

ART AND DESIGN

The Department of Art and Design uses hands-on creative action as a means of learning and investigation. Utilizing a variety of media and methods, we seek to understand, relate to, and shape the world through objects and visual communications.

Encountering art history, contemporary studio practice, and exhibitions, students are taught ways of making objects in order to seek knowledge in its many perceptual, conceptual, social, and spiritual varieties. The department works to hone technical skill alongside creative ideas within and across traditional media.

We serve students who wish to pursue the study of the arts through several degree options: for pursuing teaching, the Visual Arts Education K-12 major leading to licensure; for those incorporating visual studies into their broad liberal arts education, the Bachelor of Arts major or the art minor; for those pursuing the studio arts as a profession, the Bachelor of Fine Arts; for those pursuing a career in design, the Bachelor of Arts in Graphic Design. For a student pursuing a career in art history and curatorial work, an individualized major is available that combines art history courses and a deep emphasis in a secondary field (e.g., history, language, philosophy) plus basic reading knowledge in two languages. In all the degrees, students will develop an expertise in a medium of their preference: graphic design, painting, sculpture, photography, print-making, drawing, ceramics, or art history.

In addition to a full set of course offerings in studio arts, graphic design, and art history, the Department of Art and Design also manages two gallery programs and Bethel's Permanent Collection. Together, the Eugene and Leona Olson Gallery and the Eugene Johnson Gallery of Art offer exhibitions on campus in a wide range of media by ethnically diverse artists of regional, national, and global reputations. The Visiting Artist Lecture Series is a rich component of both gallery programs, allowing students to interact with artists from the art community-at-large through formal lectures and informal dialogues. Gallery assistantships or internships with Bethel's Permanent Collection and with museums or galleries in the Twin Cities offer hands-on experience. Visit <https://www.bethel.edu/galleries> for more information and a list of current exhibits.

Majors in Art and Design

- B.A. in Art (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/art-design/art-ba>)
- B.F.A. in Art (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/art-design/art-bfa>)

- B.A. in Graphic Design (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/art-design/graphic-design-ba>)
- B.A. in Visual Arts Education K-12 (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/art-design/visual-arts-education-k-12-ba>)

Minors in Art and Design

- Art (Studio Emphasis) (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/art-design/art-minor-studio-emphasis>)
- Art (Art History Emphasis) (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/art-design/art-minor-art-history-emphasis>)
- Graphic Design (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/art-design/graphic-design-minor>)

ART100A • Two-Dimensional Visual Thinking. 3 Credits.

An exploration of two-dimensional visual expression and organization. The elements and principles of design are studied and applied through a variety of materials and processes. Introduction to critique and visual thinking.

Offered: Fall, spring.

ART101A • Three-Dimensional Visual Thinking. 3 Credits.

Diverse materials, methods, and media are explored and developed into three-dimensional form with expressive intent.

Offered: Fall, interim, spring.

ART103A • Drawing. 3 Credits.

Development of visual perception through observation, drawing, and a study of structural form and space relationships. Experiences in line, value, texture, basic perspective, and composition using various materials and techniques.

Offered: Fall, spring.

ART106A • Screen Printing. 3 Credits.

Screen printing as a means of creating hand-printed multi-color fine art prints. Methods include handmade and photo emulsion stencilling and studio art practice.

Offered: Occasionally interim.

ART107A • Clay Forms. 3 Credits.

A studio workshop for both art and non-art majors. Exploration of visual ideas in clay and of the creative process. Individual and group projects, along with discussions and critiques. Various hand-building techniques demonstrated. Emphasis placed on uniting color with form in utilitarian and non-utilitarian objects. Wheel throwing is not emphasized but is optional for those with previous experience.

Offered: Interim.

Art and Design 2

ART108A • Ceramics. 3 Credits.

The craft and creative possibility of working in clay. Includes the methods of throwing on the wheel, hand-building techniques, glazing procedures, and kiln loading.

Offered: Fall, spring.

ART109A • Seeing Photographically. 3 Credits.

