

ART AND DESIGN

FACULTY

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LEARNING GOALS:

Art History:

- Art History majors develop an awareness of art history from prehistoric times to the contemporary era, and possess in-depth knowledge of at least one specific period.
- Art History majors demonstrate an understanding of the history of the discipline and its theories and methodologies.
- Art History majors demonstrate critical thinking and logical reasoning in written and verbal form.

Graphic Design:

- Graphic Design majors will prepare a portfolio of work that demonstrates readiness to successfully enter the creative industries, professional world, or graduate school.
- Graphic Design majors speak or write articulately about their particular creative process, specifically as it pertains to the development of the work in their portfolios.
- Graphic Design majors develop an awareness of art history from the Renaissance through today.

Studio Art:

- Studio Art majors will prepare a cohesive body of work that demonstrates artistic proficiency in either Painting and Drawing or Photography.
- Studio Art majors will be able to critically analyze the relationship of form and content in a work of art.
- Studio Art majors will develop an awareness of art history from prehistoric times to the contemporary era.

Double-counting rules within department of Art and Design:

- Students may double count 16 SH BA to BA;
- Students may double-count 8 SH department minor to BA;
- Students may not have a BA and BFA within the department.

Departmental Honors. The department awards honors status for graduation for students receiving a 3.70 or higher GPA in the studio art, graphic design or art history major.

Off-Campus Study. Junior and senior studio art and art history majors are encouraged to spend a semester studying away from campus as part of the university's GO program. Susquehanna studio art and art history majors have access to art centers all over Europe, particularly in London, Florence, the south of France and Paris. A liberal arts program at Regent's College in London is one of the special programs available to art majors. Others may choose extended off-campus study in New York or Washington, D.C. This experience enriches the artistic spirit and opens up avenues for future careers. Students with modern language interests can combine language and art studies abroad.

Art History, Studio Art and Graphic Design Internships. The department encourages its majors to complete internships, which provide a valuable introduction to the professional art world. Studio art and art history majors typically complete internships at museums and galleries, while graphic design majors are expected to pursue internships at design firms, publishing houses and advertising agencies. All students may receive major credit for approved internships.

Double-counting restriction: students in the Art and Design Department may, with department head approval, complete more than one major and/or minor in the department.

ART HISTORY STUDIES

Requirements for the Major in Art History. The Bachelor of Arts in art history requires 48 semester hours in art history and studio art with grades of C- or better.

12 Art History Requirements

- 4 ARTH-101 Introduction to Art History I: Prehistoric to Late Middle Ages
- 4 ARTH-102 Introduction to Art History II: Renaissance to Modern
- 4 ARTH-403 Senior Thesis 28 Art History Electives

28 Choose elective art history courses selected with faculty adviser guidance (may include internship or independent study credit).

8 Studio Art Electives

- 8 Choose two studio art courses (ARTS-111 Foundations of Art I and a photography course are recommended).

Reading knowledge of a second language is helpful for undertaking research in non-English scholarship.

ART STUDIES

Requirements for the Major in Studio Art. The Bachelor of Arts in studio art requires 46 semester hours of art department courses with grades of C- or better.

20 General Requirements

- 4 ARTH-101 Introduction to Art History I: Prehistoric to Late Middle Ages
- 4 ARTH-102 Introduction to Art History II: Renaissance to Modern
- 4 ARTS-111 Foundations of Art I
- 4 ARTH-300 or higher [Art History Elective](#)
- 4 ARTS-402 Senior Portfolio

6 Art Electives

- 6 Choose 6 semester hours from art department courses. Additional independent study and internship credits are applicable.

Painting and Drawing Concentration: 20 hours

- 4 ARTS-112 Foundations of Art II
- 4 ARTS-113 Drawing
- 4 ARTS-221 Painting
- 4 ARTS-314 Topics in Studio Art
- 4 ARTS-400 Independent Study (combination of two- or four-semester-hour sections)

Photography Concentration: 20 hours

- 4 ARTS-241 Black and White Photography
- 4 ARTS-243 Digital Photography
- 4 ARTS-244 Advanced Photography
- 4 ARTS-341 Topics in Photography
- 4 ARTS-400 Independent Study (combination of two- or four-semester-hour sections)

GRAPHIC DESIGN

Requirements for the Graphic Design (BFA) major. The BFA in Graphic Design requires 72 hours of Department of Art and Design courses with grades of C- or better.

