis in developing conceptual skills, a personal visual voice and unique stylistic approach. Coursework will include the production of editorial, promotional, and personal illustrations. *Prerequisites: ART 101 and ART 151.*
- ART 257** **Layout and Prepress** **3 hours**  
An editorial design course, with a focus on page layout construction, digital pre-press and tabloid design. Students will learn terms and skills necessary for a career in the editorial design industry. Projects may include book covers, brochures, magazines and newspaper layouts. *Prerequisites: ART 101, ART 151, ART 154, ART 156, ART 157, and ART 251.*
- ART 261** **Film and Darkroom** **3 hours**  
Maintains the heritage of analog photography by exploring silver halide films and various darkroom processes. Emphasis on shooting and processing black-and-white film and printing paper prints with enlargers. Color films and processing discussed, as well as experimental darkroom techniques. The course culminates with large format view camera work. *Students must present a 35mm film camera in good order to enroll. Prerequisite: ART 253.*
- ART 270** **Selected Topics** **1-4 hours**  
A course offered on a subject of interest but not listed as a regular course offering.
- ART 271** **Three-Dimensional Design** **3 hours**  
A foundational course in understanding the elements and principles of three-dimensional design composition, as well as creative problem solving. A studio skills class utilizing a variety of mediums in a related series of projects.
- ART 272** **Sculpture: Casting** **3 hours**  
Three-dimensional studies on form as practiced through art history, classical to abstract representations of the human form, and architectural sculptural methods (welding and additive methods). *Materials for this course cover clay, stone, and metal. Prerequisite: ART 271.*
- ART 275** **Metals I** **3 hours**  
Beginning metalworking projects use various techniques, with precious and non-precious metals. Soldering, enameling, metal casting and stone setting are covered.
- ART 281** **Ceramics: Handbuilt Forms** **3 hours**  
An introduction to basic clay formation techniques with an emphasis on the sculptural and asymmetrical potentials of hand constructed clay forms. Covers essentials of the ceramic process: forming, glazing, and transformation through firing.
- ART 300** **Art for Teachers** **2 hours**  
Opportunities for the development of skills and learning experiences for use in the elementary classroom. Introduction to the components of Discipline-Based Art Education through lecture, studio projects, and out of class assignments.
- ART 302** **Figure Drawing** **3 hours**  
Intermediate level drawing course with emphasis in rendering the human figure. *Prerequisite: ART 101.*
- ART 308** **Digital Tools: Blender** **2 hours**  
A ground-level primer in 3D imagery using Blender. Introduces rudiments of modeling, lighting, materials, sculpting, particle systems, simple animation, and rendering. Intended for absolute beginners and not recommended for intermediate to advanced users or developers. *Prerequisites: ART 154 and ART 156.*
- ART 309** **Secondary Art Methods** **2 hours**  
Examine methodology and teaching practices in art, organizing and writing the art curriculum, classroom management, assessment of student progress, and general strategies and methods for conducting an art program for the middle and high school level students. In addition, studio work will be utilized to create a portfolio of art projects suitable for middle and high school students. *Written assignments for the course will be added to the professional portfolio.*
- ART 310** **Elementary Art Education** **3 hours**  
Theory and foundations for the development of skills and learning experiences for use in the elementary art classroom. The Discipline-Based Art Education model will be utilized in preparing lesson plans, studio projects, and practical application content.
- ART 311** **Western Art History I** **3 hours**  
A survey of architecture, sculpture, and painting from prehistory to the Late Gothic in Europe and the Near East.
- ART 313** **Western Art History II** **3 hours**  
A survey of architecture, sculpture, and painting from the Proto-Renaissance to the Modern era in Western Europe and the United States. *Prerequisite: ART 311.*
- ART 316** **Asian Art History** **3 hours**  
A survey of the arts of South and East Asia including India, China, Japan, and Korea with an emphasis on understanding works within their cultural contexts. *Meets a foundational core aesthetic literacy requirement.*
- ART 317** **History of Photography** **3 hours**  
Invites students not only to know the factual, international history of the medium, but to consider its implications for society and culture in general. Projects and assignments will fully acquaint students with the rudimentary mechanics of optics and cameras in their earliest development, as well as major photographers and their styles. *Camera required. Meets a foundational core aesthetic literacy requirement.*
- ART 320** **Acrylic Painting** **3 hours**  
An introduction to the techniques, materials and processes involved in acrylic painting. The course will focus on various aspects of acrylic painting on a mixed variety of surfaces and utilizing various varnishes, mediums, and brush techniques. *Prerequisite: ART 101.*
- ART 322** **Water-Based Media** **3 hours**  
An introduction to distinctive techniques, materials, and processes involved in water-based painting. The course will explore watercolor, gouache, and ink wash. *Prerequisite: ART 101.*
- ART 324** **Painting II** **3 hours**  
An intermediate level course where students engage in the advancement of their technical proficiency, explore a greater degree of self-initiated projects, and engage in in-depth critical analysis of contemporary painting. *Prerequisite: ART 221.*
- ART 345** **Relief and Serigraphy** **3 hours**  
Handprinting as an expressive medium is investigated through relief and screen printing processes, including linoleum block printing, woodcut printing, cut stencils, drawing fluid/screen filler use, and photo-based silkscreen. This course serves as an introduction to the essential tools, materials, and techniques related to relief and serigraphy. Readings and discussion pertaining to the history of radical thought expressed via prints and the subsequent dissemination of printed materials will augment studio projects.

