

ART AND ART HISTORY

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The Department of Art and Art History offers three degree programs:

- B.A. in Studio Art
- B.A. in Art History
- B.A. in Cultural and Historic Preservation

For more information about the B.A. in Cultural and Historic Preservation please refer to the Cultural and Historic Preservation section of the catalog.

The degrees in Studio Art and Art History provide instruction in the visual arts and their relevance in contemporary culture. The curriculum stresses knowledge of art and culture, an understanding of the visual elements with their many complex interactions, and a sound technical background from which creative responses may be elicited. Courses for non-majors provide an opportunity for students to understand cultural traditions by becoming aware of how and why people have made art. Students learn about various artists, different historical periods, and the many complex interactions of art and society. Studio courses develop the intellectual and physical skills necessary to solve complex visual problems. Small classes foster intimate dialogue between students and faculty. Salve Regina is an accredited member of the National Association of Schools of Art and Design.

The Dorrance H. Hamilton Gallery

The Dorrance H. Hamilton Gallery is the University's main art gallery and premier exhibition space for the visual arts. Located in the Antone Center on Salve Regina's campus, Hamilton Gallery is also an integral part of the greater Newport cultural community. The dynamic exhibition program features the work of many outstanding artists from the region, the country, and the world. Annual student exhibitions, as well as the Senior Thesis Exhibitions, give students an opportunity to present their work in a professional forum. The Art and Art History Department's Visiting Artist program also gives students access to professional artists from a variety of disciplines.

The Nature Cabinet

The Art and Art History Department created and administers The Nature Cabinet, which is a natural history collection and interdisciplinary research center available for student use and study. The Nature Cabinet, located in the Antone Center for Culture and the Arts, room 101, is the University's only permanent collection. Students in the Department have an opportunity to research and curate this collection and to contribute to its accompanying digital image database (www.salve.edu/naturecabinet) (<http://www.salve.edu/naturecabinet/>).

All majors are required to participate in department activities, including openings/events in Hamilton Gallery.

Art History Student Learning Outcomes

At the completion of the program, students will be able to:

1. Identify works of art from a wide range of chronological time periods and geographic locations, including both western and non-western traditions, and to understand the major characteristics and themes that define various art historical time periods and artistic movements.

2. Demonstrate knowledge of the cultural and historical contexts within which works of art were made, and how these inform our interpretation of works of art.
3. Demonstrate their knowledge about art using appropriate art historical vocabulary and language through both written papers and oral presentations.
4. Create original scholarship in the field of Art History through research papers that allow students to develop their own arguments, perspectives, and voice.

Studio Art Student Learning Outcomes

At the completion of the program, students will be able to:

1. Communicate at appropriate levels in their studio concentrations (Ceramics, Graphic Design, Interactive Media Art (IMA), Painting, and Photography), demonstrating knowledge and skills in the use of basic vocabularies, materials, traditional and technology-based tools, techniques, and thinking processes for each concentration.
2. Develop and present basic analyses of works of art from formal, historical, and cultural perspectives.
3. Demonstrate their knowledge and understanding of important works of art and art-making methodologies through visual/lecture presentations or illustrated, written papers.
4. Relate basic types of arts knowledge and problem-solving skills within and across the visual arts disciplines, and can make connections with other disciplines within the academic and real-world communities.

Bachelor's

- Art History (B.A.) (<https://catalog.salve.edu/undergraduate/academic-programs/art-art-history/art-history-ba/>)
- Studio Art (B.A.) (<https://catalog.salve.edu/undergraduate/academic-programs/art-art-history/studio-art-ba/>)

Minors

- Art History Minor (<https://catalog.salve.edu/undergraduate/academic-programs/art-art-history/art-history-minor/>)
- Studio Art Minor (<https://catalog.salve.edu/undergraduate/academic-programs/art-art-history/studio-art-minor/>)

ART-071: Adobe InDesign (1 Credits)

This workshop introduces the basics of Adobe InDesign, a robust and easy-to-use page layout application. It is powerful enough to produce sophisticated magazine and newspaper layouts, along with newsletters, brochures, mailers, and so on. In this workshop, students create multipage documents organized for print production. They save files with color and printer specifications in mind.