Learn to see and think photographically. Study what makes a photograph distinct. Master elements of design and composition specific to photographic image-making, present and discuss photographs online, make photographs anywhere, and use a range of available cameras, whether DSLR or camera phone.

Offered: Summer.

ART120A • Photography in Spain. 3 Credits.

Technical and conceptual acquaintance with the medium of photography and its vocabulary within the realm of high art. Includes camera operation, black and white film developing, black and white print processing, and print finishing.

Offered: Spain Term, fall. Special Notes: Course taught in Spanish. Carries cross-credit in World Languages and Cultures.

ART203 • Drawing II. 3 Credits.

Advanced work in the drawing medium, with emphasis on individual conceptual development and material exploration.

Prerequisites: ART103A. Offered: Spring

ART206 • Sculpture. 4 Credits.

Basic sculptural concepts, processes, and materials within the studio experience. Modeling from life, casting, and carving are introduced.

Offered: Fall, spring.

ART208 • Ceramics II. 4 Credits.

Use of clay as a medium for art forms. Instruction includes glaze formulation and study of kiln and firing techniques.

Prerequisites: ART108A. Offered: Spring

ART210A • Painting. 4 Credits.

An introduction to the fundamentals of painting and personal painting practices. Students develop subject matter, as well as the ability to organize pictorial space and compositional ideas.

Prerequisites: ART100A or ART103A. Offered: Fall, spring

ART211 • Printmaking. 3 Credits.

Hand-printing processes with an emphasis on drawing and composition. Experience in such media as etching, woodcut, linocut, collagraphy, monotype and color printing.

Prerequisites: ART100A or ART103A. Offered: Fall and Spring

ART215 • Artist Books and Publications. 3 Credits.

Explores various book forms (hardcover, softcover, newspaper, magazine, and sculptural forms) as an artistic medium engaging sequence, narrative, time, text, and image. Engages the history of artists' books as artworks. Students learn a number of forms for making one-of-a-kind and large edition books.

Prerequisites: ART100A or DES105. Offered: Fall, even # years

ART235 • Video Art. 4 Credits.

Produce and present original video art works, both individually and collaboratively. Investigate a variety of video works, including experimental film from the 1920s as well as contemporary video pieces from the last decade. Basic skills in video and audio software are developed through studio practice.

Prerequisites: ART100A, ART109A, ART250A, or consent of instructor. Offered: Fall

ART240 • Creative Practices. 3 Credits.

Exploration of creative processes that moves past introductory ways of generating visual ideas to developing self-sustaining and self-directed investigation and enriching techniques for the artist.

Prerequisites: Must be taken concurrently with another 200-level or above studio course. Offered: Spring

ART250A • Introduction to Photography. 3 Credits.

Photography as a means of aesthetic and conceptual ideas within the fine arts, rather than for family and vacation snapshots, through both digital and analog forms. Includes technical instruction in camera operation, black and white film developing, printing, and basic Adobe Photoshop. Introduction to photo history and contemporary theory.

Offered: Fall, spring.

ART303 • Drawing III. 4 Credits.

Advanced work in the drawing medium, with emphasis on individual conceptual development and material exploration.

Prerequisites: ART203. Offered: Spring

ART306 • Sculpture II. 4 Credits.

Self-directed studio research, with particular attention to individual conceptual development.

Prerequisites: ART206. Offered: Fall, spring

ART308 • Ceramics III. 4 Credits.

Use of clay as a medium for art forms. Instruction includes glaze formulation and study of kiln and firing techniques.

Prerequisites: ART208. Offered: Spring

ART310 • Painting II. 4 Credits.

A continued exploration of painting, including various material experiments and exposure to new processes. Emphasis on the development of visual vocabulary and understanding of contemporary issues in painting. Invention and investigation are stressed.

Prerequisites: ART210. Offered: Spring

ART311 • Printmaking II. 4 Credits.

Advanced work in selected media with emphasis on individual research and development.

Prerequisites: ART220 or ART230. *Offered:* Fall, spring

ART330 • Advanced Black & White Photography. 4 Credits.

Individual aesthetic and conceptual development within the photographic medium, advanced black and white printing skills, and investigation of photo history and critical theory (as it relates to photography).