- ART 346** **3 hours**  
**Portraiture**  
 Provides the opportunity to explore portraiture in depth, including conventional, environmental, expressive and experimental work. *Camera required. Prerequisite: ART 253.*
- ART 347** **3 hours**  
**Intaglio and Lithography**  
 Handprinting as an expressive medium is investigated through intaglio and lithographic processes. Projects explore the use of hardground etching, soft-ground etching, whiteground, aquatint, chine colle, drypoint, photo etching and plate and stone lithography. This course serves as an introduction to the essential tools, materials, and techniques related to intaglio and lithography. Readings and discussion pertaining to the history of radical thought expressed via prints and the subsequent dissemination of printed materials will augment studio projects.
- ART 351** **3 hours**  
**Product ID**  
 A design course with emphasis in creating a product identity from concept to completion. This course will discuss but not be limited to, conceptual design, logo/logotype development, packaging design, advertising design and the development of promotional materials. Professional presentation and client skills will also be discussed. *Prerequisites: ART 251 and ART 257.*
- ART 353** **3 hours**  
**Commercial Photography**  
 Introduces various commercial photo categories and demonstrates ways to make a living with a camera. Emphasis is always on the marketing and stylistic needs of clients rather than the personal style of the photographer. Covers images for various facets of marketing and retail: advertising, fashion, product and food photos, and selling stock. *Camera required. Prerequisite: ART 253.*
- ART 356** **4 hours**  
**Web Design**  
 This course will teach students design fundamentals for interactive media with a focus on designing user interfaces for the internet. Students will be introduced to the vocabulary, foundational technology, design elements, and techniques for creating interactive media. Projects will cover a range of topics that will introduce students to the many uses for interactive design, identifying, and designing for different target audiences, and the basics of how to deliver the finished product to those audiences. Additionally, through the projects and class exercises, students will be introduced to and gain a better understanding of industry standard tools. *Prerequisite: ART 156.*
- ART 357** **3 hours**  
**History of Graphic Art**  
 A design course focusing in depth on the stylistic history of graphic design, from Gutenberg to the present. Weekly studio assignments will be given with specific historical and stylistic goals. The purpose of this course is to create a strong awareness of historical styles and to develop artwork applicable to a working portfolio. *Prerequisites: ART 251 and ART 257.*
- ART 360** **1-4 hours**  
**Independent Study**  
 An individualized, directed study involving a specified topic.
- ART 365** **3 hours**  
**Illustration 2: Visual Narrative**  
 An intermediate level course focusing on continued development of the illustrator's personal voice while producing a unified series of location based sequential images useful for a professional working portfolio. Students will continue to explore new media, refine technique, and discuss essential business practices.
- ART 370** **1-4 hours**  
**Selected Topics**  
 A course offered on a subject of interest but not listed as a regular course offering.
- ART 372** **3 hours**  
**Sculpture: Fabrication**  
 Intermediate use of technical skills and conceptual issues of creating sculpture with form and space. *Prerequisite: ART 271 or permission of the instructor.*
- ART 380** **3 hours**  
**Ceramics: Wheelthrowing**  
 The use of the potter's wheel for throwing vessel and sculptural forms. Form and surface design are considered, as well as various firing techniques.
- ART 382** **2 hours**  
**The Christian and the Arts**  
 Seminar that deals with topics related to the Christian and the Arts emphasizing the development of critical abilities via the discussion of readings, student presentations, and writing assignments. *Prerequisite: Junior status.*