24 Hours of Department of Art and Design Requirements:

- 4 ARTH-101 Introduction to Art History I or ARTH-102 Introduction to Art History II
- 4 ARTS-111 Foundations of Art I
- 4 ARTS-112 Foundations of Art II
- 4 ARTS-113 Drawing
- 4 ARTS-241 Black and White Photography or ARTS-243 Digital Photography
- 4 ARTH-412 Contemporary Art

36 Hours of Graphic Design Requirements:

- 4 ARTG-251 Computer Applications in Graphic Design
- 4 ARTG-252 Visual Communication
- 4 ARTG-253 Typography
- 4 ARTG-352 Package Design
- 4 ARTG-354 Interactive Graphic Design I
- 4 ARTG-355 Brand Identity Design
- 4 ARTG-451 Graphic Design Studio
- 4 ARTG-453 Publication Design
- 4 ARTG-454 Interactive Graphic Design II

12 Hours of electives chosen from ARTG, ARTH, or ARTS courses, including ARTS 400 Independent Study and ARTS 404 Internship.

Requirements for the Graphic Design (BA) Major. The BA major in graphic design requires 48 semester hours of Art Department courses with grades of C- or better.

The Bachelor of Arts in Graphic Design is a liberal arts program intended for those who are interested in graphic design but unsure if they wish to pursue a career in the field. Students are strongly encouraged to double-major with a related program, such as Marketing, Editing and Publishing, Luxury Brand Marketing and Management, Creative Writing, or Communications-Advertising. Many other combinations are possible. Admission to the program does not require a portfolio, but those seeking to transfer to the BFA in Graphic Design program may only do so with approval.

20 Department of Art Requirements

- 4 ARTH-101 Introduction to Art History I: Prehistoric to Late Middle Ages or ARTH-102 Introduction to Art History II: Renaissance to Modern
- 4 ARTS-111 Foundations of Art I
- 4 ARTS-113 Drawing or ARTS-243 Digital Photography
- 4 ARTH-300 or higher Art History Elective
- 4 ARTS-402 Senior Portfolio

16 Graphic Design Requirements

- 4 ARTG-251 Computer Applications in Graphic Design
- 4 ARTG-252 Visual Communication
- 4 ARTG-253 Typography
- 4 One course chosen from the following: ARTG-352 Package Design, ARTG-354 Interactive Graphic Design I, ARTG-355 Brand Identity Design, or ARTS-400 Independent Study.

12 hours of electives chosen from ARTG, ARTH, or ARTS courses, including ARTS-400 Independent Study and ARTS-404 Internship.

Minor in Art History. The minor in art history requires 20 semester hours of art history courses with a grade of C- or above. Required courses include ARTH-101, ARTH-102 and three additional art history courses.

Minor in Studio Art. The studio art minor requires 20 semester hours in art department courses with grades of C- or above. Required courses are ARTH-101 Introduction to Art History I or ARTH-102 Introduction to Art History II; ARTS-111 Foundations of Art I; ARTS-113 Drawing; and eight additional semester hours of art department electives.

Minor in Photography. The minor in photography requires five courses, totaling 20 semester hours, with a grade of C- or above. Required courses are ARTS-241 Black and White Photography; ARTS-243 Digital Photography; ARTS-244 Advanced Photography; one elective course chosen from ARTS-113 Drawing, ARTG-251 Computer Applications in Graphic Design and ARTS-341 Topics in Photography; and one art history course chosen from ARTH-315 History of Photography, ARTH-310 Modernism and the Avante-garde, ARTH-412 Contemporary Art and ARTH-313 Women in Art.

