
ART (ART)

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The University offers a liberal arts program with a range of studio work as well as basic study in art history for the student interested in a Bachelor of Arts degree or Bachelor of Arts degree with certification to teach.

The Bachelor of Arts degree prepares students for continued study or potential positions in galleries, commercial art, or in community arts organizations.

Students in the Bachelor of Arts program are encouraged to build a balanced background in the visual arts rather than to concentrate in a single studio area.

Students who are art majors will be required to attend two portfolio assessments while enrolled in the program. The first will take place after the student has completed twelve to fifteen hours of studio work near the end of the sophomore year. The second portfolio assessment will take place the fall semester of the senior year.

All art majors are required to exhibit in the annual student show which exhibits work from studio courses.

Students must attain at least a 2.00 grade point average in the major in order to graduate.

Requirements for a Major in Art:

In addition to the general education requirements, the following courses are required:

| | Semester Hours |
|---|----------------|
| ART 100, The Visual Arts | 3 |
| ART 110, Basic Drawing | 3 |
| ART 120, Basic Color and Design | 3 |
| ART 130, Three-Dimensional Design | 3 |
| Art History (select from: ART 201, 205, 305, 306, 405) | 9 |
| Studio Courses | |
| ART 223, Painting or ART 310, Drawing | 3 |
| ART 283, General Crafts or ART 330, Sculpture | 3 |
| ART 340, Graphics | 3 |
| Advanced Studio (select from the following) | 9 |
| ART 223, Painting | |
| ART 270, Applied Design or ART 351, Applied Three-Dimensional Design | |
| ART 283, General Crafts or ART 383, Advanced Crafts | |
| ART 310, Drawing | |
| ART 323, Advanced Painting | |
| ART 330, Sculpture or ART 430, Advanced Sculpture | |
| ART 440, Advanced Graphics | |
| ART 362, Pottery or ART 462, Advanced Pottery | |
| ART 450, Special Studies in Art | |
| ART 490, Independent Study | |
| ART 400, Senior Seminar | 3 |
| Total | 42 |

Sample Four-Year Course Sequence: Art

Freshman Year:

- ART 100, Visual Arts
- ART 110, Basic Drawing
- ART 120, Basic Color and Design

Sophomore Year:

- ART 130, Three-Dimensional Design
- ART 201, Art History (or 205)
- ART 223, Painting (or 310)

Junior Year:

- ART Recommended Elective
- ART 283, General Crafts (or 330)
- ART 305, Art History (or 306)
- ART Recommended Elective

Senior Year:

- ART 305, Art History (or 306 or 405)
- ART 340, Graphics (or 440)
- ART Recommended Elective
- ART 400, Senior Seminar

Requirements for a Major in Art with a Teaching License:

Grades PK-12

| | Semester Hours |
|--|----------------|
| ART 100, The Visual Arts | 3 |
| ART 110, Basic Drawing | 3 |
| ART 120, Basic Color and Design | 3 |
| ART 130, Three-Dimensional Design | 3 |
| ART 201, Art History: Ancient Through Medieval | 3 |
| ART 205, Art History: Medieval Through Renaissance | 3 |
| ART 223, Painting | 3 |
| ART 283, General Crafts | 3 |
| ART 300, Methods in Art Education I (professional course) | 3 |
| ART 301, Methods in Art Education II (practicum) | 3 |
| ART 305, Art History: Baroque Through Romanticism or ART 306, Realism Through Modern or ART 405, Non-Western Art | 3 |
| ART 310, Drawing | 3 |
| ART 330, Sculpture | 3 |
| ART 340, Graphics | 3 |
| ART 362, Pottery | 3 |
| ART 400, Senior Seminar | <u>3</u> |
| Total | 48 |

Teacher Licensure in Art includes all grade levels (PK-12). The other **General Education** and **Professional Education** requirements which must be met in order to be recommended for a teaching license may be found on page 124.

Sample Four-Year Sequence: Art with a Teaching License

Freshman Year:

ART 100, Visual Arts
ART 110, Basic Drawing
ART 120, Basic Color and Design
TH 103, Introduction to Human Communication

Sophomore Year:

ART 130, Three-Dimensional Design
ART 201, Art History: Ancient Through Medieval
ART 223, Painting
ED 290, Foundations of Education
HIS 201, U.S. History I (or 202)
HTH 110, Contemporary Health Problems
PE Fitness Course
PSY 205, Developmental Psychology

Junior Year:

ART 330, Sculpture
ART 205, Art History: Medieval Through Renaissance
ART 283, General Crafts
ART 305, Art History: Baroque Through Romanticism (or 306)
ART 310, Drawing
ART 300, Methods in Art Education I
ED 322, Education Psychology
ED 334, Content Area Reading and Language Development
PHL 150, Introduction to Philosophy (or 210)
ED 378, Curriculum in Grades PK-6
ED 379, Teaching Assistant: Grades PK-6

Senior Year:

ART 340, Graphics
ART 362, Pottery
ART 400, Senior Seminar
ART 301, Methods in Art Education II
ED 406, Instruction in Secondary/PK-12 Education
ED 474, Secondary/PK-12 Curriculum
ED 478, Teaching Assistant: Secondary/PK-12 Education
ED 489, Directed Teaching/Seminar in Secondary/PK-12 Education

Human-Computer Interaction Program

Averett University offers a HCI program for students who choose art, computer science/mathematics, computer information systems, or psychology as their primary major. The program is administered by the department of psychology in consultation with an advisory committee composed of faculty members drawn from each of the contributing departments. The program is described on page 162.

