

DIVISION OF VISUAL ARTS

Web Site: <http://www.twu.edu/visual-arts/>

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The Division of Visual Arts (<http://www.twu.edu/visual-arts/>) offers programs leading to the Bachelor of Fine Arts (B.F.A.) degrees in Art. An undergraduate program may be selected with an emphasis in art education, graphic design, or studio art. The Studio Art emphasis allows for focused studies in the areas of 3D studies (Ceramics, Digital Fabrication, Sculpture), Painting and Drawing, and Photography. The Graphic Design emphasis allows for focused studies in the areas of Visual Communication or Illustration.

These programs are designed to prepare students to become visual artists, designers, scholars, and/or educators who are well-grounded in studio art practices, history, criticism, and professional practices. The division strives to build the student's awareness of context, purpose, creative and aesthetic inquiry, critical theory and practice, historical and contemporary trends, professional responsibility, and personal voice in the visual arts. Integrating studio and theoretical studies, the various concentrations provide a comprehensive approach to art learning and facilitate a collaborative, cooperative, and supportive community. The division encourages students to develop natural talents, expand creative abilities, and learn the conceptual and technical methods necessary to produce quality artistic works.

Our undergraduate degrees result in successful advanced studies and careers as art educators, graphic designers, professional photographers, web and interactive designers, professional artists, and gallery and museum professionals. Our students may also pursue graduate studies upon the completion of their undergraduate degree.

Undergraduate Degrees Offered

- Minors (<http://catalog.twu.edu/undergraduate/arts-sciences/arts/visual-arts/minors/>)
- B.A. in Art (Art History & Visual Culture) (<http://catalog.twu.edu/undergraduate/arts-sciences/arts/visual-arts/art-history-visual-culture/>)
- B.F.A. in Art (EC-12 Art Education Certification) (<http://catalog.twu.edu/undergraduate/arts-sciences/arts/visual-arts/art-bfa-concentration-art-education/>)
- B.F.A. in Art (Graphic Design) (<http://catalog.twu.edu/undergraduate/arts-sciences/arts/visual-arts/art-bfa-concentration-graphic-design/>)
- B.F.A. in Art (Studio Art) (<http://catalog.twu.edu/undergraduate/arts-sciences/arts/visual-arts/art-bfa-concentration-studio-art/>)

Additional Courses for Post-Baccalaureate Students Seeking Certification in All Level Art:

Students can alternatively elect to pursue All Level Art Teacher Certification via a Post-Baccalaureate individualized program. Students interested in this program to secure All Level Art Teacher Certification should contact the College of Professional Education for detailed information on requirements for admission and certification.

Graduate Degrees

The division also offers graduate programs leading to the Master of Arts (M.A.) and Master of Fine Arts (M.F.A.) in Art. Please refer to the Graduate Catalog (<http://catalog.twu.edu/graduate/>) for information regarding graduate courses.

Admissions

All applicants must meet the general undergraduate admission requirements (<http://catalog.twu.edu/undergraduate/admission-information/>). The following degrees have additional secondary admission criteria:

- B.F.A. in Art (EC-12 Art Education Certification) (<http://catalog.twu.edu/undergraduate/arts-sciences/arts/visual-arts/art-bfa-concentration-art-education/>)
- B.F.A. in Art (Graphic Design) (<http://catalog.twu.edu/undergraduate/arts-sciences/arts/visual-arts/art-bfa-concentration-graphic-design/>)
- B.F.A. in Art (Studio Art) (<http://catalog.twu.edu/undergraduate/arts-sciences/arts/visual-arts/art-bfa-concentration-studio-art/>)

Faculty

*GRIFFITHS, MEGAN, Associate Professor of Visual Arts, B.A., University of Texas at Austin; M.F.A., Savannah College of Art & Design

*LIBERSAT, JULIE, Associate Professor of Visual Arts, B.F.A., Maryland Institute College of Art; M.A., University of North Texas; M.F.A., University of North Texas

*PARSONS, MATTHEW COLBY, Professor of Visual Arts, Division Head of Visual Arts, B.Ph., Miami University; M.F.A., Southern Illinois University

*PETERSEN, MICHELE, Associate Professor of Visual Arts, B.F.A., Missouri State University; M.F.A., Savannah College of Art and Design

*SYNAR, TANYA M., Associate Professor of Visual Arts, B.F.A., Colorado State University; M.F.A., University of Washington

*VALDERAS, MICHAEL GIOVANNI, Assistant Professor of Visual Arts, B.F.A., University of North Texas; M.F.A., University of North Texas

Asterisk (*) denotes Graduate Faculty status.

