

DEPARTMENT OF ART AND DESIGN

Purposes

Through the making of art and the study of art history, criticism and aesthetics, the department seeks to:

- Develop proficiencies in the studio and design arts.
- Advance visual literacy through the study of art history, art criticism, and aesthetics.
- Promote the cultural, intellectual, spiritual, and aesthetic life of students and the university.
- Prepare students for art-related careers or graduate studies.

Tradition of Excellence

The Department of Art and Design considers the visual arts to be an essential means of communicating societal values, images, and identities. The program builds on the university's liberal arts foundation of Foundational Explorations. Students explore relationships between the art disciplines and build connections with other academic fields. Studies in traditional, non-traditional, western, and non-western art forms encourage students to develop a broad understanding of the visual arts.

The Department of Art and Design offers three majors: Visual Arts, Art Education, and Graphic Design. In all majors a core of foundation courses lead to advanced studies in the discipline. Independent studies and study abroad programs are available, as well as internships in local museums and art and design-related businesses. The Keller Gallery program includes both professional and student exhibitions. A visiting artist program provides bridges into the professional community of practicing artists. Students also benefit from the university's proximity to the arts community and prominent art museums, galleries and collections in San Diego, Los Angeles, and Baja California, Mexico.

Career Opportunities

Alumni from the Department of Art and Design have earned advanced degrees from some of the top graduate programs in the country while others have achieved professional careers in art related fields: fine arts, graphic design, web design, publishing, museum and gallery work, arts management, and art education.

Faculty

Chair - J. David Carlson, M.F.A.

David Adey, M.F.A.
Cranbrook Academy of Art

J. David Carlson, M.F.A.
Vermont College of Fine Art

Lael Corbin, M.F.A.
San Diego State University

Karah Lain, M.F.A.
Oregon College of Art & Craft

Courtney Mayer, M.F.A.
Washington State University

To view requirements for majors, minors, and certificates, see the Degree Program Information (<https://pointloma-public.courseleaf.com/prior-catalogs/2022-2023/tug-catalog/degree-program-information/>) page.

- Art Education, B.A. (<https://pointloma-public.courseleaf.com/prior-catalogs/2022-2023/tug-catalog/colleges-schools-departments/cah/art/art-education-ba/>)
- Graphic Design, B.A. (<https://pointloma-public.courseleaf.com/prior-catalogs/2022-2023/tug-catalog/colleges-schools-departments/cah/art/graphic-design-ba/>)
- Visual Arts, B.A. (<https://pointloma-public.courseleaf.com/prior-catalogs/2022-2023/tug-catalog/colleges-schools-departments/cah/art/visual-arts-ba/>)
- Art History Minor (<https://pointloma-public.courseleaf.com/prior-catalogs/2022-2023/tug-catalog/colleges-schools-departments/cah/art/art-history-minor/>)
- Graphic Design Minor (<https://pointloma-public.courseleaf.com/prior-catalogs/2022-2023/tug-catalog/colleges-schools-departments/cah/art/graphic-design-minor/>)
- Visual Art Minor (<https://pointloma-public.courseleaf.com/prior-catalogs/2022-2023/tug-catalog/colleges-schools-departments/cah/art/visual-art-minor/>)

Art

ART 1000 Introduction to Art (FE) (2 Units)

An introductory art orientation course dealing with the philosophy of art, language of design, aesthetics, art criticism, and a basic understanding of the Western and Non-Western artistic heritage.

ART 1002 Fundamentals of Art (FE) (3 Units)

Introductory course in the principles and elements of design as they apply to basic art skills and media, aesthetic awareness, art criticism, and applications in the fine, applied, and multicultural arts. Provides hands-on art experiences.

This course does not count toward Graphic Design or Visual Arts majors.

ART 1003 Two-Dimensional Design (3 Units)

Introduction to two-dimensional design theories and criticism. Exploration of art techniques and media used in two-dimensional compositions. Applications in Non-Western art forms.