ART-072: Digital Drawing: Art & Business (1 Credits)

This workshop introduces the basics of Adobe Illustrator. You do not have to be a graphic designer to use Adobe Illustrator effectively, even though graphic artists have made Adobe Illustrator the "industry-standard" illustration software package. Adobe Illustrator is used primarily as a drawing program to produce a wide range of products, including logo design, product design, presentations, and page layout. The course introduces students to the Illustrator working environment, concentrating on the skills needed to create illustrations from scratch using vector tools.

ART-074: Woodshop Safety & Tools (1 Credits)

This one-credit course offers practical, hands-on experience and teaches safety precautions regarding the use of power, woodworking tools such as: the table saw; the chop saw; the stationary sanding belt; and the drill press. Pre-requisite: Studio art major Required for all studio art majors. *Course Fee:* \$50.00

ART-075: Relief Printing (1 Credits)

This one-credit workshop provides a comprehensive overview of relief printing. From image development, reversal and transfer, through carving, cutting and printing, students learn the fundamentals of this subtractive printmaking process through an introduction to linocut. *Course Fee:* \$50.00

ART-076: WordPress (1 Credits)

Web Design & Applications. This hands-on workshop is a practical introduction for beginners to Web Design. Students build a website from the ground up by using industry standard software and Internet applications. No coding experience is required. This workshop is for those looking to take the first steps to web development.

ART-077: Silkscreen Printing (1 Credits)

This one-credit workshop provides a comprehensive overview of screen printing, including image creation, stencil design, troubleshooting, registration, proper print procedure, and creating multi-colored prints.

ART-078: Interactive Media Art (1 Credits)

This hands-on workshop explores ways to involve the viewer with digital art on a computer. Projects entail adding primary elements of interaction using graphics, audio, and animation. Previous knowledge of computer painting, programming, or animation are not required. The course provides a glimpse into the interdisciplinary field of Interaction Design.

ART-079: Illustration (1 Credits)

Illustration is the art of visual communication. To illustrate is to interpret ideas and translate them into pictures that communicate clearly to others. Most often, we see the illustrator's work in picture books, magazines, advertisements, comics, graphic novels, game design, animation, and more. This weekend workshop offers an introduction to the tools and techniques of the illustrator.

ART-084: Adobe Photoshop (1 Credits)

This hands-on workshop explores ways to use Adobe Photoshop. No previous knowledge of computer graphics is required. Workshop projects are based on specific media outcomes in photography, graphic design, and painting.

ART-086: Digital Animation (1 Credits)

Computer Animation. This hands-on workshop uses industry standard computer software to create animations. No previous knowledge of computer animation is required. Students learn concepts that are important from HD IMAX theatre to low-resolution animated GIFs.

ART-087: Web Design (1 Credits)

Web Design & Response. This hands-on workshop is a practical introduction to Web Design for beginners. Students build a website from the ground up using HTML + CSS. No coding experience is required. This workshop is for those looking to take the first steps with web development.

ART-088: Campus Architecture Tour (1 Credits)

This workshop explores both the architecture and the campus development of Salve Regina University. The focus is on both the historic buildings that make up the major centers of the campus (Ochre Court, Wakehurst, Vinland, Althorpe, and Fairlawn) and one modern institutional building that house the bulk of university operations (Miley Hall/Walgreen, O'Hare Hall, Rodgers Recreation Center, Our Lady of Mercy Chapel).

ART-091: Freshmen Art Seminar (1 Credits)

This seminar acquaints prospective studio art and art history majors with the Department of Art, faculty, disciplines, studios, gallery, basic studio design tenets, specific art vocabulary and local resources. Field trips and gallery visits are required. Aspiring studio art or art history majors.

ART-101: Art in Society (3 Credits)

A course that introduces the world of art to non-Art majors by focusing on the interrelationships that exist between art, the "art world", and societies. Recurring themes and particular periods in art history are used to illustrate these interrelationships. This course does not fulfill requirements for an Art major or minor.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: What is Western Heritage?-Ancient and Modern.

ART-108: Introduction to Art History: Stories, Lives, Passions (3 Credits)

Examining the stories told in art reveals the lives, cultural values, and passions of historical people. This course surveys painting, sculpture, architecture and the decorative arts from Prehistoric times to the present, situating works within their historical and cultural contexts. This course does not count towards the requirements for the major or minor in Studio Art or Art History.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: What is Western Heritage?-Ancient and Modern.

