

The National Directory of PA Programs may be ordered from APAP at 950 N. Washington St., Alexandria, VA 22314 or phone: 800- 708-7581. PA programs and education can be accessed via the web: www.aapa.org.

P b H

Gary G. Land, *Coordinator*
269-471-3511
Nethery Hall

Public or applied history refers to careers in history-related fields other than teaching, including museum management, archival management, and historic preservation, as well as the production of historical media programs. In most cases, a master's degree in a public or applied history program or certification upon completion of certain graduate courses are needed prior to employment. The Department of History and Political Science recommends as curricula a major in history with a second major or minor and electives as the most advantageous undergraduate basis for a public-history career. Curriculum recommendations are available from the department chair.

R a Ca

Bill Chobotar, *Coordinator*
269-471-3262
Price Hall (Science Complex)

Andrews University offers prerequisite course work to prepare students who wish to enter a 2-year Associate of Science degree program or a 4-year Bachelor of Science degree program in Respiratory Care. Admission requirements vary among professional respiratory care programs. Not all professional programs accept transfer credits. Therefore, as soon as possible, interested students should contact the programs of choice for the most current prerequisite requirements. A list of accredited respiratory care programs may be obtained from the American Association for Respiratory Care, 11030 Ables Lane, Dallas, TX 75229 (phone 972-243-2272 and ask for the Education Department) or explore the web at: www.aarc.org/patient_resources/schools.html.

Interested students may complete the prerequisites for Loma Linda University's Respiratory Care Education Program while attending Andrews University. Check with the above listed coordinator for the required course work. The Pre-LLU/RC student may then apply and transfer to LLU through its selective admissions process as a second-year student in their program.

Art and Design Center, Room 111
269-471-3450
www.andrews.edu/art/
www.610g.blogspot.com

A r t & Design, *Chair*

Stefanie Elkins
Steven L. Hansen
Brian Manley
Thomas J. Michaud
Sharon J. Prest
Rhonda Root
Davitoold8w6twDadDig2n5oadDig2nTi70(w1)13 rwSharon J
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BFA in Visual Art	
Fine Art	75-78
Graphic Design	75-78
Pre-Art Therapy	75-78
BFA in Visual Communication	
Art Direction & Advertising	75-78
Graphic Design	75-78
Web Design	75-78
BFA in Photography	
Commercial Photography	75-78
Documentary Video	75-78
Fine Art Photography	75-78
BA in Art	
Art History	42
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Minor in Art History	21
Minor in Graphic Design	22
Minor in Visual Art	22
Minor in Digital Media	21
Minor in Photography	20
Minor in Web Design	24

M

We, the Andrews University Departments of Art & Design and Digital Media & Photography, mentor students to be Christ-centered, socially responsible creative individuals by developing their artistic gifts in a nurturing spiritual environment.

D a G a

It is the goal of the Departments of Art & Design and Digital Media & Photography to help each student achieve the traditional and digital skills necessary to achieve entrance into a graduate program, begin-22(j010(e)eykr)-10(a8d2(int)18-22(ac)5(hn62W im10(22(e0)&)or(e

involvement, we seek to empower students to honor God in their visual communication.

The Department of *Art & Design Student Handbook*, available at the Department office, provides clarification of departmental guidelines, requirements and standards.

The department of Art & Design allows students to graduate with a double BFA major or a BFA and a BA in Art History. Credits cannot be duplicated within the 36 credit emphasis track.

The Departments of Art & Design and Digital Media & Photography regard the computer as a tool integral to the success of the visual communicator in their professional development. All students are required to purchase a laptop computer and software meeting the department guidelines. Because computer technology is continually changing, a revised policy is drafted in the fall semester, outlining the specific requirements for each year. Laptop purchases should be made by mid-fall semester of the student's freshman year. Use of the computer in the curriculum varies by course.

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ART304 Drawing (3), ART305 Painting (12),
ART306 Printmaking (3), ART 310 Typography (3), ART485
BFA Thesis Project (3), ART497 BFA Exhibition (1) and ART496
Portfolio Development (2). With 9 additional elective credits to be
chosen with your advisor from ART, ARTH, ARCH, PHTO, DGME,

PHOTO300 Media Ethics (3), PHTO385 Advanced Studio (4), MDIA495 Portfolio Development (2), ART485 BFA Thesis Project (3), ART497 BFA Exhibition (1). With an additional 11 credits to be chosen with your advisor from ART, ARTH, ARCH, PHTO, DGME, COMM, JOUR, MDIA, VDEO or MKTG courses.