ART 1004 Three-Dimensional Design: Composition and Space (3 Units)

Introduction to the practice of three-dimensional design, theories, and criticism. Emphasis on the formal aspects of design including composition, balance, and space. Applications to sculpture, architecture, and industrial design.

ART 1015 Drawing I (3 Units)

Introduction to the materials, techniques, styles, historical influences, and compositional structures of drawing, with an emphasis on perceptual skills.

ART 2000 History of Art I (FE) (3 Units)

A survey of Western and Non-Western art history and styles through the study and criticism of painting, sculpture, and architecture from ancient civilizations to the Renaissance period.

ART 2001 History of Art II (FE) (3 Units)

A survey of Western and Non-Western art history and styles, from the Renaissance to the modern period.

ART 2002 Introduction to Computer Graphics (3 Units)

Introductory experiences in the creation and production of computer-generated images. Includes the use of graphics software to combine image, text and technology; including Adobe Illustrator, Adobe InDesign and Adobe Photoshop.

Prerequisite(s): ART 1003

ART 2003 Graphic Design I: Visual Symbolism (3 Units)

Introduction to visual form-making in graphic design through use of symbols, type, and imagery. Exploration of design applications, techniques, issues, and media fundamental to the graphic design profession.

Prerequisite(s): ART 1003, ART 1015, ART 2002 or concurrent.

ART 2006 Drawing 2: Advanced Practices (3 Units)

Emphasizes the technical and expressive qualities of drawing as a finished work of art. Focus is given to technical development, conceptual ideation, historical contextualization, and contemporary experimental practices.

Prerequisite(s): ART 1015 or consent of instructor.

ART 2010 Painting: Color and Technique (3 Units)

Introduction to the techniques, expressive qualities, and criticism of oil painting media.

Prerequisite(s): ART 1003, ART 1015 or consent of instructor.

ART 2021 Photography: Darkroom and Film (3 Units)

Introduction to camera and image utilizing traditional film based photochemical processes. Emphasis on camera skills, film formats, lighting, and darkroom based printing.

Prerequisite(s): ART 1002 or ART 1003

ART 2022 Sculpture: Materials and Fabrication (3 Units)

Beginning sculpture techniques in a variety of media. Emphasis is on contemporary art approaches and issues.

Prerequisite(s): ART 1004 or consent of instructor.

ART 2023 Printmaking I (3 Units)

Processes and techniques of printmaking. Includes intaglio, relief, or planographic media. Explores Western and Non-Western influences on printmaking imagery and techniques.

Prerequisite(s): ART 1003, ART 1015

ART 2024 Ceramics: Foundations in Clay (3 Units)

Introduction to clay, glazes, firing, and studio procedures through the production of hand-built and wheel thrown forms. There is an emphasis on function and athletics as it relates to both historical and contemporary practices.

Prerequisite(s): ART 1003 or ART 1004 or consent of instructor.

ART 2026 Photography: Digital (3 Units)

Introduction to the camera and image utilizing digital technology. Emphasis on camera skills, digital darkroom techniques, lighting, and digital printing.

Prerequisite(s): ART 1003 or consent of instructor.

ART 3003 Graphic Design II: Typography (3 Units)

This course investigates "thinking with" type and how it shapes content, gives language a physical body, and enables the flow of messages. It looks at type's diversity from letter form, to the massing of letters into larger bodies, as well as spatial organization. It explores the relationship between social and cultural history, theory, and technology and how they influence typographic design from print to screen.

May be repeated once for credit.

Prerequisite(s): ART 1003, ART 1015, ART 2002, ART 2003

ART 3004 Modern Art History (3 Units)

Studies of modern art movements from the middle of the 19th century through the middle of the 20th century. Includes applications to art criticism, aesthetics, and Non-Western influences on modern art.

Prerequisite(s): ART 2000 or ART 2001

ART 3005 Contemporary Art History (3 Units)

Exploration of contemporary art with reference to historical developments from the mid-20th century to the present. Aesthetics, criticism, gender issues, and Non-Western influences are also explored.