- ART 383** **1 hour**  
**The Christian and the Arts—Art Education**  
 Seminar that deals with topics related to the Christian and the Arts for Art Education majors emphasizing the development of critical abilities via the discussion of readings, student presentations, and writing assignments. *Prerequisites: Art Education major and junior status.*
- ART 393** **1-4 hours**  
**Practicum**  
 Supervised learning involving a first-hand field experience or a project. Generally, one hour of credit is awarded for a minimum of 40 hours of practicum experience.
- ART 413** **3 hours**  
**Contemporary Art**  
 Introduces the student to a wide range of contemporary art, emphasizing the development of analytical and critical skills. *Meets a foundational core aesthetic literacy requirement. Prerequisite: Junior status.*
- ART 417** **3 hours**  
**Advanced Ceramics**  
 Largely self-directed, this course will give the student opportunity to further skills and concepts developed in their previous handbuilding and wheelthrowing courses. This course will also allow for exploration in making clay, glazes, and experimental firings. *Prerequisites: ART 281 and ART 380.*
- ART 441** **3 hours**  
**Advanced Printmaking**  
 Advanced studies in printmaking, addressing the refining of skills, and the individual exploration of one or two printmaking processes. *Prerequisites: ART 241 and ART 342.*
- ART 445** **3 hours**  
**Illustration 3: Thesis**  
 An advanced level course focusing on a large scale thesis project of personal imagery for the student's senior show and portfolio. *May be taken twice for credit.*
- ART 450** **1-4 hours**  
**Directed Research**  
 Investigative learning involving closely directed research and the use of such facilities as the library or laboratory.
- ART 456** **4 hours**  
**Web Animation**  
 Students will build on the skills learned in ART 356, by focusing on industry standard animation and interactive software for the world wide web. This course will further develop each student's conceptual, interactive page layout, and web programming skill sets. Emphasis will be placed on fully utilizing Flash's unique animation, interactivity and scripting controls, to create a self-promotional website useful in the pursuit of a future design career. *Prerequisite: ART 356 or COS 143.*
- ART 457** **3 hours**  
**Portfolio Development**  
 Advanced design course emphasizing development of a working portfolio. Projects may include book covers, advertisements, brochures, posters, editorial design, logotypes, and corporate identity campaigns. *Prerequisite: ART 351 and ART 357.*
- ART 461** **3 hours**  
**Experimental Photography**  
 Encourages the student to explore personal photographic aesthetics, vision, and statement with an eye toward galleries and markets or a personal portfolio. Work would most likely be conceptual and expressive in nature. The course also provides wide-open opportunity for technical experimentation. *Camera required. Pre-requisites: ART 253 and ART 261.*
- ART 472** **3 hours**  
**Sculpture: Advanced Topics**  
 Advanced use of technical skills and conceptual issues of creating sculpture with form and space. Studio projects employ additive, subtractive, and casting methods utilizing such materials as clay, plaster, wood, plastics, and metals. *Prerequisite: ART 272 or ART 372 or permission of the instructor.*
- ART 480** **1-4 hours**  
**Seminar**  
 A limited-enrollment course designed especially for upper-class majors with emphasis on directed readings and discussion.
- ART 481** **3 hours**  
**Studio Capstone**  
 This course serves as a culmination of students' undergraduate art making endeavor, providing guidance in the development of a body of work to be presented in a final exhibition with thematic and aesthetic cohesiveness. Class includes a trip to a significant contemporary art destination. *Prerequisite: Senior status.*