ART-131: Drawing I (3 Credits)

Beginning Drawing is an introduction to the principles of rendering in various black and white media. Using the still life as a primary subject matter, some figurative elements will also be used. Fundamentals such as perspective, value, proportion, composition and contour are investigated and analyzed. While exercising focused observation during studio exercises, students will learn how to see critically. Through lectures and assigned readings, students will analyze and critique both historical and contemporary approaches to the medium.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

Course Fee: \$100.00

ART-132: Drawing II (3 Credits)

Pre-requisite(s): ART-131 is required.

Reinforcing and expanding upon the elements covered in ART-131, this class also covers the topics of gesture, proportion, and human anatomy. Subject matter will center on the human figure within an environment. Students will be encouraged to find in the subject matter and media a more individual and expressive approach to drawing.

Course Fee: \$100.00

ART-140: The Art of Website Design (3 Credits)

This course will examine various methods of designing websites and publishing content online. Students will learn, analyze and utilize the basic building blocks of website programming as well as identify and employ latest techniques in website development. Students will create personal websites. Emphasis will be placed on effective design layout.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

Course Fee: \$100.00

ART-165: Photography, Race, & Identity (3 Credits)

This hybrid studio and lecture course will examine the use of photographic images in the creation of narratives of cultural identity both historically and in the present day. Students will gain tools to analyze images in our ever-busier digital landscape and address ethical issues around the rise of citizen photojournalism. They will produce digital photographic series with a focus on building empathy and understanding across social, racial and economic barriers.

Fulfills Core Requirement in Visual and Performing Arts.

ART-172: Art Across a Gilded Age Campus (3 Credits)

This Art History class introduces students to the collections of fine and decorative arts at Salve Regina University. Through "field trips" on campus, students have the opportunity to study works of art at first hand. The art and decor of the University's Gilded Age mansions, including Ochre Court, Gerety Hall, and McAuley Hall, are a focus of study. The University's art collections survey rather comprehensively the history of art, including works either created in or inspired by all of the major art historical periods, from the ancient world to the present day. Works of art are studied within their original cultural and historical contexts to highlight their place in the history of western art.

Fulfills Core Requirement in Visual Performing Arts.

Theme: What is Western Heritage? Ancient and Modern.

ART-180: Historic Building Documentation (3 Credits)

In this course, students gain initial field experience in historic preservation. The emphasis is on the investigation, preliminary documentation, and interpretation of buildings, sites, and objects. Students become familiar with terminology used in preservation and develop research and writing skills through a series of projects in and around Newport. This is a laboratory course.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: What is Western Heritage?-Ancient and Modern.

Cross-listed with: CHP-180.

ART-200: Drawing III (3 Credits)

Pre-requisite(s): ART-131 is required.

This is an advanced studio course that deals with a wide variety of subject matter. The primary focus is on the development of personal ideas and direction. Media exploration will also be a topic of discussion. Complex projects, reading assignments, and class excursions all attempt to instill in the student a greater responsibility for imagery and enthusiasm for drawing as an expressive medium.

Course Fee: \$100.00

ART-202: Sculptural Concepts (3 Credits)

This course introduces students to the aesthetics of working in real, three-dimensional space. Using such materials as wood, cardboard, recycled and found materials, the student explores the sculptural concepts of design to produce forms in space. The student is introduced to proper use of hand and power tools. The work of 20th century artists is studied through slide lectures, reading assignments, and field trips to regional museums and galleries.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

Course Fee: \$100.00

ART-207: Introduction to Architecture (3 Credits)

This course introduces the student to the history of Western Architecture, beginning with the ziggurats and pyramids of the ancient Near East and Egypt and continuing into the 21st century. Students will learn about structural principles common to all buildings, as well as issues of style and the cultural meaning of buildings.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: What is Western Heritage?-Ancient and Modern.

Cross-listed with: CHP-207.

ART-208: History of World Art I: Prehistoric to 1400 (3 Credits)

This class is the first part of a year-long survey of world art covering from Prehistoric times through the Medieval period. Students are introduced to major monuments of painting, architecture, and sculpture of world civilizations, and they learn how to locate these within the cultural and historical contexts in which they were created.

ART-209: History of World Art II: 1400 to Today (3 Credits)

This class is the second part of a year-long survey of world art covering from the Renaissance to the present day. Students are introduced to major works of painting, sculpture, and architecture within European, American, and Non-western traditions. Emphasis is placed on locating these works within the cultural and historical contexts in which they were created.