Prerequisite(s): ART 2000 or ART 2001

ART 3010 Painting II (3 Units)

Painting in oil and other media with emphasis on conceptual development and personal expression.

May be repeated once for credit.

Prerequisite(s): ART 1003, ART 1015, ART 2010 or consent of instructor.

ART 3015 Introduction to Interactive Web Design (3 Units)

An introduction to history, theory, coding languages, best practices and industry standard workflow for interactive/web projects. Students apply user-centered design methodologies, design principles, and HTML and CSS programming languages to create web interface for interactive mobile and web publishing.

May be repeated once for credit.

Prerequisite(s): ART 1003, ART 2002 or consent of instructor.

ART 3019 Visual Arts in the Classroom I (3 Units)

Theory and practice in the teaching of the visual arts in early education through middle school years. Content is designed to meet expectations of the California Visual and Performing Arts Framework and California Visual Arts Standards.

Prerequisite(s): Junior Standing (ART 1000 or ART 1002 recommended).

ART 3020 Contemporary Housing Environments (2 Units)

Planning the total home environment. Housing and interior design from a non-technical basis.

This course offers credit in programs housed in the Department of Art and Design or the Department of Sociology, Social Work, and Family Sciences.

Prerequisite(s): ART 1003 and ART 1004

ART 3021 Photography: Alternative Processes (3 Units)

Explores alternative processes and techniques in photography such as liquid emulsions, alternative negative creation and alternative cameras. Emphasis on the photograph as contemporary art.

May be repeated once for credit.

Prerequisite(s): ART 2021 or ART 2026 or consent of instructor.

ART 3022 Sculpture II: Objects and Installation (3 Units)

Contemporary sculpture techniques using a range of three-dimensional media.

May be repeated once for credit.

Prerequisite(s): ART 1003 or ART 1004 or consent of instructor.

ART 3023 Printmaking II (3 Units)

Technical and conceptual experiences in printmaking techniques that can include drypoint, intaglio, woodblock, collograph, or silk screen.

May be repeated once for credit.

Prerequisite(s): ART 1003, ART 1015, ART 2023

ART 3024 Ceramics: Advanced Methods in Clay (3 Units)

Students are exposed to intermediate level projects in ceramics design. Focus is placed on increasing skills, confidence, and knowledge using a variety of techniques.

Prerequisite(s): ART 1003 or ART 1004, and ART 2024, or consent of instructor.

ART 3025 Non-Western Art History (3 Units)

Studies in Non-Western visual art forms. Students explore art works from around the world through classroom activities and fieldwork assignments at local art museums and institutions with Non-Western art collections. Students also participate in 3 hours per week of field work assignments at local art museums and institutions with Non-Western art collections.

ART 3026 Photography II: Contemporary Images (3 Units)

Explores conceptual applications of technology in photography and the merging of digital and chemical techniques. Emphasis on the photograph as contemporary art.

May be repeated once for credit.

Prerequisite(s): ART 1003, ART 2002, and ART 2021 or ART 2026 or consent of instructor.

ART 3030 Illustration I (3 Units)

An introductory course in illustration with an emphasis on concept, individual expression, and the development of technical skills in a variety of media. Students focus on the process of taking a project from thumbnails and roughs, through to finished art. Students are exposed to a variety of areas of illustration: advertising, editorial, institutional, and corporate.

May be repeated once for credit.

Prerequisite(s): ART 1003, ART 1015 or consent of instructor.

ART 3031 Illustration II (3 Units)

Illustration designed to increase visual vocabulary, conceptual skills, development of technical abilities in traditional and digital media, and understanding of professional practices.

May be repeated once for credit.

Prerequisite(s): ART 2002 and ART 3030

ART 3033 Graphic Design III: Branding and Identity Programs (3 Units)

An investigation of the strategies for designing a brand identity program across media. Students will use a comprehensive design process including research analysis, development, and organization to create a large-scale brand identity program. All aspects of context, content, design, production, and best practices are addressed in a semester long project.

May be repeated once for credit.