**ART 484** 3 hours  
**Senior Exhibition**  
Senior Thesis II provides continued support as students prepare for their senior thesis exhibition. This course also serves as a seminar devoted to the conceptualization of a career in the arts, given its many forms. Students will also gain exposure to practicalities of life as a working artists such as funding, grant-writing, exhibiting, and pursuit of higher education.

**ART 485** 3 hours  
**Portfolio Exhibition**  
Creation of a body of work for the student's senior exhibition with thematic and aesthetic cohesiveness. Students should plan for the costs associated with the exhibition. *Prerequisite: Senior status.*

**ART 490** 1-2 hours  
**Honors**  
Individualized study or research of an advanced topic within a student's major. *Open to students with at least a 3.00 GPA in the major field.*

### Film and Media Arts Courses

**FMA 125** 1 hour  
**Film and Media Arts: New Majors Orientation**  
An introduction to the Film and Media Arts major, focusing on the work habits, mindset, and requirements for success in the major with preliminary work on discovering one's voice as a visual storyteller. Course includes the development of critical skills such as self-reflection, creativity, observation, collaboration, story development, and awareness of the impact of one's creative work on audiences. *Offered Fall semester.*

**FMA 145** 2 hours  
**Introduction to Visual Storytelling**  
An introduction to the visual language and story structure of film and television in American culture. Students will learn to identify the elements of story structure; analyze the use of lighting, camera composition/movement, and production design; and then develop original visual stories that have emotional resonance.

**FMA 170** 1-4 hours  
**Selected Topics**  
A course offered on a subject of interest but not listed as a regular course offering.

**FMA 185** 2 hours  
**Digital Tools: After Effects**  
An introduction to Adobe After Effects software for motion graphics and animation. *Prerequisite: ART 156. Offered January interterm.*

**FMA 215** 3 hours  
**Audio Production**  
An exploration of the principles and applications of audio for film and media production. Topics discussed include sound theory, microphones, audio fundamentals, systems theory, recording, and editing with Avid Pro Tools. Emphasis is on communicating and producing creative and technically excellent work for commercials, interviews, podcasts, long-form audio storytelling, and Foley/sound design. *Meets a foundational core aesthetic literacy requirement. Offered Fall and Spring semesters.*

**FMA 220** 3 hours  
**Film and Video Production**  
A hands-on immersion in visual storytelling using single camera film-style shooting techniques. Course includes digital cinematography, nonlinear editing, lighting, audio for video/film and producing with an emphasis on creative storytelling and visual aesthetics. *Meets a foundational core aesthetic literacy requirement. Prerequisite: FMA 215. Offered Fall and Spring semesters.*

**FMA 230** 3 hours  
**Scriptwriting**  
This course covers the theory and practice of nonfiction writing (e.g., scripting for clients and documentary) and fiction writing (e.g., short film screenplay).

**FMA 270** 1-4 hours  
**Selected Topics**  
A course offered on a subject of interest but not listed as a regular course offering.