Students learn to design and integrate digital video and 3-D animation to produce creative advertising, documentary, promotional products, and TV graphics.

JOUR230 Media Writing (3), VDEO210 Digital Video Editing (3), VDEO320 Video Compositing (3), VDEO340 Video Shooting (3), VDEO465 Video Documentary (3), PHOTO300 Media Ethics (3), MDIA390 Internship (1) PHOTO200 Advanced Photography I (4), ART485 BFA Thesis Project (3), ART497 BFA Exhibition (1), ART496 Portfolio Development (2). With an additional 7 credits to be chosen with your advisor from ART, ARTH, ARCH, PHTO, DGME, COMM, JOUR, MDIA, VDEO or MKTG courses.

The Fine Art Photography track cultivates the individual voice and vision of the photography student and prepares them to sustain their professional lives as practicing artists.

PHTO200 Advanced Photography I (4), PHTO220 Color Photography I (4), PHTO285 Studio (4), PHOTO300 Media Ethics (3), PHTO385 Advanced Studio (4), MDIA495 Portfolio Development (2), ART485 BFA Thesis Project (3), ART497 BFA Exhibition (1). With an additional 11 credits to be chosen with your advisor from ART, ARTH, ARCH, PHTO, DGME, COMM, JOUR, MDIA, VDEO or MKTG courses.

BA: A (40)

The BA: Art is a liberal arts degree that relates broad intellectual knowledge to material, spiritual, and emotional awareness. The degree requires 40 credits in visual art and art history courses, a minor in a non-art second area, and the General Education requirements including a foreign language. Each of the BA emphases listed below require the following art history courses:

ARTH325, 326, 440.

E a A a

Art history explores the historical meaning of art, architecture, and visual culture in all parts of the world from antiquity to the present. It analyzes visual objects through their form, technique, design, historical context, and ideological function. It also studies individual artists or makers, cultural institutions, audiences, and intercultural exchanges. It is inherently interdisciplinary, often requiring theoretical engagement with fields such as anthropology, philosophy, critical theory, political science, history, literature, film, performance, theater, and area studies.

The study of art history develops skills of informed and critical looking, reading, speaking, and writing. Thus, while it offers specialized knowledge of the visual world for those who want to pursue careers in the art world, academia, and the practice of art and design, the major is also excellent for any student seeking

a solid foundation in the liberal arts. With its broad historical, cultural, geographic, and methodological spectrum, it offers an excellent background for students who want to specialize in areas such as law, medicine, business, international relations, politics, and education.

The Art History degree requires 42 credits in art history, visual art, and cognates; a minor in a non-art secondary area, and the General Education requirements including a foreign language (French or German recommended). A BA in Art History is recommended for those planning to do graduate work in the humanities or enter professions that require a broad overview of visual culture. Careers in museums generally require at least a master's degree. Careers in college and university teaching and research require a PhD.

Majors continuing on to graduate school are encouraged to do the following over and above the basic requirements for the major:

- Maintain a GPA of 3.0 or above.
- Confer with your advisor early on to discuss academic plan.
- Develop a greater depth in a given area, beyond what is required.
- Attain reading competence in at least one foreign language.
- Spend a year abroad.
- Remember that in any graduate school application, you will be expected to produce evidence of strong research and writing

Required Courses:

PHTO210: History of Photography

ARTH245: History of Graphic Design

Elective Courses (3-4):

(only one visual arts course may be applied to major)

ART104: Intro to Drawing

ART105: Intro to Painting

ART106: Intro to Printmaking

ART107: Intro to Ceramics

ART207: Basic Design

PHTO115: Intro to Photography

Required Courses:

ANTH200: Cultural Anthropology

ANTH205: Introduction to Archaeology

ENGL454: Professional Writing

ENGL438: Advanced Composition

Students are encouraged to spend a year abroad at one of Andrews University's affiliate colleges in France or Italy.

Students are also encouraged to seek an internship or Undergraduate Research Assistantship with one of the following:

- One of the professors of W

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COLLEGE OF ARTS AND SCIENCES

M P a (20)

Recommended for students interested in technology, communication, architecture, the humanities and the design areas.