Courses

ART 1203. 2D Foundations. (TCCN ARTS 1311) Theories and terminology of the structure of two-dimensional design and color. The principles and elements of design will be presented and problem solving explored in various art media, techniques, and concepts. Two lecture and four studio hours a week. Credit: Three hours.

ART 1213. 3D Foundations. (TCCN ARTS 1312) The application of principles and elements of design to three-dimensional art. Form, mass, and space will be presented in theory, concept, and terminology and will be explored through problem solving in various art media, techniques, and concepts. Prerequisite: ART 1203 or permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.

ART 1303. Drawing Foundations. (TCCN ARTS 1316) Introduction to drawing styles, techniques, and concepts including expressive, analytical, and perceptual problems using still-life, figure, landscape, ethnic heritage, and women's issues as subject matter. Appropriate for art and non-art majors and art minors. Two lecture and four studio hours a week. Credit: Three hours.

ART 1503. Introduction to Painting. (TCCN ARTS 2316) A study of painting techniques and concepts with a review of contemporary, multicultural, and women's art. Lectures, demonstrations, studio production, and field trips. Appropriate for art and non-art majors and art minors. Two lecture and four studio hours a week. Credit: Three hours.

ART 1603. Introduction to Photography. (TCCN ARTS 2356) A study of 35mm photography. Emphasis on technical and aesthetic aspects of historical and contemporary work. Exploration of social, political, and technological developments. Appropriate for art and non-art majors and art minors. Two lecture and four studio hours a week. Credit: Three hours.

ART 2223. Digital Art Foundations. (TCCN ARTS 2348) Introduction to concepts and approaches related to the use of computers, software, and other digital tools for artmaking, including imaging, time-based art, and digital fabrication. Appropriate for majors and nonmajors. Two lecture and four studio hours a week. Credit: Three hours.

ART 2243. Fundamentals of Type and Image. Aesthetics, function, and history of typography in visual communication. Designing the integration of type and image for an intended message and audience. May be taken for up to six hours of credit. Prerequisite: ART 2223. Two lecture and four studio hours a week. Credit: Three hours.

ART 2293. Visual Identity and Symbol. Representation of abstract ideas through symbols. Development of visual identity marks and systems for specified clients. Prerequisite: ART 2223. Two lecture and four studio hours a week. Credit: Three hours.

ART 2303. Figure Drawing. (TCCN ARTS 2323) Drawing from the life model, anatomical, and creative aspects. May be taken for up to six hours of credit. Each semester of work is progressively more advanced than the previous semester. Prerequisite: ART 1303. Two lecture and four studio hours a week. Credit: Three hours.

ART 2343. Craft History and Practice: Handmade to Digital. Introduction to artistic craft throughout history and in contemporary practice; evaluation and discussion of craft media such as ceramics, glass, wood, metal, fibers, and others, in terms of artistic, political, social, and cultural issues; informed by direct experiences of making. Satisfies Creative Arts Core (50). Two lecture and three laboratory hours a week. Credit: Three hours.

ART 2423. World Art History I. (TCCN ART 1303) World architecture, sculpture, painting, and other art forms from Prehistoric times to the 14th century. Appropriate for art majors and non-art majors. Satisfies Creative Arts Core (50). Three lecture hours a week. Credit: Three hours.

ART 2433. World Art History II. (TCCN ART 1304) World architecture, sculpture, painting, and other art forms from the 14th century to the beginning of the 21st century. Appropriate for art majors and non-art majors. Satisfies Creative Arts Core (50). Three lecture hours a week. Credit: Three hours.

ART 2653. Black and White Photography. Experience in using a 35mm camera and various types of photographic equipment. Darkroom training, photograms, printing and presentations, and exhibition prints. May be taken for up to six hours of credit. Each semester of work is progressively more advanced. Prerequisite: ART 1603 or permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.

ART 2713. Understanding the Arts - Visual Arts. (TCCN ARTS 1301) An introduction to the various forms, styles, and periods in visual arts. Emphasis on cultural awareness. Appropriate for art and non-art majors and art minors. Satisfies Creative Arts Core (50). Three lecture hours a week. Credit: Three hours.

