Choose one of the following courses to fulfill the Honors Fine Arts Requirement. Courses must be chosen from outside of the major field of study.

**Studio Art**

**ART 104: Creating Art** – A studio course that uses visual problems and critical discussions to develop creative and perceptual abilities; relates these abilities to the principles of art in cultural and historic contexts.

**ART 105: Two-Dimensional Foundations** – Development of perceptual ability through the analysis of two dimensional concepts of line, shape, value, texture, color, space, and organization.

**ART 106: Beginning Drawing** – Introduction to composition, line and rendering in black and white drawing media. Basic techniques for descriptive and expressive use of drawing media.

**ART 113: Three-Dimensional Foundations** – Development of perceptual ability through the analysis of three-dimensional concepts of line, shape, material, light, movement, and organization.

**ART 115: Beginning Sculpture** – An introduction to traditional and contemporary approaches to sculpture with an emphasis on clay modeling, plaster casting and carving.

**PRF 290: Performance Workshop** – Students work on basic performance skills through individual and group exercises in acting, voice, speech, and movement.

**INTC 230 or 330: Performance of Literature** – Introduction to the communication of literature through oral interpretation. Involves critical analyses of selected literary works and preparation for and delivery of short performances.

**THE 242: Stage Direction for Non-Majors** – This course is designed to introduce students to the director’s craft. In addition to preparing and presenting their projects, students will attend performances and write papers in response. The class combines lecture, discussion, group exercises, and in-class activities.

**THE 244: Dramatic Writing for Non-Majors** – Through the completion of weekly exercises, written responses to plays in production, and the presentation of projects, the course will examine the elements of playwriting. The final project of the class will be the completion of a draft of a 10-minute play.

**THE 246: Scene Design for Non-Majors** – Students will engage in script analysis, creative research, critical writing, model building and rendering to present visual and written work that represents their personal reflection on the plays examined in the class.

**English**

**ENG 201: Creative Writing** – The course provides experience in writing and analyzing poetry and short prose fiction.

**ENG 309: Topics in Writing** – See current schedule for offerings.
ANI 101: Animation – The course introduces a variety of basic animation techniques for cinema and gaming, such as hand-drawn, cutout, stop-motion and 3D, with an emphasis on the use of computer technology.

ANI 105: Motion Design – This course introduces the basic concepts of design for time-based digital media. Students study the principles of composition and color theory, and how these are affected by movement, duration and display. Vector and bitmap manipulation tools are explored in relation to game design, video and Internet production.

GD 105: Perceptual Principles for Digital Environments – This course introduces the basic concepts of design for time-based digital media. Students study the principles of composition and color theory, and how these are affected by movement, duration and display. Vector and bitmap manipulation tools are explored in relation to game design, video and Internet production.

DC 125: Digital Still Photography for non-majors – This course is an introduction to the history and aesthetics of still photography and to the concept of photography as a descriptive and interpretive artistic medium.

DC 201: Narrative Techniques in Digital Cinema – This course focuses on narrative storytelling. Emphasis is placed on telling a story in terms of action and the reality of characters in cinema, animation and gaming.

DC 205: Foundations in Digital Cinema – This course will examine the craft, technology, and aesthetic principles of media production, including the importance of story and controlling ideas, storytelling with images, the basics of composition and editing, and an examination of narrative, documentary, and experimental approaches.

GAM 224: Strategies in Game Design – Students will study the principles of game design and use them to analyze existing games and develop their own original game ideas while learning about the process of game.

MUS 102: Composition and Sound Art for Non-Music Majors – Students in this course develop their own creative music projects. Activities include performing, recording, and emulating styles of all kinds in new compositions. Instrumental, vocal, and computer music ability can be fostered in this course. No previous experience necessary.

MUS 107: Hitchhiker's Guide to Music Theory – The fundamentals of notation and elemental theory for non-music majors. Online drills and short composition studies will be included as course activities.

REC 216: ProTools and the Development of the Recording Studio – Students will study the history and development of recording technology and recording studios. Lab exercises will teach the basics of recording and signal processing using Digidesign Pro Tools software.