ART-218: Introduction to Digital Art & Design (3 Credits)

This course introduces students to visual technology used in art and design. Emphasis is placed on creative problem-solving through sketching and research. Final ideas are brought to fruition utilizing the computer as a creative tool. Course activities will clarify the proper use of painting, drawing and page layout software. All students create and display work in an online portfolio. Open to students with sophomore and junior standing, or second semester freshman with a concentration in Graphic Design.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

ART-220: Introduction to Making Art with Code (3 Credits)

This introductory course focuses on artistic creation using traditional and electronic media through a combination of hands-on projects, group activities and lectures. Students will learn 'Processing' a Java-based programming language to create interactive art explorations for 2D applications on the Web and 3D applications with Physical Computing. An emphasis will be placed on how interaction, technology, and art can create new forms of expression and prepare students to use these skills in their own creative practice.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

Course Fee: \$100.00

ART-230: Introduction to Web Design (3 Credits)

Pre-requisite(s): ART-218 is required.

Interface Designs for the web are the most basic forms of technology for interaction. Through a series of project-based assignments students will gain Interaction Design principles and build basic programming techniques for developing effective and functional Websites. Course work will emphasize the fundamentals of user-centered design & feedback, user behaviors & user testing scenarios, hierarchical & navigational models and information architecture. This introductory course will familiarize students with the standards of hypertext markup language (HTML), cascading style sheets (CSS) and scripting as well as Adobe Dreamweaver.

Course Fee: \$100.00

ART-231: Introduction to Ceramics: Clay, Culture and Creativity (3 Credits)

Students in this introductory studio class focus on creating functional and sculptural forms through the hand-building process. The history and technology of ceramics is presented as a vehicle for self-expression and cross-cultural appreciation. Studio projects incorporate the active processes of making and evaluating to explore one's own creativity.

Fulfills Core Requirement in Visual and Performing Arts.

Theme: Building Global Awareness.

Course Fee: \$100.00

ART-232: Introduction to Ceramics: Throwing on The Potter's Wheel (3 Credits)

This introductory course explores the potential of the potter's wheel to manufacture and design traditional/functional forms and sculptural creations. With a sophisticated approach to clay and glaze materials, students create ceramic works that are informed by the infinite possibilities of the potter's wheel.

Course Fee: \$100.00

ART-241: Introduction to Graphic Design (3 Credits)

This course introduces students to the field of graphic design and lays a foundation of knowledge and skills on which all good graphic design work is based. In an investigative process, typography lays the groundwork for the study of letterforms, composition, history, and problem solving. Students explore and experiment with the fundamental principles and elements of graphic design. They produce projects using type, color, word, and image. This course focuses on developing a sense for working in this process and creating effective systems based on formal rules of design.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Building Global Awareness.

Course Fee: \$100.00

ART-242: Graphic Design for Print (3 Credits)

Pre-requisite(s): ART-218 and ART-241 are required.

This course continues to explore the graphic design field with an emphasis on the production process. Students explore the capabilities and limitations of printing technology and produce art ready for reproduction. Ideas are developed from sketches to roughs to comprehensive artwork. As industry standards for graphic design and production continue to evolve, so do the variables that affect each printed piece. Computer programs used include: Adobe Photoshop, Illustrator and InDesign on Macintosh computers.

Course Fee: \$100.00

ART-244: Introduction to Illustration: Pictures for People (3 Credits)

Illustration is an artistic medium which uses visual information to share messages with large and diverse audiences. In this course, we will explore illustration from a cross-cultural perspective, examining a wide variety of historical and stylistic trends. Simultaneously, students will create their own illustrations, expressing ideas important to themselves and informed by the rich history of this art form.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

ART-246: Intro. to Illustration: Visual Narrative (3 Credits)

Illustrators create pictures, often in conjunction with words, to explain, illuminate, and entertain. They harness the inherent power of illustration as an artistic medium for telling stories. Students in this course explore illustration's narrative potential by creating a variety of popular types of illustration artwork such as editorial, picture books, posters, comics, and more.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

ART-250: Introduction to Painting: Observation & Color (3 Credits)

This studio course addresses the language of color and fundamentals of painting from observation. Lessons emphasize the problems of seeing and composing images with color, value and shape. Against a backdrop of the medium's rich history, students use colored paper and oil paint to develop a working understanding of color theory, essential to a wide range of artistic practices.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

ART-256: Introduction to Painting: Constructing Painted Spaces (3 Credits)

This painting course focuses on spatial relationships and the mechanics of pictorial construction. Problems explore the organization of implied depth and the principles of two dimensional design. Art historical precedents prompt a critical examination of light, space and atmosphere in painting. Projects incorporate representation and abstraction.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Engaging Creative, Aesthetic and Spiritual Experience.