Prerequisite(s): ART 1003, ART 1015, ART 2003, ART 3003

ART 3035 Design History: Industrial Revolution to Contemporary Design (3 Units)

An examination of the history, process and practice of design from the late 19th century to the new millennium. Objects, designers, history and culture which led to the birth of the profession of design are addressed along with its sources in art, architecture, science, and industry.

ART 3041 Philosophy of Art (3 Units)

Classical and recent theories of beauty and art, with selected coverage of such concepts as aesthetics, expression, representation, and criticism.

Prerequisite(s): PHL 2001

ART 3045 Life Drawing (3 Units)

Advanced procedures applied to drawing the human figure. Emphasis on contemporary and traditional styles, techniques in a variety of media, human anatomy, and historical influences.

May be repeated once for credit.

Prerequisite(s): ART 1015

ART 3090 Advanced Studio Practice (3 Units)

Studio practice course for visual art students. Emphasis is placed on contemporary art strategies and theoretical issues.

Required for all Visual Arts majors. May be repeated once for credit.

Prerequisite(s): One upper-division art/design studio course and Junior standing or consent of instructor.

ART 4020 Contemporary Studio Seminar (3 Units)

An advanced level seminar. Exploration of contemporary art media, critical and theoretical issues, including multi-cultural, and gender influences. Also addresses professional strategies and practices.

Required for all Visual Arts majors.

Prerequisite(s): Junior standing.

ART 4040 Independent Studies in Art (1 Unit)

Private art lessons in advanced studio art or graphic design experiences.

May be repeated for credit.

Prerequisite(s): Consent of instructor.

ART 4050 Interactive Web Design (3 Units)

Learn advanced web HTML and CSS programming languages, user-centered experience theories (UX) and methods to inform structure and styling. Emphasis is placed on learning object-oriented approaches to develop dynamic/reusable rich media modules combined with data applications for interactive mobile and web publishing.

May be repeated once for credit.

Prerequisite(s): ART 3015

ART 4055 Visual Arts in the Classroom II (3 Units)

Theory and practice in the teaching of the visual arts in the schools. Content is designed to meet expectations of the California Visual Arts Standards and focuses primarily on middle through high school levels. Each student is required to prepare a final portfolio of the semester's work. Students are required to spend a minimum of 16 hours of observation time in a public school art classroom during the semester.

Prerequisite(s): Senior standing, 3 upper-division ART courses.

ART 4066 Senior Studio Exhibition or Research Preparation (3 Units)

Visual Arts majors in studio areas or art history begin capstone work for a senior art exhibition or art history research project.

Prerequisite(s): Completion of, or concurrent enrollment in ART 3090, ART 4020.

ART 4068 Graphic Design Portfolio Preparation (3 Units)

Investigate the process of building a comprehensive professional portfolio across media. Human-centered design research methods and processes are introduced and applied. Students design for and with communities to build empathy and understand the people they're serving. They iterate scores of ideas to create innovative design solutions that meet human need and promote positive social engagement.

Prerequisite(s): ART 3033, Senior standing.

ART 4070 Internship (1-3 Units)

Students observe and participate in art or design-related professional settings under qualified supervisors.

May be repeated for a maximum of six (6) units. Credit/No Credit.

Prerequisite(s): Consent of instructor.

"C" Designation is for California Internships. "E" Designation is for Out of State Internships.

ART 4071 Graphic Design Portfolio Review (3 Units)

Investigate the process of building a comprehensive professional portfolio across media in this advanced level senior capstone course. Learn and practice using human-centered research methods culminating in a portfolio reviewed by faculty and design professionals.

Prerequisite(s): ART 4068

ART 4072 Exhibition or Research Project (3 Units)

Visual Arts majors complete and present their capstone exhibition or research project in their final semester. Work is completed under faculty supervision and reviewed by a panel of art faculty and professionals.

Prerequisite(s): ART 4066

ART 4090 Special Studies in Art (1-3 Units)

Studies in selected art topics by advanced art or graphic communications students.

Offered in small group seminar format or independent study. May be repeated for a maximum of six (6) units.

Prerequisite(s): Consent of department chair.