**FMA 300** 1-2 hours  
**Media Laboratory**  
Two hours of credit may be earned per semester by students holding top leadership positions in WTUR, the campus radio station or Envision Productions, the department's in-house television and video production team. One hour of credit may be earned per semester by those holding secondary positions in those organizations. One or two hours of credit may also be earned by assisting with approved departmental production projects. *A maximum of six hours may be earned. Prerequisite: Permission of instructor.*

**FMA 310** 3 hours  
**Introduction to TV Writing**  
An introduction to writing television drama and comedy beyond the principles covered in FMA 230. Includes generating ideas, breaking a story, and how to apply the essentials of narrative storytelling to traditional half-hour and one-hour time formats. *Prerequisite: FMA 230. Offered occasionally.*

**FMA 312** 2 hours  
**Steadicam® Workshop**  
A workshop covering the proper safety, operation, and creative use of the Steadicam® camera support system for cinematography. *Offered January interterm.*

**FMA 320** 3 hours  
**Advanced Screenwriting**  
An advanced exploration of the screenplay format, leading to the creation of a full-length screenplay. Includes dramatic theory from Aristotle's Poetics, the essentials of writing visually, story structure, beat sheets, outlines, treatments, creating story beats, mastering subtext, and finding one's voice as a writer. *Prerequisite: FMA 230. Offered occasionally.*

**FMA 330** 2 hours  
**Audio Field Production**  
A hands-on exploration of the technology and practices of audio professionals with the goal of developing both the ear and the skills required for the audio role on a film/television/video crew. Selection and placement of microphones for optimal recordings on-location and operation of field audio recording equipment are also included.

**FMA 332** 2-3 hours  
**Audio Post-Production**  
A survey of the methods and techniques used to import, correct, sweeten, mix, and export audio for film, television, and video production using advanced audio software. *Prerequisite: FMA 215.*

**FMA 335** 3 hours  
**International Production**  
A team-based experience shooting a video or film project internationally including research and pre-production planning, exploration of cultural and technical issues that impact field production, and significant gathering of footage with the goal of later telling an impactful nonfiction story. *Offered Interterm of even years and as needed. Prerequisites: FMA 215 and FMA 220.*

**FMA 350** 3 hours  
**Media Theory and Ethics**  
An overview of media communication theories and ethical challenges in the media workplace. *Prerequisite: JRN 255.*

**FMA 351** 3 hours  
**Media Performance**  
An introduction to the theory and practice of television and radio/podcast announcing, commercial and corporate voice-over work, voice-over for animation, and film acting.

**FMA 352** 3 hours  
**History and Criticism of Film**  
A survey of film history, artistic growth, and early influences and techniques of filmmaking. Theories for critiquing films are emphasized. *Prerequisite: JRN 255. Offered Spring semester of even years.*

**FMA 355** 3 hours  
**Multi-Camera Live Production**  
An overview of multi-camera live production processes, techniques and personnel in the studio setting and on-location. Students will plan and produce programming, functioning as a production team. Included required lab. *Prerequisite: FMA 220. Offered Fall semesters.*

**FMA 358** 3 hours  
**Sundance Study Trip**  
An exploration of the intersections between faith and independent film including reading and writing, followed by a week-long trip to the Sundance Film Festival. *Offered January interterm by application.*

**FMA 360** 1-4 hours  
**Independent Study**  
An individualized, directed study involving a specified topic.

**FMA 365** 3 hours  
**Inside the Entertainment Industry**  
An overview of the people, skills, and processes required for success in the film and television industries from both business and creative perspectives. *Taught by entertainment industry professionals in Los Angeles as the academic component of Taylor University's semester-long Hollywood Internship Program. Prerequisites: FMA major, junior or senior standing, acceptance into TUHIP program.*

**FMA 370** 1-4 hours  
**Selected Topics**  
A course offered on a subject of interest but not listed as a regular course offering.