ART-271: Introduction to Digital Photography (3 Credits)

This course provides a comprehensive introduction to the art and practice of photography and its significance in our social history. Students in this course will use digital SLR cameras and Adobe Photoshop to create both screen and print-based work. Commercial studio lighting will also be introduced. (DSLR cameras may be provided on loan).

Fulfills Core Requirement for Visual and Performing Arts.

Theme: Building Global Awareness.

Course Fee: \$100.00

ART-272: Introduction to Film Photography (3 Credits)

This course provides a comprehensive introduction to the art and practice of photography and its significance in our social history. Students in this course will use film cameras and will learn to develop, process, and print their own film in the darkroom. Alternative process such as cyanotype, paper negatives and Lumens will also be explored. (Film cameras may be provided on loan).

Fulfills Core Requirement for Visual and Performing Arts.

Course Fee: \$100.00

ART-300: Advanced Studio Concepts (3 Credits)

This course explores the formal and conceptual nature of the artistic practice. Emphasis is placed upon generating innovative solutions to complex artistic problems. Visual vocabulary common to both two- and three-dimensional design as well as issues of content, context, and meaning are explored. Studio sessions with extensive analytical critiques are held regularly. Throughout the course, students interpret and utilize current concepts in contemporary art and design. This class serves as the capstone experience for Studio Art. Junior or senior Art major, or permission of instructor is required.

Course Fee: \$100.00

ART-301: American Architecture Survey (3 Credits)

This course examines the historical development of the American built environment, beginning with Native American settlement patterns and continuing to present-day phenomena of sprawl and New Urbanism. Students explore how landscape and buildings have developed in response to broader changes in American culture.

Theme: Defining American Experience.

Cross-listed with: CHP-301 and AST-301.

ART-307: 20th and 21st Century Architecture (3 Credits)

This course examines the rise of Modernism in architectural design beginning from the end of the 19th until its displacement in the 1970's. It also traces Anti-Modern, Postmodern and contemporary practice in the architectural world.

Cross-listed with: CHP-307.

ART-311: Interaction Design (3-9 Credits)

Pre-requisite(s): ART-218 is required.

Interactive Media and Art are explored in this advanced studio class where the emphasis will be placed on a concentrated topic. Primarily these subjects are associated with specific interactive technologies and Interaction Design career directions. Topics will vary each time the course is offered. Possible studies may include: physical computing, development for Apps, prototype smart devices/information appliances, advanced web technologies, designing for content management systems, gaming, Generative Art, 3D modeling, Cartoon Animation, Digital Video, Sound Editing and others. This course may be taken more than once for different topics.

Course Fee: \$100.00

ART-312: Classical Art and Archaeology (3 Credits)

This class surveys the arts of ancient Greece and Rome, from the 8th century BCE to the 4th century CE. Major monuments of painting, architecture, sculpture, and ceramics are explored within their ancient contexts, with particular attention to the role of religion, politics, gender, and mythology.

Course Fee: \$75.00

ART-316: Narrative and Meaning in Medieval and Renaissance (3 Credits)

Storytelling and the meanings encoded in works of art are the focus of this class, which looks at case studies drawn from the Middle Ages and Renaissance. Topics to be studied include visualization of stories from the Bible, liturgical art and meaning, portraiture, and the ideological role of Classical mythology.

ART-317: Topics in Non-Western Art (3 Credits)

This course explores advanced case studies in non-western art. Subjects to be studied could include African masking and performance, Chinese landscape painting, and Aztec art and ritual.

Theme: Building Global Awareness.

ART-319: American Painting and Sculpture (3 Credits)

Art of the United States from Colonial times through the late 20th-century is the subject of this class that focuses on painting and sculpture. The collections of American art at the Newport Art Museum and the Redwood Library and Athenaeum allow students to study works of art at first hand.