ART 2753. Introduction to Sculpture. (TCCN ARTS 2326) Historical and contemporary techniques, materials, and concepts fundamental to sculpture. Introduction to innovative 3D spatial considerations including installation, site specific, object making, and interactive. Additive and subtractive processes and construction techniques using a range of materials including wood, plaster, and metal. Prerequisites: ART 1203, ART 1213, and ART 1303. Two lecture and four studio hours a week. Credit: Three hours.

ART 2823. Introduction to Ceramics. (TCCN ARTS 2346) Introduction to a range of skills for creating ceramic forms, such as coil and slab building, throwing, and use of molds. Functional, sculptural, and technical issues. May be repeated once for additional credit with permission of instructor (up to 6 hours credit). Two lecture and four studio hours a week. Credit: Three hours.

ART 3013. Principles of Art Education. Theories, purposes, standards, conditions, and practices of all level (EC-12) public school art education. Requires 15 hour field experience in a public school art program (EC-12). Prerequisites: Twelve hours of ART and junior standing. Two lecture and four laboratory hours a week. Credit: Three hours.

ART 3053. Global Perspectives in Art. Development of understanding and appreciation of various cultural values while engaging in artmaking to support concepts presented in readings and lectures. The function, style, and purpose of art in world cultures as inspiration for personal creative expression. Satisfies Creative Arts Core (50). Satisfies Global Perspectives graduation requirement. Two lecture and four studio hours a week. Credit: Three hours.

ART 3073. Art Criticism and Aesthetics for Educators. Develops knowledge, skills, and strategies for teaching the philosophical underpinnings, analysis, and evaluation of the content area art. Developmentally appropriate activities and teaching strategies will be developed for the K-12 population. The integration of the general educational goals of literacy and comprehension will be incorporated into the unique art activities of interpretation and critique. Two lecture and four studio hours a week. Credit: Three hours.

ART 3153. Animation. Application of animation principles to two-dimensional objects and character motion using vector art and animation software. Exploration of storytelling possibilities via expression, world-building, visual effects, storyboarding, and cinematic techniques. Prerequisites: ART 1303 and ART 2223. Two lecture and four studio hours a week. Credit: Three hours.

ART 3173. Contemporary Issues in Art. Issues relating to current art practice, especially emergent approaches and formats. Investigation of theoretical and conceptual foundations of contemporary art, major artists, styles of art, emerging trends, and interpretive strategies. Three lecture hours a week. Credit: Three hours.

ART 3213. Prototyping for Art and Design. Introduction to various methods of digital fabrication as a means to create art and design, including laser cutting and etching, 3D printing, and CNC milling. Use of 3D modeling software and 2D vector software to create physical objects. Refinement of form and concept through multiple iterations. Prerequisite: ART 2223. Two lecture and four studio hours a week. Credit: Three hours.

ART 3223. Elementary Art Education. Current teaching, curricular, and learning practices in public school elementary (EC-6) art programs. Requires fifteen hour field experience in EC-6 Art Classroom. Prerequisites: ART 3013, twelve hours in ART, or permission of instructor. Two lecture and three laboratory hours a week. Credit: Three hours.

ART 3233. Secondary Art Education. Current teaching, learning, and curriculum practices in 7-12 public school art programs. Requires 15 hour field experience in 7-12 art program. Prerequisites: ART 3013 and ART 3223, or permission of instructor. Two lecture and four laboratory hours a week. Credit: Three hours.

ART 3253. Motion Graphics. Development of motion graphics for type and images that integrate spatial transformations, temporal considerations, frame mobility, and the principles of animation. Basics of storyboarding. May be repeated once for additional credit (up to six hours credit). Prerequisite: ART 2243. Two lecture and four studio hours a week. Credit: Three hours.

ART 3263. Experiments in Functional Design. Exploration of furniture and related functional design from a variety of perspectives. Hands-on making based on drawn or computer-designed models. Use of power tools, digital fabrication, and hand-making with a range of materials. Two lecture and four studio hours a week. Credit: Three hours.

ART 3323. Data Visualization. Techniques and algorithms for creating effective visualizations based on graphic design, visual art, perceptual psychology, and cognitive science principles. Emphasis on analyzing systems to encode data and build functional and engaging visual communications strategies. May be repeated once for additional credit (up to six hours credit). Prerequisites: ART 2293 and ART 2243. Two lecture and four studio hours a week. Credit: Three hours.