<b>FMA 375</b> <b>Post-Production Methods</b>	<b>3 hours</b>		
Video editing principles and practices, leading to the certification test for Avid Media Composer. Advanced color correction for film and television using DaVinci Resolve. <i>Prerequisite: FMA 220. Offered Spring semester.</i>			
<b>FMA 380</b> <b>Editing Aesthetics</b>	<b>3 hours</b>		
An exploration of the art of editing including how editing contributes to rhythm, tempo, emotion, and storytelling. Students will also focus on how editing relates to dialogue, audio, and action. Students will edit using techniques specific to fiction, documentary, commercials, and film trailers. <i>Prerequisite: FMA 220.</i>			
<b>FMA 388</b> <b>Media, Faith, and Culture</b>	<b>3 hours</b>		
An exploration of the intersections between media, popular culture, and the gospel. Topics include evangelical responses to popular culture through history, religious broadcasting, religious filmmaking, media in the local church setting, media in global missions, and portrayals of Christ and Christians on TV and film. <i>Prerequisite: JRN 255 and junior standing. Offered occasionally.</i>			
<b>FMA 393</b> <b>Practicum</b>	<b>1-4 hours</b>		
Supervised learning involving a first-hand field experience or a project. Generally, one hour of credit is awarded for a minimum of 40 hours of practicum experience. <i>Pass/fail only. Offered primarily during Summer.</i>			
<b>FMA 395</b> <b>Directing and Cinematography</b>	<b>3 hours</b>		
An advanced production course leading to deeper understanding of image creation, both in theory and practice. Emphasizes camera technology and associated equipment such as wireless focus, aperture, and video as well as advanced lighting techniques. Course includes visualizing a script, the director/cinematographer collaboration in storytelling, how visual theories inform storytelling, and how a director directs talent. Course involves both individual and group work. <i>Prerequisite: FMA 220. Offered Fall semester.</i>			
<b>FMA 420</b> <b>Documentary Filmmaking</b>	<b>3 hours</b>		
An exploration of the art of documentary film. Includes critique of notable documentaries, the study of multiple approaches to nonfiction storytelling and the creation of a festival-ready short documentary including pre-production, production, and post-production. <i>Prerequisite: FMA 220. Offered Fall semester.</i>			
<b>FMA 430</b> <b>Producing for Clients</b>	<b>3 hours</b>		
This course develops the skills required to create a client-driven video or film production project. Producing tasks including pre-production, budgeting, scheduling and client relations are emphasized. Students work in teams with an outside organization to produce a professional video or film project. <i>Prerequisite: FMA 220. Offered Fall semester of even years.</i>			
<b>FMA 440</b> <b>Narrative Filmmaking</b>	<b>3 hours</b>		
Students work in teams to create a festival-ready short film including scripting, pre-production, production, and post-production. Students will develop an ability to integrate Christian thought and storytelling. <i>Prerequisites: FMA 220 and FMA 230.</i>			
<b>FMA 450</b> <b>Directed Research</b>	<b>1-4 hours</b>		
Investigative learning involving closely directed research and the use of such facilities as the library or laboratory.			
<b>FMA 480</b> <b>Seminar</b>	<b>1-4 hours</b>		
A limited-enrollment course designed especially for upper-class majors with emphasis on directed readings and discussion.			
<b>FMA 485</b> <b>Senior Capstone</b>	<b>3 hours</b>		
Seniors will complete a senior portfolio and prepare for employment and graduate school. <i>Offered Spring semester.</i>			
<b>FMA 490</b> <b>Honors</b>	<b>1-2 hours</b>		
Individualized study or research of an advanced topic within a student's major. <i>Open to students with at least a 3.00 GPA in the major field.</i>			
<b>FMA 492</b> <b>Internship</b>	<b>8-16 hours</b>		
Professional semester of supervised internship in a work setting related to the major field of study. <i>Prerequisites: Completion of departmental core and approval of the department faculty. Pass/fail only.</i>			
<b>FMA 493</b> <b>Internship: Taylor University Hollywood Internship Program</b>	<b>12-13 hours</b>		
Entertainment industry internship completed as part of Taylor University's Hollywood Internship Program.			