ART-322: Gender and Sexuality in Art (3 Credits)

Through case studies from the ancient world to the present day, this course examines how issues of gender and sexuality inform the history of art. Subjects explored include the contributions of women as artists and patrons of art, constructions of the body, queer theories, and feminist theories.

Fulfills Core Requirement for Visual and Performing Arts.

Theme: What is Western Heritage?-Ancient and Modern.

ART-323: History of Newport Architecture (3 Credits)

This course will trace architectural developments in Newport, from the colonial settlement at the beginning of the seventeenth century to the present. Through it, you will become familiar North American architecture, interpretations of continuity and change in architectural form and structure, and the geographic, social, economic, political, and technological forces that together influenced buildings and the practices of creating and inhabiting them. Examples will come from vernacular, professional and monumental contexts so that students become familiar with various design processes and types of architecture. The course will survey the features of buildings constructed in different times and consider their historical and social contexts. The course will also involve time outside of the classroom on field trips.

Theme: Defining the American Experience.

Cross-listed with: CHP-323.

ART-324: Twentieth-Century Art (3 Credits)

Students study the major artists, styles, and movements of twentieth-century art in this upper-level class. Particular attention is paid to primary sources pertaining to the art of this time period. A research paper on a work of art is a requirement for all students, who will have an opportunity to hone their skills in art historical research and writing. Open to all students; sophomore, junior, or senior standing recommended.

ART-325: Wonder: Art, Nature and Museums (3 Credits)

Pre-requisite(s): ART-208, ART-209, at least one upper-level ART or CHP course, or permission of the instructor are required. Open to all students; sophomore, junior, or senior academic standing recommended.

This class explores the concept of wonder in art throughout time from the Seven Wonders of the Ancient World to the place of wonder in contemporary artistic practice. Students will be introduced to the field of Museum Studies as they learn about the origins, development, and practice of modern day museums. Salve's Nature Cabinet will be used as a laboratory for students to learn about aspects of museum practice in this experiential learning course.

ART-326: Exploring Art in the Museum of Fine Arts, Boston (3 Credits)

The world class, encyclopedic collection of art held by the Museum of Fine Arts, Boston is the subject of this course, which allows students to study art from around the world at first hand. This course will be offered in conjunction with special exhibitions sponsored by the museum. Students will write a research paper based on a work of art at this museum.

ART-328: Myths & Legends in Greek Art: The Divine, Heroic, and Monstrous (3 Credits)

Pre-requisite(s): ART-208 or permission of instructor is required.

Fantastic monsters, omnipotent gods, virtuous heroes, and beautiful maidens populate the world of Greek mythology. For the Greeks, their myths were not just stories, but part of their history, a way to make sense of the world and their place in it. This class surveys a selection of the most popular Classical myths and their representation in the Greek visual arts of the 8th to 4th centuries BCE. Emphasis is placed on how the visualization of particular myths relates to the literary tradition, and how artists employed narrative techniques, formal elements, and compositional devices to tell stories. The first half of the course examines the major gods and heroes of the Greeks. The second half of the course examines the representation of stories associated with the Trojan War, including episodes from Homer's epic Iliad.

ART-332: Clay, Glaze and Firing (3 Credits)

Pre-requisite(s): One 200-level introductory ceramics course is required.

This advanced ceramics course introduces students to the processes and techniques of creating and firing different kinds of clay and glaze. In particular, students learn how to formulate individual clay and glaze recipes specific to their own designs and to fire their own work. Students in this course have an opportunity to further cultivate and develop their technical and creative skills in ceramics.

ART-333: Ceramic Surface Decoration (3 Credits)

Pre-requisite(s): One 200-level introductory ceramics course is required.

The surface of the clay object has been used as a canvas for drawing, texture, and color since clay was first formed into sculpture and vessels. Students in this advanced studio class explore the potential of the ceramic surface and all of its decorative possibilities. This class introduces students to the numerous techniques and treatments (like drawing, painting, applique, carving, decals, and stencils) used in producing a vast array of surfaces on utilitarian and sculptural ceramic objects.

ART-338: Art and the Gilded Age At Salve Regina University (3 Credits)

Pre-requisite(s): ART-208 or ART-209 is required or permission of instructor.