ART 3333. History of Camera Arts. History of lens-based art forms, including photography, film and video, from the 19th century to present day. Changes in concepts and technologies of mechanical image reproduction as a key development of modern art forms. Three lecture hours a week. Credit: Three hours.

ART 3343. Women in the Visual Arts. A survey of women visual artists of the Western world and how their roles relate to those of women visual artists worldwide. An analysis, from a traditional and a feminist point of view, of the recording of the female artist's place in history. Satisfies three hours Core Component Area Option (90). Three lecture hours a week. Credit: Three hours.

ART 3353. Interactive Digital Art. Exploration of microcontrollers and computers as tools for interactive artistic expression; investigation of technical issues, programming, and the use of sensors and other input to create audience interfaces; and examination of conceptual issues related to current work in the field of Emergent Media; includes team interaction between students in Computer Science and Art/Performing Arts. Two lecture and two laboratory hours a week. Credit: Three hours.

ART 3363. Character Design. Development of illustrated characters for an intended audience based on texts or scripts. Application of design principles, expression, and gesture to characters in model sheets and narrative scenarios. May be repeated once for additional credit (up to six hours credit). Prerequisites: ART 1303 and ART 2223. Two lecture and four laboratory hours a week. Credit: Three hours.

ART 3383. Digital Illustration. Development of digital illustration types including narrative, decorative, informational, and/or conceptual. Bitmap and vector techniques, color theory, lighting, and pattern design. May be repeated once for additional credit (up to six hours credit). Prerequisites: ART 1303 and ART 2223. Two lecture and four studio hours a week. Credit: Three hours.

ART 3393. Professional Practices for Visual Arts. Current professional approaches for art and design careers including relevant academic, business, and legal practices; management of identity through websites and social media; development of application materials; effective presentation skills. Prerequisites: Visual Art major, Junior standing, and completion of one 3000-level ART course. Two lecture and four studio hours a week. Credit: Three hours.

ART 3613. Ceramics: Surface I. Intermediate focus on creating ceramic surfaces and imagery (on sculptural or functional forms) to develop an individual body of work. Formal and conceptual issues; ceramic printing and painting methods, glaze recipe development, kiln firing, and additional technical information. Prerequisite: ART 2823. Two lecture and four studio hours a week. Credit: Three hours.

ART 3663. The Constructed Digital Image. Exploration in the practice of altering, constructing, and performing the subject within a photograph using primarily digital editing and handmade methods. Examination of the history of the constructed image within the photographic canon. Two lecture and four studio hours a week. Credit: Three hours.

ART 3673. Sculpture: Installation Art. Critical historical and contemporary concepts and techniques of installation/site-specific art. Utilization of multiple processes including sculpture, ceramics, interactivity, photography, painting, performance, digital, and time-based media to create installation and site-specific artwork. May be repeated once for additional credit (up to 6 hours credit). Two lecture and four studio hours a week. Credit: Three hours.

ART 3683. Sculpture: Process and Possibilities. Intermediate sculpture methodologies. Emphasis on using unconventional materials and processes to generate new possibilities for working in 3D. Basic/traditional sculpture materials and techniques including plaster, wood, metal, everyday/found objects, alternative materials, digital, and mixed media. May be repeated once for additional credit (up to 6 hours credit). Two lecture and four studio hours a week. Credit: Three hours.

ART 3693. Alternative Photographic Processes. Introduction to historical and contemporary hand-painted light-sensitive emulsions using various chemical processes such as cyanotype, vandyke, salted paper, and gum bichromate. Exploration of image production, photographic processes, and new techniques and skills that integrate digital technology with the handmade. Two lecture and four studio hours a week. Credit: Three hours.

ART 3703. Intermediate Painting. Intermediate skills and concepts in painting with an emphasis on developing individual problem solving skills and experimentation through a variety of media, processes, and conceptual approaches. May be taken for up to six hours of credit. Prerequisite: ART 1503. Two lecture and four studio hours a week. Credit: Three hours.

ART 3763. Intermediate Sculpture: Metal Fabrication and Alternative Media. Intermediate concepts and techniques including metal fabrication, welding, and alternative processes. Pertinent historical and contemporary topics. May be taken for up to six hours of credit. Prerequisites: ART 1213 and ART 2753. Two lecture and four studio hours a week. Credit: Three hours.

