



**ESTRELLA MOUNTAIN
COMMUNITY COLLEGE**

A MARICOPA COMMUNITY COLLEGE



ART COURSE DESCRIPTIONS

ART COURSES:

ART 111: Drawing I

Learn the fundamental principles of drawing by first exploring the historical examples of drawing, then by defining form within a two-dimensional format by employing the use of line, value, texture, and compositional theory. Learn to describe elements of composition, concepts of proportion, scale, and perspective all while using a variety of media.

ART 112: Two-Dimensional Design

Study the fundamental elements and principles of two-dimensional design, including learning the structure, function, and historical background of design. Learn to use elements such as: line, value, texture, shape, and color. Learn to apply principles such as: visual rhythm, emphasis, balance, unity, space, perspective, and motion. Understand visual and conceptual awareness and the importance of artistic intent.

ART 113: Color

Investigate the major aspects of color, including review of the color spectrum and the human eye, the history of color systems, color mixing, and the psychological applications of color in different contexts. Understand the modes of color appearances, including light and effects in design and theory of design. Identify and describe the uses of color in fine arts historically and contemporarily.

ART 115: Three-Dimensional Design

Learn the foundational components of three-dimensional design, including major design forms: historical, environmental, industrial, commercial, and fine arts; design principles: rhythm, emphasis, balance, unity, space, light, and movement; and design elements: line, value, texture, form, and color. Use a variety of tools and materials to complete a three-dimensional project and present.

ART 116: Life Drawing I

Learn a variety of techniques and forms specific to the structure and anatomy of draped and undraped human figures to develop basic principles of sound draftsmanship. Observe contours and planes of the human form. Understand gesture, negative space, and sighting with proportion and measurement devices. Learn to draw specific anatomical features such as the skeleton and muscles. Finally, study how artists have expressed the human figure in traditional and contemporary sources.

ART 117: Life Drawing II

Further study of form, structure, and anatomy of the draped and undraped human figure with emphasis on composition. Create expressive drawings of the human figure with a variety of media and surfaces, stressing particular anatomical design factors in figure drawing such as muscles, bones and joints, and the overall figure as a design system. Implement drawing elements and expressive qualities in the creation of compositional drawings. (*Prerequisite: grade of C or better in ART 116*).

ART 131: Photography I

Learn basic photographic principles and techniques, basic camera functions and controls, and gain experience in the image-making process by creating and editing photographs for various display environments, including processing light-sensitive materials in the dark room. Also understand the photographic aesthetic and photography's role in society. [*General Education Designation: (HU) Humanities, Arts and Design*].

ART 165: Watercolor Painting I

Explore the basis of transparent and gouache watercolor painting. Learn about the various water soluble media and practice techniques and how to use them, such as painting surfaces, preparation, and applications. Understand watercolor elements such as design, drawing, and color structure. Investigate historical and contemporary examples of watercolor resources and learn to evaluate watercolor works of art. Create and maintain an idea sketchbook. Develop original works, including presentation practices of framing, matting, and mounting. (*Prerequisite: grade of C or better in either ART 111 or ART 112 or permission of instructor*).

ART 167: Painting I

Explore the technical and expressive possibilities of various media in painting. Survey the general terminology and definitions within painting. Investigate the relevant historical references as they relate to conceptual, technical, and aesthetic points in painting. Learn about the common materials and supports in painting, such as: canvases, Masonite, paper, brushes, knives, palettes, and other media. Analyze the importance of color in painting. Describe and implement various techniques such as impasto, wet on wet, wet on dry, stains and washes, and glazing. Employ the presented practices throughout the painting process by creating paintings. Learn to analyze and critically evaluate paintings of one's own creation and others' work. (*Prerequisite: grade of C or better in either ART 111 or ART 112 or permission of instructor*).

ART HUMANITIES COURSES:

ARH 100: Introduction to Art

Understanding and enjoyment of art and visual culture through study of two-dimensional and three-dimensional works of art, design elements, media and processes, and cultural contexts. Emphasis on contemporary topics and cultural diversity in the arts. [*General Education Designations: (HU) Humanities and Fine Arts*].

ARH 101: Prehistoric Through Gothic Art

Survey the history of art from prehistoric through medieval period. [*General Education Designations: (H) Historical Awareness; (HU) Humanities and Fine Arts*].

ARH 102: Renaissance Through Contemporary Art

History of art from around the world from the Renaissance through contemporary period. [*General Education Designations: (H) Historical Awareness; (HU) Humanities and Fine Arts*].

ARH 115: History of Photography

Survey of history of photography from beginning to present. Emphasizes medium's impact upon society and other visual arts. Technical developments, aesthetic concerns, and individual photographers studied. [*General Education Designation: (HU) Humanities and Fine Arts*].

ARH 201: Art of Asia

Introduction to the origins and historic development of art in Asia, with emphasis on China, Japan, and India. [*General Education Designations: (G) Global Awareness; (H) Historical Awareness; (HU) Humanities and Fine Arts*].

ARH 217: Mexican Art History

Art of Mexico and related cultures, from the prehistoric to the contemporary period. [*General Education Designations: (H) Historical Awareness; (HU) Humanities and Fine Arts*].

ART AND VISUAL COMMUNICATION COURSES:

AVC 100: Introduction to Digital Arts

Learn the foundations of producing digital arts and design with a computer, including applicable computer basics, tools and software, input and output devices, and preparation of images for print and presentation.

AVC 142: Introduction to Digital Photography

Learn the fundamentals of digital photography, including camera operations, exposure techniques, focusing controls, lenses, flash, white balance and color, shooting techniques, and an introduction to digital output and exhibition. Explore theory and aesthetics of digital photography.

AVC 181: Graphic Design I

Basic understanding of design principles and the stages of graphic design, with an emphasis on final product and presentation. (*Prerequisite: grade of C or better in AVC100 or permission of instructor*).

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