A tour of campus buildings like Ochre Court and Gerety Hall (former Wakehurst) transports us back in time, offering us a way to study the Gilded Age and its importance in Newport. This course introduces students to the collection of fine and decorative arts at Salve Regina University. Through on-campus "field trips," students have the opportunity to study works of art at first hand. Emphasis is placed on contextualizing works within their original cultural and historical contexts in order to understand their significance in the history of art. Students conduct original research about works of art that will result in a term paper that advances our knowledge of the arts on campus.

ART-341: Concentrated Studies: Graphic Design (3-9 Credits)

Pre-requisite(s): ART-218 and ART-241 are required.

This is an advanced studio class where the emphasis will be placed on a concentrated topic. Primarily these subjects are associated with specific design intent, such as poster design, packaging, typography, motion graphics and information display. Since there are numerous aspects to the graphic design profession, topics will vary each time the course is offered. Students may take this course more than once for different topics.

Course Fee: \$100.00

ART-344: Illustrating Worlds: Cyborgs, Aliens, and Elves (3 Credits)

For centuries, artists have used their skills and imagination to create rich worlds inhabited by people, animals, robots, cyborgs, aliens, fantastical creatures, and even animated objects. In this course, students will research and design their own, inhabited world through the development of maps, environments, characters, and narrative. Skills developed in this course are used in a variety of careers such as illustrating children's books, comics and graphic novels, game design, fine art, film, and more. Any other Studio Art class, permission of instructor, or any student with a major or minor in the English, Communications and Media Department is required.

ART-346: Sequential Art: Comics and Graphic Novels (3 Credits)

Sequential Art is a broad term referring to art that tells stories through a series of images arranged in a particular sequence, often accompanied by text, such as graphic novels and comics. Throughout this course, students will learn the skills of writing and drawing for comics. Along the way, we will ask questions such as "Why choose the comics form? What can comics do visually, narratively, and conceptually that no other art form can do?" and "What might a comic do in the world?" Any other Studio Art class, permission of instructor, or any student with a major or minor in the English, Communications and Media Department is required.

ART-354: Art Theory and Criticism (3 Credits)

Pre-requisite(s): ART-209 and junior or senior academic standing or permission of instructor are required.

Students study seminal works of art theory and criticism in this seminar style course. Through a personal engagement with these texts and ideas, students develop a critical understanding of key philosophical shifts that have shaped artistic and art historical practice today. Authors to be discussed include Roland Barthes, Walter Benjamin, Clement Greenberg, Michael Fried, Rosalind Krauss, and Laura Mulvey. Junior or senior standing or permission of instruction is required.

ART-356: Illumination: Illustrated Books (3 Credits)

For centuries, artists have employed their skills in the creation of books that tell stories, communicate information, or record history. The fascinating relationship between text, image, and the book goes back as far as Ancient Egypt. In this course, students will learn a variety of traditional and digital skills as they combine picture-making and bookbinding techniques to create illustrated books that communicate a message of their choice. Any other Studio Art class, permission of instructor, or any student with a major or minor in the English, Communications and Media Department is required.

ART-360: Documentary Photography (3 Credits)

Pre-requisite(s): ART-271 or ART-272 or permission of instructor are required.

Students in this photography course will gain a broad understanding of the technical processes of documentary photography and will engage with the ethical issues inherent in the medium. Each student will produce a number of short and long form documentary works and will study the work of current and past practitioners of the medium.

ART-362: Photographic Storytelling: The Photo Book (3 Credits)

Pre-requisite(s): ART-271 or ART-272 or permission of instructor are required.

Students in this photography course will explore the both the history and current resurgence of the photo book as a storytelling format. From initial concept through format, materials, design, and sequencing, each student will learn the processes of both handmade and self-published bookmaking, while gaining photography skills using digital and film cameras.

ART-364: The Photographic Portrait (3 Credits)

Pre-requisite(s): ART-271 or ART-272 is required.

Students in this photography course will examine the history of the photographic portrait and its uses in society, while creating their own photographic portraits both in and out of the department's lighting studio. Commercial portraiture techniques will be encountered, as well as the use of natural light in the fine art portrait.

ART-370: Pathways in Advanced Painting (3 Credits)

Pre-requisite(s): ART-250 and ART-256 or permission of instructor are required.