ART HISTORY COURSES

ARTH-101 Introduction to Art History I: Prehistoric to Late Middle Ages

A survey of painting, sculpture and architecture from cave painting to A.D. 1400. Emphasizes standards of artistic achievement and basic principles of form and style viewed in social context. 4 SH. CC: Artistic Expression.

ARTH-102 Introduction to Art History II: Renaissance to Modern

A survey of painting, sculpture and architecture from A.D. 1400 to World War II. Emphasizes standards of artistic achievement and basic principles of form and style viewed in social context. 4 SH. CC: Artistic Expression.

ARTH-205 Greek and Roman Art

A survey of art and architecture of ancient Greece (Archaic, Classical and Hellenistic) and Roman cultures. 4 SH. CC: Artistic Expression.

ARTH-211 Survey of Non-Western Art

A study of the diversity of non-Western or ethnographic traditions. Possible topics include the art of Islam, India, China, Japan, Africa, South America, Meso-America and Native America. Emphasizes the relationship between non-Western art and general historical developments. 4 SH. CC: Artistic Expression, Diversity.

ARTH-300 Topics in Art

An intermediate-level survey of selected topics in the history of art. Topics may be drawn from such areas as American folk art, modern art or Medieval and Renaissance art. 4 SH.

ARTH-303 Socially Engaged Art Practice

The course examines a worldwide contemporary art current, emergent since the early 1990s, as it has been theorized under different concepts and practiced in various forms. Taking a thematic approach, the course will trace the current's trajectories throughout the 20th century into the present, bringing together different theoretical approaches and socio-politically engaged art practices from Europe, US, Latin America, and India. Topics include: Public Art, Place and Dislocation in the Contemporary City; Ethics and Aesthetics; Types of Collaboration and Modes of Community Engagement; Socially Engaged Art & Environmental Justice and Socially Engaged Art, Race & Prison Reform, Art and Activism, among others. 4 SH. CC: Ethics Intensive, Diversity Intensive.

ARTH-306 Renaissance Art History

A study of painting, sculpture and architecture in Florence, Rome and Venice from the late-13th to the 16th centuries. 4 SH. CC: Artistic Expression, Writing Intensive.

ARTH-307 Baroque Art History

A study of the impact of society and of the Renaissance on painting, sculpture and architecture in 17th- and 18th- century Europe. 4 SH. CC: Artistic Expression, Writing Intensive.

ARTH-309 19th-Century Art History

Art and the role of the artist from the time of the French Revolution to the end of impressionism, 1780s to 1880s. Emphasizes stylistic development of neoclassicism, the romantic movement, realism and impressionism in the context of social and cultural revolutions. 4 SH. CC: Artistic Expression, Writing Intensive.

ARTH-310 Modernism and the Avante-garde

Analyzes movements and manifestos that define the art of the avant-garde from post-impressionism in the 1880s to World War II in the 1940s. Explores the various "isms" in the context of social issues that effected change in artistic principles. Recommended for all art majors. 4 SH. CC: Artistic Expression, Writing Intensive.

ARTH-313 Women in Art

A study of the historic perception and the social history of the role of women in art: as artist, as subject of art and as patron (audience) of art. Emphasizes exploration and debate over issues affecting present-day perceptions about the woman artist of the past and the future. Prerequisite: Sophomore standing. Same as WGST-313. 4 SH. CC: Artistic Expression, Diversity Intensive, Interdisciplinary, Writing Intensive.

ARTH-315 History of Photography

A study of photography from its invention to the present day. Emphasizes the technical evolution of the medium and its various processes as well as the medium's use in both documentary/scientific and fine arts contexts. 4 SH.

ARTH-401 Independent Study

A tutorial course focusing on serious scholarship in art history. Includes writing an article designed for publication. Instructor will assist in topic selection and guide student efforts. Students may do research at major museums, galleries and significant libraries. 4 SH.

ARTH-403 Senior Thesis

Required capstone course for art history majors in their senior year. Students will work with art history faculty to develop a long paper. This may either be based on new research or be an expansion of a paper from a previous art history course. Prerequisite: Senior standing. 4 SH. Capstone.