Minor

A student may choose to minor either in Studio Art or Art History. The following are the requirements for a minor in Studio Art: ART 100, 110, 120, 130, and 6 additional hours selected from ART 223, 270, 283, 310, 330, 340, 351, or 362, for a total of 18 semester hours.

Courses for a minor in Art History are: ART 100 and 400 and 12 hours selected from ART 201, 205, 305, 306, 405 for a total of 18 semester hours. A student may **not** minor in studio art or art history if he/she is an art major.

Students must maintain a grade point average of at least 2.00 in the minor.

Courses of Instruction

- 100 The Visual Arts (3)
An introduction to images and structures created by mankind, investigations into how the eye sees, what is visually stimulating, materials and approaches used in art, and the cultural concepts found in the creation and appreciation of works of art. This course satisfies 3 semester hours of the Fine Arts requirement for General Education.
- 110 Basic Drawing (3)
A study of the fundamentals of drawing in which approaches, techniques, and materials are investigated. Six studio hours each week.
- 120 Basic Design (3)
A study of the fundamental concepts of composition and color in two-dimensional structuring. Six studio hours each week.
- 130 Three-Dimensional Design (3)
An introduction to fundamental concepts and various materials in three-dimensional design. Six studio hours each week. Prerequisite or Corequisite: ART 120.
- 201 Art History: Ancient to Medieval (3)
A survey of painting, sculpture, and architecture from the pre-classical civilization through the Early Christian period in Western Europe. This course satisfies 3 semester hours of the Fine Arts requirement for General Education. Three lecture hours each week. Prerequisite: ART 100.
- 205 Art History: Medieval Through Renaissance (3)
A survey of painting, sculpture, and architecture in Western Europe from the early Middle Ages through the Northern Renaissance. This course satisfies 3 semester hours of the Fine Arts requirement for General Education. Prerequisite: ART 100.
- 210 Introductory Studio Techniques (1-3)
An introduction to studio work for the student interested in, but not majoring in art. Studio work will concentrate on one specific art area each time the course is offered. Drawing and design, painting, crafts, ceramics, or graphics will be covered on an alternating basis. Each area may be repeated for a maximum of 3 semester hours credit. No more than 12 semester hours of Art 210 may be credited toward a degree. Two studio hours per semester hour credit. Not applicable toward Art major.
- 223 Painting (3)
A study of the fundamentals of various techniques and media used in painting processes. Six studio hours each week. Prerequisites for Art majors: ART 110, 120. Non-art majors: No prerequisites.
- 270 Applied Design (3)
An analysis of color and composition emphasizing projects in applied two-dimensional design, such as lay-out advertising, fabric design, and commercial reproduction techniques. Six studio hours each week. May be repeated for a maximum of 6 semester hours credit. Prerequisites: ART 110, 120.

- 283 General Crafts (3)
An introduction to various craft media such as metal, glass, and fiber. Six studio hours each week. May be repeated for a maximum of 6 semester hours credit. Prerequisites for Art majors: ART 110, 120, 130. Non-art majors: No prerequisites.
- 300 Methods in Art Education I (3)
A detailed study of methods, materials and art lesson planning, which includes art Standards of Learning (SOLs), for various age levels from elementary to secondary school. Three hours each week. Prerequisite: Completion of 24 hours toward Art major.
- 301 Methods in Art Education II (3)
An opportunity for prospective art teachers to explore teaching strategies and use materials in art appropriate for the child in kindergarten through grade 6, including implementation of art SOLs and SOLs used in the public schools. Three hours each week. Prerequisite: ART 300 and completion of 24 hours toward Art major.
- 305 Art History: Baroque Through Romanticism (3)
A survey of painting, sculpture, and architecture in Western Europe during the seventeenth, eighteenth, and early nineteenth centuries. This course satisfies 3 semester hours of Fine Arts requirement for General Education. Three lecture hours each week. Prerequisite: ART 100.
- 306 Art History: Realism Through Modern (3)
A survey of the various art movements in Europe and America from the early nineteenth century through the present time. This course satisfies 3 semester hours of the Fine Arts requirement for General Education. Three lecture hours each week. Prerequisite: ART 100.
- 310 Drawing (3)
A detailed study of drawing techniques including figure-drawing and drawing as a finished art medium. Six studio hours each week. May be repeated for a maximum of 6 semester hours credit. Prerequisites for Art majors: ART 110, 120. Non-majors: ART 110.
- 323 Advanced Painting (3)
A detailed study of painting with concentration in one specific paint medium. Presentation of finished work stressed. Six studio hours each week. May be repeated for a maximum of 6 semester hours credit. Prerequisite: ART 223.
- 330 Sculpture (3)
An introduction to various materials and approaches used in sculpture. Six studio hours each week. Art major prerequisites: ART 110, 120, 130. Non-art majors: No prerequisites.
- 340 Graphics (3)
An introduction to basic studies in graphic processes and printing techniques, including relief, intaglio, lithography, serigraphy, and calligraphy. Six hours each week. May be repeated for a maximum of 6 semester hours credit but must be in a different print medium. Prerequisites for art majors: ART 110, 120, 130. Non-art majors: No prerequisites.
- 351 Applied Three-Dimensional Design (3)
A study of the fundamentals of applied three-dimensional design in areas such as packaging and functional objects planned for mass production. Six studio hours each week. May be repeated for a maximum of 6 semester hours credit. Prerequisites: ART 110, 120, 130. Non-art majors: No prerequisites.
- 362 Pottery (3)
An introduction to clay, including hand building and wheel throwing methods. Six studio hours each week. Prerequisites for Art majors: ART 110, 120, 130. Non-art majors: No prerequisites.