This upper-level studio course explores painting as an advanced path of creative and intellectual inquiry. Students develop research questions and establish a conceptual framework for their personal investigation of the medium. Art history, social awareness and self-reflection provide a cultural context for the development of a thematic, cohesive series of paintings.

ART-375: Mixed Media, Innovation, and Exploration (3 Credits)

Pre-requisite(s): ART-250 and ART-256 or permission of instructor are required.

This advanced studio course reexamines the definition of painting in the 21st-century. Lessons take a more experimental approach to process, materials, media and technology. Research and discovery inform interdisciplinary exploration, artistic growth and personal expression.

ART-398: Special Topics in Art History (3 Credits)

This course provides an opportunity for the introduction of specialized, in-depth study of specific subject areas. Courses that may depend on the demands of departmental curriculum provide a flexible outlet for students needing a more advanced course in art history.

Course Fee: \$35.00

ART-399: Special Topics in Studio Art (3 Credits)

This course covers areas of special interest relating to art studio disciplines such as illustration and printmaking.

Course Fee: \$100.00

ART-400: Portfolio (3 Credits)

Pre-requisite(s): ART-218 and senior Studio Art major are required.

In this course senior Studio Art majors will organize and produce both physical and digital portfolios. Each student will develop a personal website where the digital portfolio will be posted. All manners of presentation will be covered in preparation for the student's application for employment or graduate study in his or her field.

Course Fee: \$100.00

ART-405: Curatorial Practice and the Gallery Experience (3 Credits)

Pre-requisite(s): ART-208 or ART-209 or permission of instructor is required. Open to all students; sophomore, junior or senior academic standing is recommended.

Students work to mount an exhibition in Salve's Dorrance Hamilton Gallery (or online in a virtual exhibition space) in this experiential, hands-on course that introduces aspects of museum and gallery work. This course is co-taught by an art historian and the gallery director.

ART-410: Research Assistantship in Art History (3 Credits)

Students learn how to conduct original research in Art History at a professional level by working as a research assistant to a professor of art history. In their role as assistants, students support the research, writing, and image acquisition that goes into producing a journal article or book project in Art History. At least two other Art History classes at the 300-level; and permission of instructor. Junior or senior Art History majors only; permission of the instructor is required.

ART-440: Senior Studio Art Seminar (1 Credits)

In this capstone course for senior Studio Art majors, students meet in a seminar-style group for discussion of assigned reading and writing assignments. These assignments are designed to help the student to ultimately create a concise and coherent summary of their work and ideas as they relate to contemporary art concerns. Students enrolled in ART-440 are required to participate in the senior exhibit.

Course Fee: \$50.00

ART-441: Senior Thesis Research in Art History (3 Credits)

Seniors learn the meaning of serious scholarship in the field of art history. In the fall semester of senior year, Art History majors learn the meaning of scholarly research and writing in Art History.

ART-442: Senior Thesis Production in Art History (3 Credits)

This is a continuation of ART-441. In the spring term, students produce a Senior Thesis culminating in a Senior Lecture presentation. The course involves largely independent research and writing following a rigorous schedule and set of production standards.

ART-445: Senior Honors Thesis (3 Credits)

In this class, students produce work in their major concentration area. This work must indicate a sound technical background and an understanding of how their work relates to contemporary art concerns. It should also express a clear personal conceptual base and exhibit a burgeoning personal style. A Senior Honors Thesis Exhibit culminates this experience. Senior Studio Art major and approval of the department via application are required.

Course Fee: \$100.00

ART-446: Professional Practices Capstone (3 Credits)

Pre-requisite(s): ART-400 and senior Art major are required.

Senior studio art majors prepare for their annual group Senior Exhibition. This course alternates between group sessions and one-on-one studio meetings. Students must develop an artist statement and digital presentation of their work and influences. Students are also expected to participate in all phases of their Senior Exhibition from promotion to installation. Through assignments and projects, students pursue a cohesive and clear use of the visual and verbal language that shapes their professional practices. This class serves as the capstone experience for Studio Art.

Course Fee: \$100.00

ART-474: Apprenticeship/Internship in the Visual Arts (3-6 Credits)

A practical, field-related experience in cooperation with a professional artist, design firm, museum, or similar organization, students gain valuable experience in the art world by participating in a functioning studio/gallery/ museum environment. This course requires a faculty sponsor.

ART-499: Independent Study (3 Credits)

An individual study in a special topic carefully selected through counseling and individual programming.