Prerequisites: DGME175 Digital Imaging (4), PHTO115 or 116 Intro to Photography (4), PHTO200 Advanced Photography I (4), PHTO220 Color Photography I (4), PHOTO285 Studio (4).

M V a A (22)

Recommended for students interested in technology, the humanities, and the design areas.

Prerequisites: ART104 Intro to Drawing (3), ART105 Intro to Painting (3), ART107 Intro to Ceramics (3), ART207 Basic Design (3), ART106 Intro to Printmaking (3), PHTO115 Intro to Photography (4), ARTH220 Language of Art (3)

M W b D (24)

Recommended for students interested in communication, technology and the design areas.

Prerequisites: DGME130 Intro to Digital (3), DGME150 Intro to Web (3), DGME250 Web Design I (4), DGME335 Flash (4), DGME175 Digital Imaging (4), ART207 Basic Design (3), ART214 Intro to Graphic Design (3)

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See inside front cover for symbol code.

A H , T , a I

A \$ ()

La gImage fA

Presents the elements of visual language and studies them in relationship to images of famous paintings, sculptures, and contemporary advertisements. Does not duplicate an art history course.

A \$ ()

H fG a cDe g

This course surveys the pivotal events and achievements that led to the current state of graphic communication. The unceasing quest to give form to ideas is traced from the pictographs painted on cave walls to the latest imaginative designs. Through lectures, videotapes, discussions, presentations and research, students are introduced to the creative thinkers, important innovations and breakthrough technologies that have shaped the evolution of visual communication.

A \$ ()

P e c, Med e q A

Examines the ancient images of non-Western and Western cultures as they are manifested in famous works of art and architecture.

A \$ ()

Re a a ce, M de A

A survey of selected Western and non-Western artists, techniques, and cultural eras from 1300 to 1945.

A \$ ()

A f, eRe a a ce

A chronology and analysis of Italian masters from Giotto to Raphael, and northern masters from VanEyck to Rembrandt. A study of the importance of social and cultural influences impacting these artists and the contributions made through their art.

A \$ ()

N e ee, Ce a dI e

A chronological study of the major artists influencing culture, primarily in France, from David to Cezanne in the movements of Neo-classicism, romanticism, realism, impressionism, and post-impressionism.

A \$ ()

A S ce

A study of selected artists associated with post-WWII Western culture, the critical schools they are associated with, and the major influences upon their work.

A \$ ()

S d T

Travel to selected areas of cultural, artistic and/or historic interest combined with lectures, directed reading, and individual research. A maximum of 6 credits may be applied to a degree in art.

V a A

The department reserves the right to hold some student work until the termination of the spring student show. Students leaving the campus at the end of the semester must take their work with them. Because of minimal storage space, work and supplies remaining in the department after the close of the spring semester are removed and discarded.

A \$ ()

I d, D a g

A foundational course where basic drawing principles are introduced and observational abilities are developed. Standards of drawing, such as line, value, composition and perspective are explored using a variety of approaches, tools and media.

A ()

I d, Pa g

An introduction to various painting techniques, principles of color, composition and materials. Objective subject matter is emphasized and the development of a basic visual vocabulary.

A \$ ()

I d, P a g

Explores printmaking methods such as monoprint, wood cut, linoleum cut, etching and engraving, lithography, and screen printing. emphasis on technical-skills development and personal images.

A \$ ()

I d, Ce a c

An introduction to working with clay and glazes for the creation of hand-built ceramic objects.

A \$ ()

Ba cDe g

A study of the elements and organizational principles of 2-dimensional design.

ART 101 - 3D Design (3) ()
An introduction to the principles of three dimensional design and sculpture media. Introduces students to a variety of tools and materials which help to develop 3-D expression.

ART 102 - Graphic Design (3) ()
A transition from design theory to design application as it relates to visual communication. A series of projects develops basic skills and familiarity with design process and the graphic design profession. Prerequisite: ART207.

ART 103 - Drawing (3) ()
Students use many media and concentrate on individual methods of expression through drawing. Repeatable. Prerequisite: ART104.

ART 104 - Painting (3) ()
Repeatable, advanced level painting course, with an in-depth study in the art and craft of painting, designed to expand one's visual vocabulary. Exploration in an area of painting practice; illustration, portrait, figurative, still life, landscape or conceptual. Prerequisite: ART105.