ART 3773. Intermediate Sculpture: Casting and Mold Making. Intermediate concepts and processes involving mold making and casting (bronze, aluminum, iron, and alternative materials). Exploration of contemporary and historical sculpture. May be taken for up to six hours of credit. Prerequisites: ART 1213 and ART 2753. Two lecture and four studio hours a week. Credit: Three hours.

ART 3783. Alternative Drawing. Contour, form, texture, and space with special emphasis on unique methods and concepts in drawing
Prerequisite: ART 1303 or permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.

ART 3793. Ceramics: Functional. Design, fabrication, and decoration of functional ceramic forms using methods such as throwing, handbuilding, and molds. Glaze mixing and application, and use of kilns. May be repeated once for additional credit with permission of instructor (up to 6 hours credit). Two lecture and four studio hours a week. Credit: Three hours.

ART 3893. Ceramics: Sculptural. Development and fabrication of sculptural ceramic form using primarily handbuilding, along with other methods. Preparing clay and surfacing materials, installation issues, mixed media, and kiln use. May be repeated once for additional credit with permission of instructor (up to 6 hours credit). Two lecture and four studio hours a week. Credit: Three hours.

ART 3903. Professional Writing for Visual Arts. Development of writing skills for visual artists as applied to artist statements, bios, critical reviews, graduate school applications, and field-related proposal opportunities including funding requests. Two lecture and four laboratory hours a week. Credit: Three hours.

ART 3913. Scientific Illustration. Observational drawing and visual research to render scientific illustration. Prerequisite: ART 1303. Two lecture and four studio hours a week. Credit: Three hours.

ART 4013. Sculpture and the Environment. Exploration of art concerning the environment. Development of new inquiries and original artwork with freedom to use a wide range of 2D, 3D, and time-based media. Prerequisite or co-requisite: ART 1213 or permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.

ART 4033. Packaging Design. Introduction to the design of product packaging from the perspectives of aesthetics, form, manufacturing processes, sustainability, and utility. Emphasis on practical tools including prototyping and creating packaging with digital fabrication tools and technical specifications that comply with commercial and governmental regulations. May be repeated once for additional credit (up to six hours credit). Prerequisites: ART 2223, ART 2243, ART 2293, and an understanding of Adobe Illustrator software. Two lecture and four studio hours a week. Credit: Three hours.

ART 4043. Latinx Art. Examination of Latinx art including culture, politics, and social justice in Latinx and Chicanx visual art production and reception. Three lecture hours a week. Credit: Three hours.

ART 4053. African American Art. Investigation of African American art including themes such as culture, politics, and social justice. Three lecture hours a week. Credit: Three hours.

ART 4063. Book Arts. Bookmaking as an art form. Overview of historic as well as contemporary book forms. Technical problems dealing with design, typography, paper, printing presses, and binding styles. May be repeated once for additional credit (up to six hours credit total). Two lecture and four studio hours a week. Credit: Three hours.

ART 4133. Approaches to Art Education. An advanced analysis and evaluation of instructional theories and methods for teaching and learning art in EC-12 public school art programs. Fifteen hours field experience in EC-12 public school art program. Prerequisites: ART 3013, ART 3223, and ART 3233; or consent of instructor. Two lecture and four laboratory hours a week. Credit: Three hours.

ART 4253. Publication Design. Concept, design, and execution of complex "visual information delivery systems" intended for publication and mass distribution. Creation and application of gridded templates and a limited variety of other structural organization techniques to manipulate combinations of type and images within multi-page layouts. Prerequisites: ART 2223 and ART 2243. Two lecture and four studio hours a week. Credit: Three hours.

ART 4283. Web and App Design. Examination of the internet as a venue in visual communication and an exploration of the creative possibilities of the medium. Examination of the principles of interactivity in computer media, and the conceptual and technical issues involved in the design and production of interactive documents, with an emphasis on interactive design. Prerequisite: ART 2243 or ART 2293, or permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.

ART 4313. Advertising and Social Media Design. Design of visual communication for current social media platforms and print/online advertising. Promotional design that fosters social responsibility. May be repeated once for additional credit (up to six hours credit). Prerequisites: ART 2243 and ART 2293 or permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.

