

# Art, Film, and Media

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In support of the overall University mission, the Department of Art, Film, and Media exists to cultivate and develop its students both artistically and spiritually, equipping them to be transformative agents in a contemporary culture significantly shaped by the arts, media, and entertainment. The department aspires to:

1. Develop professional practicing artists who demonstrate exemplary competence in their discipline.
2. Provide students with a comprehensive body of artistic knowledge and skills as they relate to their biblical worldview.
3. Continually engage the global community through culturally relevant artistic production and social dialog.

The department offers Bachelor of Arts degrees with the following majors: Studio Art, Graphic Arts (Illustration), Graphic Arts (Design), Graphic Arts (Photography), Pre-Art Therapy, and Film and Media Production. A Bachelor of Science degree is also offered with these area when combined with Systems curriculum. The department offers a BS degree in Art Education. Minors are available in Art History, Photography, and Studio Art.

Many professional career paths are available to graduates from the department including: art education, graphic design, web design, photography, illustration, fine art production, arts administration, film and television production, independent filmmaking, broadcasting, and corporate and nonprofit media production.

All Film and Media Production, Graphic Art, and Studio Art majors are required to meet with department faculty at the end of their second year within the major to assess strengths, growth areas, and recommendations for continued participation.

A senior exhibit is also required for all majors in the department, as fulfillment of the senior comprehensive requirement.

The department provides professional development opportunities for art majors by hosting trips to major art centers such as Chicago, Miami, and New York. Furthermore, the department encourages participation in study abroad art programs such as Orvieto, Italy. The Film and Media Production program includes a Taylor-run Hollywood Internship Program, an annual trip to the Sundance Film Festival, international documentary trips, the Envision Film Festival, and a 24-hour film festival in January.

## Art Education (BS)

The Bachelor of Science degree in Art Education requires at 45-47 hours in addition to education courses. This major is for students who desire licensure in art for all grades (P-12). *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses, including education curriculum courses, must be completed with a grade of C- or better and are included in the major GPA.*

### Art Courses

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 156	1	Digital Tools: Photoshop
ART 210	3	Introduction to Art Education
ART 221	3	Painting I
ART 253	3	Foundations of Photography
ART 281	3	Ceramics: Handbuilt Forms
ART 302	3	Figure Drawing
ART 310	3	Elementary Art Education
ART 380	3	Ceramics: Wheel Throwing

Select one course from the following:

ART 271	3	Three-Dimensional Design
ART 272	3	Sculpture I

Select one course from the following:

ART 320	3	Acrylic Painting
ART 322	3	Water-Based Media

Select one course from the following:

ART 345	3	Relief and Serigraphy Printmaking
ART 347	3	Intaglio and Lithography Printmaking

Select one course from the following:

ART 383	1	The Christian and the Arts
ART 481	3	Senior Thesis I

Select two art history courses from:

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 316	3	Asian Art History
ART 413	3	Contemporary Art

### Professional Education

ART 309	2	Secondary Art Methods
EDU 150	3	Education in America
EDU 222	2	Reading in the Content Area for Secondary Teachers
EDU 260	3	Educational Psychology
EDU 307	2	Discipline and Classroom Management for Secondary Teachers
EDU 309	1	Teaching in Secondary, Junior High/Middle Schools – Special Methods
EDU 328	2	Assessment for Student Learning
EDU 384	1	Perspectives on Diversity
EDU 431	15	Supervised Internship in Secondary Schools
SED 220	3	Exceptional Children

### Additional Education Requirements

CAS 110	3	Public Speaking
PSY 350	3	Child and Adolescent Psychology

## Film and Media Production (BA)

The Bachelor of Arts degree in Film and Media Production requires two years of one foreign language and 51 major hours. Optional off-campus study programs are available; refer to **Hollywood Internship Program** on page 50, **Los Angeles Film Studies Center** on page 53, and **Contemporary Music Center** on page 49. Students must apply and be accepted to the programs. The Art, Film, and Media department cannot guarantee acceptance into these programs. All majors must participate in three semesters of media participation. All major courses must be completed with a grade of C- or better and are included in the major GPA.