ART 105 - Printmaking (3) ()
One of the major methods (relief, planographic, intaglio, stencil) may be selected for semester-long exploration. Anything over 3 credits in one semester needs permission of instructor. Repeatable. Prerequisite: ART106.

ART 106 - Ceramic (3) ()
A systematic exploration of a particular area of ceramic practice. Subjects may include: wheel throwing, glaze formulation, various firing practices, raku, ceramic sculpture, exploring a form, or other assignments chosen by the professor. Repeatable. Prerequisite: ART107.

ART 107 - Sculpture (3) ()
The expressive use of a range of materials through the skills of modeling, carving, and construction. Usually one medium is studied during the semester. Repeatable.

ART 108 - Typography (3) ()
An exploration of typographic structures terminology, methods, and visual problem solving. This studio course addresses typographic design as a practical form of visual communication. Prerequisites: ART207, 214.

ART 109 - Topics in Art (3) ()
Courses cover specific topic areas in Art and Art History such as: African Arts, Asian Arts, Design, Egyptian Arts, Mesopotamian Art. Studio courses are also eligible.

ART 110 - Creative Ideation (3) ()



Advanced Portfolio (3)

This course focuses on students' job-seeking portfolios through lectures, demonstrations and studio work. Existing projects are refined and gaps are filled in new projects. All projects must meet the most professional standards, with emphasis on quality and job-related subject matter. Prerequisites: minimum of 24 credits in a portfolio track and permission of the instructor. Repeatable to 4 credits.

BFA Exhibition (3)

Presentation of the capstone BFA thesis project in a gallery exhibition. May also include preparation for graduate school.

Digital Media Portfolio

Digital Media (3)

An introductory survey of the discipline of digital media. Students are introduced to electronic publishing, basic printing principles, sound digitizing, vector and raster graphics, interactive multimedia, image acquisition and output, web publishing and e-mail. Understanding the Macintosh computer is also covered. Lab required. *Fall, Spring*

Digital Web Design (3)

This introductory course is designed to familiarize students with the design and creation of web pages and web sites. Students will learn basic HTML and XHTML structure along with basic styling with CSS (Cascading Style Sheets). Prerequisite: DGME130. *Spring*

Print Production (3)

A study of print production that includes prepress concepts, digital printing, digital image capture, color management, and page imposition. *Fall*

Digital Imaging (3)

In this foundation course the student will begin to learn how to apply their creative vision within the boundaries of Adobe Photoshop. Emphasis is on creative and technical issues as they relate to the creation of visual work. Layers, adjustment layers, compositing methods, and restoration are explored. Technical proficiency, creative expression, and attention to detail are stressed. Prerequisites: ART 207, DGME 130, PHTO 115 recommended.

Desktop Publishing (3)

Students learn to produce publications on desktop computers, including: brochures, magazine covers, corporate stationery, book covers, etc. Course topics incorporate: effective page layout, basic