ART 4363. Community-Focused Design Studio. Examination of graphic design in relation to social advocacy within local and global contexts; overview of contemporary concepts that define "Design for Good." Work with non-profit organizations in the community on design projects. Two lecture and four studio hours a week. Credit: Three hours.

ART 4483. Narrative Illustration. Visual storytelling in sequential formats. Use of world-building, plot development, back-story, casting, setting, and staging to convey specific narratives for an intended audience. May be repeated once for additional credit (up to six hours credit). Prerequisites: ART 1303 and ART 2223. Two lecture and four studio hours a week. Credit: Three hours.

ART 4543. Interdisciplinary Influences on Art. Examination of interdisciplinary interaction between visual art and other disciplines. May be repeated once for additional credit with permission of instructor (up to six hours credit). Three lecture hours a week. Credit: Three hours.

ART 4563. European Art in Context. Visual art of a particular region and period in its national context. Includes study tour to sites in the nations where artifacts of the period are located. May be repeated for additional credit when topics vary. Prerequisite: Permission of the instructor. Three lecture hours a week. Credit: Three hours.

ART 4613. Printmaking. Graphic processes for intaglio, relief, and planographic print procedures. May be taken for up to six hours of credit. May be repeated once for additional credit (up to six hours credit). Prerequisites: ART 1203 or ART 1303, and junior standing, or permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.

ART 4653. Color Photography. Study of historical and contemporary color photography in art. Experience in shooting, processing, and printing color photographs and slides. Class critiques to encourage individual vision through color materials. May be taken for up to six hours credit. Each semester of work is progressively more advanced than the previous semester. Prerequisite: ART 1603. Two lecture and four studio hours a week. Credit: Three hours.

ART 4683. Photographic Possibilities. Explore advanced experimental content, techniques, and materials in photography including installation, book arts, and image manipulation. May be taken for up to six hours credit. Each semester of work is progressively more advanced than the previous semester. Prerequisites: ART 2653 or ART 4653. Two lecture and four studio hours a week. Credit: Three hours.

ART 4693. Looking at the Landscape. Consideration of landscapes from multiple perspectives including political, environmental, physical, social, and psychological; includes contextual information based on historical and contemporary work. Use of large format field cameras incorporating both analog and digital processes to create work related to class content. Prerequisites: ART 1603 and ART 2653. Two lecture and four studio hours a week. Credit: Three hours.

ART 4703. Advanced Painting I. Advanced studies in painting, color, and composition. Emphasis on individual development of content. May be taken for up to six hours of credit. Each semester of work is progressively more advanced. Prerequisite: ART 1503. Two lecture and four studio hours a week. Credit: Three hours.

ART 4713. Advanced Painting II. Development of individual statements in painting. Introduction to exhibition techniques. May be taken for up to six hours of credit. Each semester of work is progressively more advanced. Prerequisites: ART 1503 and ART 4703 or permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.

ART 4763. Advanced Sculpture. Emphasis on individual technical and conceptual development through advanced work in sculpture. May be taken for up to six hours of credit. Prerequisites: ART 1213, ART 2753, ART 3763, and ART 3773. Two lecture and four studio hours a week. Credit: Three hours.

ART 4903. Special Topics. Study of special topics in Art. May be repeated for up to twelve hours of credit. Lecture and studio hours vary by topic. Credit: Three hours.

ART 4913. Independent Study. Individual study of technical problems in art. Prerequisite: Permission of the instructor and chair of the department. May be taken for up to twelve hours credit. Credit: Three hours.

ART 4953. Internship. Internship work-study arrangement between business, industry, or selected institutions and the university. Prerequisite: Permission of instructor. Nine practicum hours a week. Credit: Three hours.

ART 4956. Internship. Internship work-study arrangement between business, industry, or selected institutions and the university. Prerequisite: Permission of instructor. Eighteen practicum hours a week. Credit: Six hours.

ART 4973. Senior Research in Art History. Research on an advanced topic in art history in consultation with the instructor. Prerequisite: Nine credit hours in art history at 3000 or 4000 levels. Three seminar hours a week. Credit: Three hours.

ART 4993. BFA Exhibition. Studio research designed to support the successful completion and installation of a culminating exhibition by BFA students pursuing studio art and graphic design concentrations. Prerequisite: Permission of instructor. Two lecture and four studio hours a week. Credit: Three hours.