**ART AND DESIGN community ARC CLASSES**

**ARC classes are selected to give you a robust experience in the fields of study you are passionate about. ART115 & 116 both have special sections for our ARC, and are required for majors in Art, Art & Technology, and Product Design majors. The 1 credit courses are only open to our community and give you a leg up for future art and design. All courses allow you to create and learn things that will make your academic life more enjoyable and robust, and are held in the new Maker-Space Studio just downstairs from where you live so that you will naturally connect with your community both in and outside of the classroom.**

**Art 115:** **Surface Space and Time** This course consists of a weekly lecture and a twice-weekly studio section dedicated to the interdisciplinary exploration of concepts and foundational skills through a series of hands-on projects. Two-dimensional design fundamentals, color theory, painting, collage, print media, stop-motion animation, and film and video production will be covered during the course.

Michlig, 4 credits, fall term – required for all Art, Art & Tech, and Product Design majors. First in a sequence of classes ART115, ART116, ART223/PD223 required for intermediate and advanced studios.

\* the lecture is held in Lawrence hall but 2 ARC labs happen in the Maker-Space Studio and are only open to ARC students.

**ART199:** **Sketchbook and Process** Develop a direct understanding of using a sketchbook as integral to growing creative work and associated thinking.  Engage with the process of various strategies to facilitate a more fertile and productive studio practice for art, design, and more.  Related readings, discussions, and active use of sketchbook will be part of the course.

Swanson, 1 credit, fall term. ONLY OPEN TO ARC STUDENTS

**ART116: Core Interdisciplinary Lab** engages in an exploration of art & design issues through a series of studio projects, readings, discussions, and workshops. Primary topics will include introductions to formal language, visual communication, form and function, the crafting of concepts; the crafting of objects; critical processes; recording and documentation. CORE 116 is conceived as an inter-media laboratory for communicating content and design artfully.

Michlig, Swanson, 4 credits, winter term. 2 sections ONLY OPEN TO ARC STUDENTS

**PD199: Design Thinking and Process** Actively incorporate and apply design thinking techniques in your creative process. Learn a myriad of ways to start generating, connecting, and sorting ideas, brainstorming, and organizing the rich complexity of a visual, creative mental process.

Swanson, 1 credit, winter term. ONLY OPEN TO ARC STUDENTS

**ART199: Exhibitions** Learn to collaboratively generate an exhibition. Incorporating work that has been already been produced in your courses, learn to mount an exhibition, including curating, publicizing, and a rationale for hanging various works of art and design. Actively create a comprehensive exhibition.

Swanson, 1 credit, spring term. ONLY OPEN TO ARC STUDENTS

**ART AND DESIGN community**

***INTERESTING CLASSES TO CHECK OUT***

**PD 101 – Product Design Sibling Course**

Product Design is the development of an idea from the initial conception to the final solution. It encompasses a multitude of methods and processes such as ideation, rapid visualization, rendered drawings, prototyping, problem solving, 3D modeling, technical drawings, and the finalization of a product. Product designers explore issues and problems surrounding peoples’ lives and design concepts, ideas, and products to apply as solutions. This course introduces the methods and processes of design.

Arndt, Bonnamicci, 4 credits, fall term.

**ART 223**

Part of the CoreStudio courses that you will want to take since you’ll rely on these core fundamentals for years to come, including 2-D design, 3-D design, 4-D design, drawing and how they all connect. Understand how to critique and discuss work, how to make your work communicate more clearly, and how to use a variety of media and processes (RISO printers, woodshop, digital animation, etc.) Plus, you want to take these your first year so you can get into intermediate (200 level) studios.

**Creative Coding**

DON’T HAVE COURSE DESCRIPTION YEt

***Art and Design Support People***

***– can leave this section off and convey this otherwise if that seems best…***

Sara DeWaay – College of Design librarian. Sara has many books related to making work, finding a career path, and will help you with researching images of art, design, and more.

Arturo – College of Design advisor. Knows about graduating on time for all majors, and will help with major/minor questions for any field.

Colleen – Department of Art advisor/faculty. Has special information about Art and Art and Technology major/minor requirements.