ART AND DESIGN

The Department of Art and Design emphasizes holistic creativity and prepares students to engage with the creative diversity of the society in which they will be makers. We stress hands-on creative action, where materials, ideas and expressive experimentation collide, forming new possibilities that equip students as they become emerging artists and designers. We emphasize engagement with materials and media of every kind, from bronze, paint, ink and clay to digital, video, and photography. What unites these is learning the technical skills and processes needed for freedom of expression in any medium, coupled to learning the ideas, culture, art history and theory that make art and design complete as human, spiritual and meaningful vocations. We thrive on this unified platform where art informs design, design informs art, and ideas and the spiritual inform the whole.

The Department serves students through five degree options: for those 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 students pursuing a career in art history and curatorial work, an individualized major is available that combines art history with a deep emphasis in a secondary field (e.g., history, language, philosophy).

In all the degrees, students will develop an expertise in a medium of their preference: art history, ceramics, drawing, graphic design, painting, photography, printmaking, or sculpture.

Woven into this curriculum is a rich gallery program that brings many professional artists to campus through the exhibition of their work and public lectures. Two galleries, the Eugene and Leona Olson Gallery and the Eugene Johnson Gallery, offer exhibitions of artists with diverse perspectives and regional, national and global reputations. Through the Visiting Artists Lecture Series, these artists personalize their work, giving our students the opportunity to meet and interact with artists beyond the Bethel faculty. In addition, there are five opportunities each year for students to exhibit their own work in the campus galleries, plus additional opportunities for students to show their own work in exhibition spaces in the Twin Cities’ extensive art scene. Gallery assistantships, internships and Teaching Assistant opportunities are available to all students who seek them.

Majors in Art and Design

• B.A. in Art
• B.A. in Graphic Design
• B.A. in Visual Arts Education K-12
• B.F.A. in Art

Minors in Art and Design

• Art (Art History Emphasis)
• Art (Studio Emphasis)
• Graphic Design
• Photojournalism

ART 100A • Foundations: Color, Composition, and Ideation 3 Credits.
An exploration of foundational aspects of visual expression, including the elements and principles of design, color theory, experimentation, and critique. Students gain experience in a variety of materials and processes through both solo and collaborative projects.

Offered: Fall, Interim, Spring.

ART 101A • Foundations: Materials, Space, and Meaning 3 Credits.
An introductory level investigation of three-dimensional form and making. Diverse materials and media are explored and applied to both formal and expressive studio problems. Developmental approaches to artmaking are emphasized.

Offered: Fall, Occasionally 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 stenciling 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 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.
Sculptural concepts, processes, and materials are used within a guided studio experience that includes an introduction to public art. Students are not required to have specific fabrication skills.
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.
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, recommended course be taken sophomore year. 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 projects are pursued with particular focus on individual growth and development. Art for public spaces is more fully engaged, with students making works for specific audiences and locations.
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.
Prerequisites: ART 211. 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: Occasionally.

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 in Art and BFA majors. Offered: Fall, even # years.

ART 335 • Time-Based Media: Performance and Video Art 4 Credits.
Investigate performance art and actions from the 20th and 21st century as well as a variety of video works, including experimental film from the 1920's through artists working in video now. Produce original performances, video artworks, and their installations both individually and collaboratively.
Prerequisites: ART 100A, ART 250A, or consent of instructor. Offered: Occasionally.

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: Making Art Your Career 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 the Department of Art and Design, 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: ART 240; Major in the Department of Art and Design; 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: Occasionally 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: Fall.*

**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: Occasionally fall.*
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: Occasionally spring.

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: Occasionally spring.

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: Occasionally fall.

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.