

ART AND DESIGN

The Department of Art and Design (<https://www.bethel.edu/undergrad/academics/art>) 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.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>)
- B.F.A. in Art (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/art-design/art-bfa>)

Minors in Art and Design

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

ART 100A • Foundations: Color, Composition, and Ideation. 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, Interim, Spring.

ART 101A • Foundations: Materials, Space, and Meaning. 3 Credits.

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

Offered: Fall, Interim, Spring.

ART 103A • Foundations: 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.

ART 106A • 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.

ART 107A • Clay Forms. 3 Credits.

Explores hand building and wheel throwing techniques in the formation of archetypal ceramic forms and processes.

Offered: Fall, Interim.

Art and Design 2

ART 108A • Ceramic Design. 3 Credits.

Explores two-dimensional and three-dimensional design strategies in creation of ceramic forms and surfaces .

Offered: Spring.

ART 109A • 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.

ART 120A • 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.

ART 203 • Advanced Drawing. 3 Credits.

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

Prerequisites: ART 103A. Offered: Spring

ART 206 • Sculpture. 4 Credits.

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

Offered: Fall, Spring.

ART 208 • Advanced Ceramics. 4 Credits.

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

Prerequisites: ART 107A or ART 108A. Offered: Spring.

ART 210A • 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: ART 100A or ART 103A. Offered: Fall, Spring

ART 211 • Printmaking. 3 Credits.

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

Prerequisites: ART 100A or ART 103A. Offered: Fall, Spring

ART 240 • 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.

Corequisites: Another 200-level or above studio course.

Offered: Spring.

ART 250A • 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.

ART 306 • Advanced Sculpture. 4 Credits.

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

Prerequisites: ART 206. Offered: Fall, Spring

ART 310 • Advanced Painting. 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

ART 311 • Advanced Printmaking. 4 Credits.

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

Offered: Fall, Spring.

ART 315 • 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: ART 100A or DES 105. Offered: Fall, odd # years.

ART 330 • 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: ART 250A or consent of instructor. Offered: Spring.

ART 332 • 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: ART 250A. Offered: Spring.

ART 334 • 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: ART 250A for BA and BFA majors. *Offered:* Fall, even # years.

ART 335 • 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 1920's as well as contemporary video pieces from the last decade. Basic skills in video and audio software are developed through studio practice.

Prerequisites: ART 100A, ART 109A, ART 250A, or consent of instructor. *Offered:* Fall.

ART 419 • 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: ART 330, ART 332, ART 334, or consent of instructor. *Offered:* Spring.

ART 481 • 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.

ART 496 • 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: ART 499. *Offered:* Spring.

ART 498 • Professional Practices. 3 Credits.

Prepares students to continue their own studio practice after graduation and 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.

ART 499 • 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.

DES 105 • 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.

DES 150 • 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.

DES 212 • 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: DES 105. *Offered:* Fall, Spring.

DES 312 • 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: DES 212. *Offered:* Fall.

DES 322 • 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: DES 212. *Offered:* Interim.

DES 324 • 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: DES 312 or consent of instructor. *Offered:* Fall.

DES 412 • 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: DES 312 or consent of instructor. Offered: Spring.

DES 481 • 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.

ARH 105 • Art History Survey: 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.

ARH 220 • 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.

ARH 221 • 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: GES 130 or GES 244. Offered: Spring, even # years.

ARH 320 • 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.

ARH 321 • 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.

ARH 345 • Art History Survey: World War II to Present. 3 Credits.

Explores 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.