Prerequisites: ART250A or consent of instructor. *Offered:* Spring

ART332 • Advanced Digital Photography. 4 Credits.

Individual aesthetic and conceptual development within the photographic medium, advanced skills in digital photography processes, and investigation of photo history and critical theory (as it relates to photography).

Prerequisites: ART250A. *Offered:* Spring

ART334 • Photo Manipulation. 3 Credits.

Introduction to use and manipulation of photography in contemporary art practice. Utilizing photographs for conceptual ends, examining process, materiality, and the truth value of photography. Advanced skills developed with the camera, scanners, Adobe Photoshop, and ink jet printers. Software used to alter, manipulate, and composite photographs.

Prerequisites: ART250A for BA and BFA majors. *Offered:* Interim

ART403 • Drawing IV. 4 Credits.

Advanced work in the drawing medium, with emphasis on individual conceptual development and material exploration.

Prerequisites: ART303. *Offered:* Spring

ART406 • Sculpture III. 4 Credits.

Self-directed studio research, with particular attention to individual conceptual development.

Prerequisites: ART306. *Offered:* Fall, spring

ART408 • Ceramics IV. 4 Credits.

Use of clay as a medium for art forms. Instruction includes glaze formulation and study of kiln and firing techniques.

Prerequisites: ART308. *Offered:* Spring

ART410 • Painting III. 4 Credits.

A continued exploration of painting, including various material experiments and exposure to new processes. Emphasis on the development of visual vocabulary and understanding of contemporary issues in painting. Invention and investigation are stressed.

Prerequisites: ART310. *Offered:* Spring

ART411 • Printmaking III. 4 Credits.

Advanced work in selected media with emphasis on individual research and development.

Prerequisites: ART311. *Offered:* Fall, spring

ART419 • Photography Portfolio. 4 Credits.

Individual aesthetic and conceptual development of personal vision into a professional portfolio, and investigation of photo history and critical theory (as it relates to individual student's portfolio).

Prerequisites: ART330, ART332, ART334, or consent of instructor. *Offered:* Spring

ART481 • Internship in Art. 1-4 Credits.

Educational and practical experience in applying understanding and skill in an off-campus, professional setting. An internship can be arranged in advertising studios, agencies, printmaking studios, artists' studios, and art museums. Supervised by an art faculty member.

Prerequisites: Seven studio art courses; major in art; consent of department. *Offered:* Fall or spring

ART496 • Senior Art & Design Exhibition. 0 Credit.

Installation and completion of Senior thesis work in an exhibit with other seniors. Activities include preparing work for the exhibit, installation, lighting, didactics, hosting an opening, participating in the Art Matrix, and deinstalling work.

Prerequisites: ART499 *Offered:* Spring.

ART498 • Professional Practices. 3 Credits.

Prepares students to continue their own studio practice after graduation and to enter into graduate school, exhibitions, grants, and residencies. Teaches students the skills for presenting their work in a professional and compelling manner within the forms and procedures expected from the art world.

Prerequisites: Major in art; consent of department. *Offered:* Spring

ART499 • Senior Seminar/Thesis Exhibition. 3 Credits.

Development of creative independence in a studio experience. Culminates in the senior exhibition program or portfolio.

Prerequisites: Major in art; consent of department. *Offered:* Fall

DES105 • Introduction to Digital Media. 3 Credits.

Understand the tools and concepts of digital art-making and graphic design with an emphasis on foundational proficiency in industry standard software and hardware. Utilize and combine digital tools to solve visual and technical problems as part of a growing design and studio art practice.

Offered: Fall, spring.

DES150 • Typography. 3 Credits.

Typography—the visual presentation of language—is a foundational component of graphic design. Identify and investigate basic principles and communicative potential through project-based exploration of the following topics: terminology, letterforms, readability, hierarchy, structure, visual syntax, history, and context.

Offered: Fall.

Art and Design 4

DES212 • Graphic Design I. 3 Credits.