### Major Requirements

ART/CAC 156	1	Digital Tools: Photoshop
ART/CAC 157	1	Digital Tools: InDesign
CAS 120	3	Interpersonal Communication
FMP 125	1	Film and Media Production: New Majors Orientation
FMP 215	3	Audio Production
FMP 220	3	Film and Video Production
FMP 230	3	Scriptwriting
FMP 355	3	Multi-Camera Live Production
FMP 393	3	Practicum
FMP 440	3	Narrative Filmmaking
FMP 485	3	Senior Capstone
JRN 255	3	Media and Society
JRN 332	3	Layout and Design

Select one course from the following:

FMP 350*	3	Media Theory and Ethics
FMP 352*	3	History and Criticism of Film
FMP 388*	3	Media, Faith, and Culture

Select two courses from the following:

FMP 340*	3	Documentary Filmmaking
FMP 375*	3	Post-Production Methods
FMP 430*	3	Producing for Clients
FMP 455*	3	Directing and Cinematography

Select 2 additional credit hours from the following:

FMP 185	2	Digital Tools: After Effects
FMP 310	3	Introduction to TV Writing
FMP 312	2	Steadicam® Workshop
FMP 320	3	Advanced Screenwriting
FMP 340*	3	Documentary Filmmaking
FMP 350*	3	Media Theory and Ethics
FMP 352*	3	History and Criticism of Film
FMP 358	3	Sundance Study Trip
FMP 365	3	Inside the Entertainment Industry
FMP 370	3	Selected Topics (approved by advisor)
FMP 375*	3	Post-Production Methods
FMP 388*	3	Media, Faith, and Culture
FMP 430*	3	Producing for Clients
FMP 455*	3	Directing and Cinematography
FMP 492	6-12	Internship
FMP 493	12-13	Internship: Taylor University Hollywood Internship Program
JRN 115	3	Introduction to Media Writing
JRN 225	3	Foundations of Photojournalism
JRN 356	4	Web Design
THR 212	3	Acting I: Mask and Movement

\*Course may count only once.

## Film and Media Production/Systems (BS)

The Bachelor of Science degree in Film and Media Production/Systems consists of the 51 hour film and media production major and curriculum requirements in systems analysis. Optional off-campus study programs are available; refer to **Hollywood Internship Program** on page 50, **Los Angeles Film Studies Center** on page 53, and **Contemporary Music Center** on page 49. Students must apply and be accepted to the programs. The Art, Film, and Media department cannot guarantee acceptance into these programs. All majors must participate in three semesters of media participation. All major courses, including systems curriculum courses, must be completed with a grade of C- or better and are included in the major GPA.

### Systems Curriculum Requirements

MAT 151	4	Calculus I
FMP 393	3-4	Practicum
SYS 101	3	Introduction to Systems
SYS 120	4	Introduction to Problem Solving
SYS 330	3	Human Relations in Organizations
SYS 390	3	Information Systems Analysis
SYS 392	1	Systems Seminar
SYS 394	3	Information Systems Design
SYS 403	3	Operations Management

Select one course from the following:

COS 121	4	Foundations of Computer Science
COS 143	3	Interactive Webpage Design

Select one course from the following:

MAT 210	4	Introductory Statistics
MAT 352	4	Mathematical Statistics

Select one course from the following:

SYS 401*	3	Operations Research
SYS 402*	3	Modeling and Simulation

### Systems Electives

Select at least 3 hours of electives, in addition to those required in the major or systems:

ENT 422	3	New Venture Planning
MAT 382	3	Advanced Statistical Methods
MGT 201	3	Introduction to Business
SYS 214	3	Principles of Human Computer Interaction
SYS 310	3	E-Commerce
SYS 401*	3	Operations Research
SYS 402*	3	Modeling and Simulation

\*Courses in both areas may count only once.

## Graphic Art (BA)

The Bachelor of Arts degree with a major in Graphic Art, with a concentration in Design (58-59 hours), Illustration (60 hours), or Photography (59-60 hours), requires two years of one foreign language and 58-60 hours in the major. Students may not double major with Computer Science–Digital Media. Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.

### Art Core Requirements

ART 101	3	Drawing I	ART 311	3	Western Art History I
ART 151	3	Two-Dimensional Design	ART 313	3	Western Art History II
ART 156	1	Digital Tools: Adobe Photoshop	ART 382	2	The Christian and the Arts
ART 271	3	Three-Dimensional Design			

Graphic Art requirements continued on next page

Graphic Art requirements continued from previous page

Select one of the following concentration areas:

### Design

#### Concentration Requirements

ART 152	3	Visual Communications	ART 351	3	Product ID
ART 154	1	Digital Tools: Illustrator	ART 356	4	Web Design
ART 157	1	Digital Tools: InDesign	ART 357	3	History of Graphic Art
ART 251	3	Typography	ART 393	3-4	Practicum
ART 253	3	Foundations of Photography	ART 456	4	Web Animation
ART 254	3	Illustration I	ART 457	3	Portfolio I
ART 257	3	Layout and Prepress	ART 485	3	Senior Exhibition

### Illustration

#### Concentration Requirements

ART 152	3	Visual Communications	ART 302	3	Figure Drawing
ART 154	1	Digital Tools: Illustrator	ART 322	3	Water-Based Media
ART 157	1	Digital Tools: InDesign	ART 324	3	Painting II
ART 162	1	Digital Tools: Painter	ART 357	3	History of Graphic Art
ART 203	3	Drawing II	ART 365	3	Illustration 2: Visual Narrative
ART 221	3	Painting I	ART 445	3	Illustration 3: Thesis
ART 253	3	Foundations of Photography	ART 457	3	Portfolio I
ART 254	3	Illustration I	ART 485	3	Senior Exhibition

### Photography

#### Concentration Requirements

ART 152	3	Visual Communications	ART 344	3	Photojournalism
ART 154	1	Digital Tools: Illustrator	ART 346	3	Portraiture
ART 157	1	Digital Tools: InDesign	ART 353	3	Commercial Photography
ART 253	3	Foundations of Photography	ART 393	3-4	Practicum
ART 254	3	Illustration I	ART 457	3	Portfolio I
ART 257	3	Layout and Prepress	ART 461	3	Experimental Photography
ART 261	3	Film and Darkroom	ART 485	3	Senior Exhibition
ART 317	3	History of Photography			

## Graphic Art/Systems (BS)

The Bachelor of Science degree with a major in Graphic Art/Systems consists of the 58-60 hour graphic art major core requirements, concentration requirements, and curriculum requirements in systems analysis. *Students may not double major with Computer Science–Digital Media. Except where indicated below, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

#### Systems Curriculum Requirements

MAT 151	4	Calculus I
SYS 101	3	Introduction to Systems
SYS 120	4	Introduction to Problem Solving
SYS 330	3	Human Relations in Organizations
SYS 390	3	Information Systems Analysis
SYS 392	1	Systems Seminar
SYS 394	3	Information Systems Design
SYS 403	3	Operations Management

Select one course from the following:

COS 121	4	Foundations of Computer Science
COS 143	3	Interactive Webpage Design

Select one course from the following:

MAT 210	4	Introductory Statistics
MAT 352	4	Mathematical Statistics

Select one course from the following:

SYS 401*	3	Operations Research
SYS 402*	3	Modeling and Simulation

Select one course from the following:

ART 393	3-4	Practicum
SYS 393	3-4	Practicum

#### Systems Electives

Select at least 3 hours of electives, in addition to those required in the major or systems:

ENT 422	3	New Venture Planning
MAT 382	3	Advanced Statistical Methods
MGT 201	3	Introduction to Business
SYS 214	3	Principles of Human Computer Interaction
SYS 310	3	E-Commerce
SYS 401*	3	Operations Research
SYS 402*	3	Modeling and Simulation

\*Courses in both areas may count only once.

## Pre-Art Therapy (BA)

The Bachelor of Arts degree in Pre-Art Therapy major requires 55-56 hours and two years of one foreign language. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

### Art Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 210	3	Introduction to Art Education
ART 221	3	Painting I
ART 253	3	Foundations of Photography
ART 271	3	Three-Dimensional Design
ART 281	3	Ceramics: Handbuilt Forms
ART 302	3	Figure Drawing
ART 309	2	Secondary Art Methods
ART 310	3	Elementary Art Education
ART 322	3	Water-Based Media
ART 380	3	Ceramics: Wheelthrowing
ART 393	2-3	Practicum

Select one course from the following:

ART 311	3	Western Art History I
ART 313	3	Western Art History II

### Psychology Requirements

PSY 100	3	Introductory Psychology
PSY 250	3	Life Span Development
PSY 300	3	Abnormal Psychology
PSY 305	3	Behavior Problems of Child and Adolescence
PSY 400	3	Theories of Personality

### Recommended Courses

PSY 272	4	Introduction to Research Methods and Data Analysis
PSY 393	3	Practicum
PSY 461	3	Fundamentals of Counseling

## Pre-Art Therapy/Systems (BS)

The Bachelor of Science degree with a major in Pre-Art Therapy/Systems consists of the pre-art therapy major requirements and curriculum requirements in systems analysis. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses, including systems curriculum courses, must be completed with a grade of C- or better and are included in the major GPA.*

