FAS 110 Two-Dimensional Design 3 Credits
Investigation of the formal elements and principles of design in two dimensions. Hands-on studio environment with computer-based assignments will involve students in practical and creative solutions to design problems.
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: fall, spring & summer.

FAS 120 Drawing I 3 Credits
Investigation of the formal, material, and historical fundamentals of drawing. Exercises with dry and wet media progress through perceptual rendering, collage, narrative, and imaginative drawing.
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: fall, spring & summer.

FAS 130 Three-Dimensional Design 3 Credits
Investigation of the formal elements and principles of design in three dimensions and their relationship with the space they occupy. Particular emphasis is placed on material and presentation.
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: fall & summer.

FAS 131 Sculpture I 3 Credits
Emphasis on traditional techniques. Assignments cover specific materials (plaster, wood, styrofoam, metal, paper) and particular techniques (armature construction, wood working, riveting, and mold making).
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: spring.

FAS 140 Introduction to Still Photography 3 Credits
Basic techniques of photography explored through the use of 35mm cameras and film. Emphasis on the development of black and white film and the visualization process of taking pictures.
Restriction: must have 35mm camera with manual controls.
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: occasionally.

FAS 141 Digital Photography 3 Credits
Review basic photo skills as they relate to the operation of digital cameras. Students are introduced to the digital workflow using Photoshop to develop a personal style that is reflected in a printed and digital portfolio. No prior photo experience necessary.
Restriction: must have a D-SLR camera (digital single lens reflex camera).
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: fall, spring & summer; online.

FAS 142 Travel Photography 3 Credits
Learn how to navigate location shoots and capture the spirit of the specific culture in front of you. Find the right location shots, maximize the light situations regardless of climate or time of day and learn proper ethical behavior for photojournalists. Review basic camera operations for both film and digital picture taking. Additional travel fee required, please contact the instructor for more information.
Fulfills College Core: (part of the Global Citizenship Core Pathway), Field 3 (Literature and the Arts)
Offered: every spring.

FAS 145 Studio Capstone 3 Credits
This course is intended to give students hands-on experience writing and drawing comics with an emphasis on storytelling techniques unique to the medium. We will explore a wide variety of examples from the comics canon in order to illustrate abstract techniques discussed in Scott McCloud’s Making Comics. Students will be given drawing assignments in order to develop an understanding of the workflow and creative tools needed to make comics as well as the sense of storytelling flow and of symbolic shorthand necessary in order to become an efficient comic artist.
Offered: occasionally.

FAS 146 Studio Capstone 3 Credits
This course is intended to give students hands-on experience writing and drawing comics with an emphasis on storytelling techniques unique to the medium. We will explore a wide variety of examples from the comics canon in order to illustrate abstract techniques discussed in Scott McCloud’s Making Comics. Students will be given drawing assignments in order to develop an understanding of the workflow and creative tools needed to make comics as well as the sense of storytelling flow and of symbolic shorthand necessary in order to become an efficient comic artist.
Offered: occasionally.

FAS 150 Color 3 Credits
Combines in-depth color theory with design and composition making learned through traditional studio set-ups and contemporary computer applications.
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: occasionally.

FAS 160 Printmaking I 3 Credits
Introduction to the history and processes of basic printmaking, including relief printing, monoprints, pronto plate lithography, “image-on” intaglio, and other photo-sensitive and non-toxic processes.
Prerequisite: FAS 120 or permission of instructor.
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: occasionally.

FAS 170 Studio Painting I 3 Credits
Investigation of the formal, material, and historical fundamentals of painting. Exercises in watercolor and acrylic paint progress through grisaille, monochromatic, limited palette, and full palette treatments of subject matters.
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: occasionally.

FAS 220 Comics Workshop 3 Credits
This course is intended to give students hands-on experience writing and drawing comics with an emphasis on storytelling techniques unique to the medium. We will explore a wide variety of examples from the comics canon in order to illustrate abstract techniques discussed in Scott McCloud’s Making Comics. Students will be given drawing assignments in order to develop an understanding of the workflow and creative tools needed to make comics as well as the sense of storytelling flow and of symbolic shorthand necessary in order to become an efficient comic artist.
Offered: occasionally.

FAS 222 Figure Drawing I 3 Credits
In-depth work with human figure as primary subject matter. Students work from model for half the semester. Emphasis on anatomical structures and expressive use of figure in composition making. Work in a range of media. Students also work on independent personal projects using figure.
Prerequisite: FAS 170.
Fulfills College Core: Field 3 (Literature and the Arts)
Offered: occasionally.

FAS 241 Intermediate Photography 3 Credits
In-depth study of advanced photographic processes including visual interpretation of the digital negative, the application of artificial light in the studio and field and alternative film based processes.
Prerequisites: FAS 141, FAS 142, or portfolio review.
Offered: occasionally.

FAS 250 Studio Art Capstone 3 Credits
Studio art minor will culminate in a final project devised by each student individually to be presented as a portfolio or gallery exhibit. Critique will be a major focus, through presentation and written evaluation of peer work. Students will develop a project of their own choice based on individual necessity and be largely self-directed.
Prerequisite: FAS 110, FAS 120, FAS 130, & permission of instructor.
Restriction: must be a studio art minor nearing graduation.
Offered: occasionally.
FAS 260 Printmaking II 3 Credits
A continuation of printmaking processes learned in Printmaking I. Students experience a more self-guided studio environment where they are expected to build upon the techniques and processes learned in Printmaking I and expand on them in the form of practice and experimentation. Personal style and conceptual direction begin to develop alongside process.
Prerequisite: FAS 160.
Offered: occasionally.

FAS 496 Internship 3 Credits
Internships require an application and approval by the chair and the associate dean.
Prerequisite: permission of the chair & associate dean.
Offered: occasionally.