- ART 101** (3) **Art History I**
Repeatable in various areas.
- ART 102** (3) **Art History II**
This course focuses on students' job-seeking portfolios through lectures, demonstrations and studio work. Existing projects are refined and gaps are filled in new projects. All projects must meet the most professional standards, with emphasis on quality and job-related subject matter. Prerequisites: minimum of 24 credits in a portfolio track and permission of the instructor. Repeatable to 4 credits.
- ART 103** (3) **Individual Study**
Individual study or research under the direction of an instructor. Repeatable to 6 credits. Prerequisite: Permission of department chair.
- ART 104** (3) **Introduction to Photography I**
Basic introduction to the principles of the camera and darkroom techniques with consideration toward composition, psychological, and aesthetic attitudes in black-and-white photography. Lab required. *Fall, Spring*
- ART 105** (3) **Introduction to Digital Photography**
Students are introduced to photography through the use of digital tools. Digital SLRs and Quadtone printers are used to explore the technical and aesthetic issues involved in the process of making images. Consideration will be given to digital workflow, managing data, and creating visually appealing photographs. Lab required. *Fall, Spring*
- ART 106** (3) **Advanced Photography I**
Develops the art of photographic perception and use of photography as a visual language. Emphasizes craftsmanship and awareness of tools available, as well as aesthetics, and the art of seeing creatively. Developing skills beyond introductory camera usage is emphasized. Lab required. Prerequisite: PHTO115. *Fall, Spring*
- ART 107** (3) **History of Photography**
Historical study of significant contributors in the development of photography, and their influence on art and society. *Fall, Spring*
- ART 108** (3) **Color Photography I**
Designed to acquaint students with color materials, their handling and exposure. Aesthetic and communicative aspects of color photography are stressed in producing visually effective color transparencies. Lab required. Prerequisite: PHTO115 or by permission of instructor. *Fall*
- ART 109** (3) **Studio Lighting**
Study of lighting techniques in standard-equipped studio, emphasizing portraiture, commercial illustration, and experimental techniques in black-and-white and color mediums. Lab required. Prerequisite: PHTO200. *Spring*
- ART 110** (3) **Media and Society**
An exploration and discussion of the media and its effect on society, covering such issues as body image, violence, politics, etc. Students study how to recognize the way moral values of media professionals influence themselves and society. *Spring*
- ART 111** (3) **Advanced Photography II**
This course is designed to provide the advanced student with additional methods of creative expression. The Cyanotype and VanDyke Brown processes will be learned as well as various methods of image transfer. Creative expression and technical proficiency in these techniques will be emphasized. The creation of a portfolio with strong visual unity will be a significant part of the class. Prerequisites: DGME175, PHTO285.
- ART 112** (3) **Color Photography II**
An image-oriented course, drawing on the student background in the use of color comprehension, photographic technical and aesthetic understanding, and working knowledge of emulsion and digital photography. Information in this class is for the sole purpose of comprehensive color image. Lab required. Prerequisites: DGME175, PHTO220. *Fall*
- ART 113** (3) **Business of Photography**
After taking most of our photo classes many ask, "Now how do I make a living as a photographer?" The purpose of this course is to teach you how to get paid fairly for the photography you love doing. You will learn that charging for photography is much different than most businesses because it is based on usage and not time and materials.
- ART 114** (3) **Advanced Digital Imaging**
In this course the student will build a deeper understanding of how to use software to create compelling visual work. Emphasis is on learning how to finely control the variables available within Adobe Photoshop and other related software. The student will learn how to use alpha channels, master complex masking, and understand critical color theory as they create a body of work that further defines a unique personal vision. Repeatable to 8 credits. Lab required. Prerequisites: ART207, DGME175, PHTO115.
- ART 115** (3) **Advanced Studio Photography**
An individual approach to an advanced level of studio photography. Students choose a concentration in the following areas: Portraiture, People/Fashion, Still-Life, Advertising/Illustration, and Location Photography. This course is designed specifically to learn visual concepts and solve visual problems of the commercial photo industry. Repeatable to 12 credits. Lab required. Prerequisite: PHTO285. *Fall, Spring*
- ART 116** (3) **Digital Photography II**
This class explores methods of digital photographic manipulation while emulating traditional technique. A high level of photographic output and the art of seeing will be stressed. Digital capture, processing RAW files and fine manipulation of the digital file will also be highlighted. Lab required. Prerequisites: PHTO220, 365. *Fall*

Advanced Photography II \$ ()
 A course designed for the advanced photographer to investigate personal potential in visual exploration, experimentation, and technical excellence. Discussion involves expanding personal vision and exploring new techniques to achieve goals. Repeatable to 8 credits. Prerequisite: PHTO285. *Spring*

Documentary Photography ()
 Documentary photography provides students with a unique opportunity to grapple with documenting images that tell a story about a particular endeavor. Students will be encouraged to go much further in-depth with a specific project than they have ever done before. The class hours will be devoted to lectures, and critiquing of assignments. Labs will consist of carrying out the semester-long project, photographing assignments, developing film/digital, printing for critiques, and mounting images for the final project.

Travel Photography ()
 Designed to be done in conjunction with on-location photography, and provides a background in the specific needs related to travel. Photographing people and their land in foreign environments is emphasized. Unique materials and equipment are discussed as they relate to travel photography. Repeatable to 8 credits. Prerequisite: PHTO115.

Introductory Videography \$ ()
 An introductory course in videography emphasizing the terminology, aesthetics, and methods of video production. PHTO115 recommended. Lab required. *Fall*

Digital Videography \$ ()

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