ARTH-412 Contemporary Art

Critical issues in art from 1950 to the present, defined by radical changes in values for the art market, art criticism and public taste. Lively presentations by students will support or contest recent art criticism, involving them in both analysis and debate. 4 SH. CC: Ethics Intensive.

GRAPHIC DESIGN COURSES

ARTG-251 Computer Applications in Graphic Design

This introductory course focuses on the use of the computer and specific software applications as they relate to the study of graphic design. Students gain in-depth experience with pertinent graphic design software applications, as well as the basics of hardware usage, color printing and scanning. Emphasis is placed on hands-on experience and presentation of digital output. This is an excellent course for nonmajors interested in graphic design and a prerequisite for all other graphic design courses. 4 SH.

ARTG-252 Visual Communication

This course introduces students to the profession of graphic design and explores the design problem. Students will learn to conceptualize, analyze, solve problems and successfully render solutions. Emphasis is placed on idea generation, creative thinking and traditional design processes. Students complete projects that demonstrate grasp of the coursework, using both traditional and digital means. Prerequisites: ARTS-111 and ARTG-251 or instructor's permission. 4 SH.

ARTG-253 Typography

This course introduces students to the study of letterforms for their aesthetic and communicative value, as well as their importance as a medium for graphic designers. Emphasis is placed on technical aspects of typographic structure, including the anatomy of a letter and the history of typographic design. Students are expected to generate creative typographic solutions, using both traditional and digital means. Prerequisite: ARTG-252 or instructor's permission. 4 SH.

ARTG-352 Package Design

Intermediate course in which students study the creation of three-dimensional designs for commercial packaging. Emphasis is placed on problem solving, aesthetics, and the form and function of a product's packaging. Students generate design solutions that encompass a variety of packaging styles from bottles to boxes and blister packs. Prerequisite: ARTG-252. 4 SH.

ARTG-354 Interactive Graphic Design I

This course offers an introduction to design for the World Wide Web. Students focus on the creative and technical aspects of developing Web content, as well as design concepts and structures that are unique to the Internet. Students explore relevant software applications and gain practical creative and programming experience. Prerequisite: ARTG-251 or instructor's permission. 4 SH.

ARTG-355 Brand Identity Design

Students in this course will explore brand identity development for the commercial and not-for-profit sectors. Students will learn the characteristics of a successful and cohesive brand identity system, how to implement a brand design across a wide range of print and interactive media applications, and how to create a comprehensive set of graphic standards. Prerequisite: ARTG-352. 4 SH.

ARTG-360 Topics in Graphic Design

This course will vary in content with each offering as areas of particular relevance not covered by the regular graphic design curriculum are explored. Each course title under this offering will bear a specific subtitle indicating the content to be presented. May be repeated with permission of the graphic design coordinator when course content changes. Prerequisite: ARTG-252. 4 SH.

ARTG-451 Graphic Design Studio

This capstone course for graphic design majors finalizes the portfolio through the completion of a variety of advanced projects. Students will concentrate on refining skills and preparing to enter the professional world or a graduate program. In addition to project work, students will publicly exhibit their designs; write an artist statement; and produce an exhibition catalog, accompanying announcements and a formal resume. Prerequisite: ARTG-453. 4 SH. Capstone.

ARTG-453 Publication Design

This course offers continued study of the value and impact of letterforms in graphic design. Emphasis is placed on the generation of creative solutions that demonstrate knowledge of contemporary typography and design values. Students enrolled in the course will be expected to generate creative typographic solutions using both traditional and digital means. Prerequisites: ARTG-252 and ARTG-253. 4 SH.

ARTG-454 Interactive Graphic Design II

This graphic design course builds on the introductory skills acquired in ARTG-354 Interactive Graphic Design I and stresses the further development of web design principles in terms of visual aesthetics, user-interface design, usability, and accessibility. Students will increase their fluency with associated software platforms and programming languages, and develop a sophisticated understanding of and ability to articulate issues critical in the realm of interactive design. Prerequisites: ARTG-354 Interactive Graphic Design I. 4 SH.