Explore the foundational visual components of design and their communicative and creative potential through visual experiments, isolated studies, and careful observation. Develop original content through a design process that includes idea generation, material experimentation, evaluation, and iteration.

Prerequisites: DES105. *Offered:* Fall, spring

DES312 • Graphic Design II. 3 Credits.

Combine and extend basic design and typography principles through a range of real-world project scenarios. Engage with clients and manage projects from initial ideation through production stages. Special attention to strategizing, problem-defining and solving, collaboration, client interaction, and production.

Prerequisites: DES212. *Offered:* Spring, odd # years

DES322 • Digital Image Making. 3 Credits.

Develop advanced methods for brainstorming and creating engaging, communicative professional images. Through exposure to a broad range of techniques, collaboration, critique, and revision, work is advanced and personal image making processes are established.

Prerequisites: DES212. *Offered:* Interim

DES324 • Interactive Design. 3 Credits.

Develop and maintain a variety of interactive projects including websites, digital publishing, interactive documents, and applications. Work collaboratively to strategize solutions for complex projects that identify and respond to users' needs. Understand and adapt to the rapid evolution of technology through research and self-teaching.

Prerequisites: DES312 or consent of instructor. *Offered:* Fall

DES412 • Graphic Design III. 3 Credits.

Engage complex open-ended design problems in a collaborative environment. Utilize research, prototyping, and user interaction to develop efficient and scalable solutions. Develop personal design approach, values, ethical convictions, and portfolio materials.

Prerequisites: DES312 or consent of instructor. *Offered:* Spring, even # years

DES481 • Internship in Design. 1-4 Credits.

Educational and practical experience in applying understanding and skill in a professional setting. An internship can be arranged in a design studio, advertising firm, non-profit organization, or other appropriate workplace. Supervised by a design faculty member.

Prerequisites: Five DES courses or consent of instructor; major in graphic design. *Offered:* Fall, spring

ARH105 • Survey of Western Art History from Caves to World War II. 4 Credits.

Survey of Western art history from prehistoric painting to World War II, examining major developments, artists, aesthetic concepts, stylistic practices, and use of materials within their respective social contexts.

Offered: Spring.

ARH201 • Religion and Art in Asia. 3 Credits.

Examination of artistic expressions of the major religious traditions of India, China, Japan, and Southeast Asia. Definitions of "religion" and "art" provide a guide for identifying and understanding Asian architecture, statuary, and paintings. Doctrinal and ritual elements of the major traditions are explained, and art that symbolizes and expresses these elements is analyzed.

Offered: Spring, even # years. *Special Notes:* Carries cross-credit in religious studies.

ARH220 • Art History - Ancient Through Medieval. 3 Credits.

Western art from the prehistoric through the Gothic periods, dealing with those cultures that have been the basis of Western European art. Prehistoric, Egyptian, Ancient Near Eastern, Aegean, Greek, Roman, Early Christian, Romanesque, and Gothic art.

Offered: Fall, odd # years.

ARH221 • Art of the United States. 3 Credits.

Painting, sculpture, and architecture of the United States from colonial times to World War II, with particular reference to European influences and indigenous qualities.

Prerequisites: GES130 or GES244. *Offered:* Spring, even # years

ARH320 • Art History - Renaissance Through Rococo. 3 Credits.

Ideals and styles that mark the development of Western art from the early Renaissance in 14th century Italy, through subsequent movements in southern and northern European art, until the middle of the 18th century.

Offered: Spring, odd # years.

ARH321 • Art History - 19th and 20th Century Europe. 3 Credits.

Development of modern art, beginning with Neoclassicism and Romanticism, through Realism, Impressionism, and Post-Impressionism in the 19th century. In the 20th century, the major movements of Cubism and its offshoots, Expressionism, Dadaism, and Surrealism.

Offered: Fall, even # years.

ARH345 • Art History - World War II to Present. 3

Credits.

Multiple developments of art in the contemporary period, defined as post-World War II to the present.

Painting, sculpture, happenings, performance, conceptual art, mixed media art, video, and photography in America and Europe are investigated. Attention is also given to changes in theoretical attitudes from Modernism through Postmodernism.

Offered: Fall.