

Choose one of the following courses, each focusing on creating art, to fulfill the Honors Fine Arts Elective Requirement. Courses must be chosen from outside of the major field of study. NOTE: Students in Education, Music, Theatre, and CDM BFA programs do not have a Fine Arts Elective requirement.

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.

THEATRE AND PERFORMANCE

ACT 209: Sketch Comedy – This course will explore the theoretical underpinnings of comedy and the practical techniques for creation of this work.

ACT 217: The Art of Storytelling – By exploring stories in performance and writing, students acquire the tools necessary to sculpt and perform their own stories.

ACT 223: Introduction to Improvisation – The course focuses on the essentials of improv, bringing diverse individuals together in a creative, non-competitive environment to enhance their abilities to act and interact with others.

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

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

ACT 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.

ACT 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.

ACT 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.

ACT 301: Modern Dance – This artistic dance course focuses on technique, improvisation, choreography, and expressive and creative movement in the modern dance style. Designed for all experience levels.

CREATIVE WRITING

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

ENG 209: Topics in Writing – This course allows students to pursue creative writing challenges with focus on specific genres. See current schedule for offerings.

GRAPHICS AND ANIMATION

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 Graphics Foundations– This course introduces the basic principles of composition, color, light, and motion as applied to cinema and animation. Design for screen, staging, effective use of text, graphical elements, video, and motion are covered. These skills will be applied in projects that stress conceptual and technical development.

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.

DIGITAL CINEMA

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.

GAME DESIGN

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.

MUSIC

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.

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.

MUS 203: Contemporary Musical Improvisation: Scratch Orchestra – Students will form a large ensemble, with class activity focusing on hands-on music making with a combination of laptops and acoustic instruments, primarily exploring experimental composers between 1959 and 1980.

MUS 207: Introduction to Songwriting – This course introduces students with no prior musical training to the methods of influential songwriters, and provides students with the basic musical literacy that will help them realize their own songs.

REC 216: Protocols 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.