ARTG-460 Advanced Topics in Graphic Design

This course will vary in content with each offering as areas of particular relevance not covered by the regular graphic design curriculum are explored. Each course title under this offering will bear a specific subtitle indicating the content to be presented. May be repeated with permission of the instructor when course content changes. Prerequisites: ARTG-252 and ARTG-253. 2 SH.

STUDIO ART COURSES

ARTS-111 Foundations of Art I

Introduces the principles, theories and aesthetics of two-dimensional artwork. Emphasizes the exploration of a variety of artistic media, development of creative concepts, and understanding of form and composition. Required as a beginning course for all art and graphic design majors. 4 SH.

ARTS-112 Foundations of Art II

Introduces the principles, theories and aesthetics of three-dimensional artwork. Emphasizes conceptual expression, as well as understanding of the physical world of form, space and texture as related to art objects. 4 SH.

ARTS-113 Drawing

Introduces the principles, theories and aesthetics of drawing. Focuses on visual perception and delineation incorporating traditional and nontraditional drawing media. Also addresses life drawing and conceptual expression. 4 SH.

ARTS-221 Painting

Introduces the principles, theories and aesthetics of painting. Focuses on understanding color, composition, light, illusion, abstraction and other visual expressions using oil and/or acrylic paint. Prerequisite: ARTS-111. 4 SH.

ARTS-231 Printmaking

Introduces the principles, theories and aesthetics of printmaking. Focuses on aesthetic intentions and techniques of producing multiple prints through various processes such as woodcut, linocut, monotype, collagraph and etching. Prerequisite: ARTS-111. 4 SH.

ARTS-241 Black and White Photography

Introduces the principles, theories and aesthetics of black and white photography. Focuses on the fundamentals of observation, composition, camera use and darkroom work, including film processing and printing. Requires a 35mm camera (SLR) with manual override. 4 SH.

ARTS-243 Digital Photography

Introduces the principles, theories and aesthetics of digital photography. Focuses on the fundamentals of observation, composition and camera use, as well as digital image manipulation and printing using computer software. Requires a minimum 5-megapixel digital camera. 4 SH.

ARTS-244 Advanced Photography

Advanced course that expands upon the principles, theories and aesthetics of photography and photographic processes introduced in ARTS-241 or ARTS-243. Requires a 35mm camera (SLR) with manual override or a 5- megapixel digital camera. Prerequisite: ARTS-241 or ARTS-243. 4 SH.

ARTS-314 Topics in Studio Art

This course will vary in content with each offering as areas of particular relevance in studio art are explored. Each course title under this offering will bear a specific subtitle indicating the content to be presented. May be repeated with permission of the department head when course content changes. Prerequisite: ARTS-111. 4 SH.

ARTS-341 Topics in Photography

This course will vary in content with each offering as areas of particular relevance in photography are explored. The course will require either a 35mm SLR camera with manual override or a 5-megapixel minimum digital camera, depending on the nature of the course topic. Each course title under this offering will bear a specific subtitle indicating the content to be presented. May be repeated with permission of the department head when course content changes. Prerequisite: ARTS-241 or ARTS-243. 4 SH.

ARTS-400 Independent Study

Independent work in advanced studio art or graphic design projects with faculty supervision and guidance. (May be repeated.) Prerequisites: Junior or senior standing and department head's permission. 1-4 SH.

ARTS-402 Senior Portfolio

Required capstone course for studio art majors, to be taken during the senior year. Students will complete a cohesive body of artwork and exhibit to the public. Students will work with a faculty member to select and professionally present their art, write an artist statement, and produce an exhibition catalog and announcement. Prerequisite: Senior standing. 4 SH. Capstone.

ARTS-404 Internship

Internships offer a valuable experience for all art department majors and are traditionally taken during the summer between the junior and senior years or during the academic year. Art history majors may work with a museum, gallery or other art institution; studio art majors may intern at professional studios, galleries or museums; and graphic design majors normally take internships with design firms or advertising agencies. Some interns work for the university's Lore Degenstein Gallery. Prerequisite: Department head's permission.