### Systems Curriculum Requirements

MAT 151	4	Calculus I
SYS 101	3	Introduction to Systems
SYS 120	4	Introduction to Problem Solving
SYS 330	3	Human Relations in Organizations
SYS 390	3	Information Systems Analysis
SYS 392	1	Systems Seminar
SYS 394	3	Information Systems Design
SYS 403	3	Operations Management

Select one course from the following:

COS 121	4	Foundations of Computer Science
COS 143	3	Interactive Webpage Design

Select one course from the following:

MAT 210	4	Introductory Statistics
MAT 352	4	Mathematical Statistics

Select one course from the following:

SYS 401*	3	Operations Research
SYS 402*	3	Modeling and Simulation

Select one course from the following:

ART 393	3-4	Practicum
PSY 393	3-4	Practicum
SYS 393	3-4	Practicum

### Systems Electives

Select at least 3 hours of electives, in addition to those required in the major or systems:

ENT 422	3	New Venture Planning
MAT 382	3	Advanced Statistical Methods
MGT 201	3	Introduction to Business
SYS 214	3	Principles of Human Computer Interaction
SYS 310	3	E-Commerce
SYS 401*	3	Operations Research
SYS 402*	3	Modeling and Simulation

\*Courses in both areas may count only once.

## Studio Art (BA)

The Bachelor of Arts degree in Studio Art major requires 60 hours and two years of one foreign language. *Except where indicated, no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses must be completed with a grade of C- or better and are included in the major GPA.*

### Art Core Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 156	1	Digital Tools: Adobe Photoshop
ART 271	3	Three-Dimensional Design
ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts

### Studio Art Requirements

ART 160	3	Contemporary Strategies in Art
ART 413	3	Contemporary Art
ART 418	3	Critical Foundations for Studio Practice
ART 481	3	Senior Thesis I
ART 484	3	Senior Thesis II

Select one course from the following:

ART 221	3	Painting I
ART 322	3	Water-Based Media

Select one course from the following:

ART 253	3	Foundations of Photography
ART 261	3	Film and Darkroom

Select one course from the following:

ART 345	3	Relief and Serigraphy
ART 347	3	Intaglio and Lithography

Select 18 credit hours from the following:

ART 203	3	Drawing II
ART 221*	3	Painting I
ART 253*	3	Foundations of Photography
ART 261*	3	Film and Darkroom
ART 272	3	Sculpture I
ART 275	3	Metals I
ART 281	3	Ceramics: Handbuilt Forms
ART 302	3	Figure Drawing
ART 316	3	Asian Art History
ART 317	3	History of Photography
ART 322*	3	Water-Based Media
ART 324	3	Painting II
ART 344	3	Photojournalism
ART 345*	3	Relief and Serigraphy
ART 346	3	Portraiture
ART 347*	3	Intaglio and Lithography
ART 353	3	Commercial Photography
ART 356	4	Web Design
ART 372	3	Sculpture II
ART 380	3	Ceramics: Wheelthrowing
ART 417	3	Advanced Ceramics
ART 441	3	Advanced Printmaking
ART 461	3	Experimental Photography

\*Courses in both areas may count only once.

## Studio Art/Systems (BS)

The Bachelor of Science degree with a major in Studio Art/Systems consists of the 60-hour studio art major requirements and curriculum requirements in systems analysis. Except where indicated, *no more than 50% of completed requirements may overlap with another major, minor, or concentration. All major courses, including systems curriculum courses, must be completed with a grade of C- or better and are included in the major GPA.*

### Systems Curriculum Requirements

MAT 151	4	Calculus I
SYS 101	3	Introduction to Systems
SYS 120	4	Introduction to Problem Solving
SYS 330	3	Human Relations in Organizations
SYS 390	3	Information Systems Analysis
SYS 392	1	Systems Seminar
SYS 394	3	Information Systems Design
SYS 403	3	Operations Management

Select one course from the following:

COS 121	4	Foundations of Computer Science
COS 143	3	Interactive Webpage Design

Select one course from the following:

MAT 210	4	Introductory Statistics
MAT 352	4	Mathematical Statistics

Select one course from the following:

SYS 401*	3	Operations Research
SYS 402*	3	Modeling and Simulation

Select one course from the following:

ART 393	3-4	Practicum
SYS 393	3-4	Practicum

### Systems Electives

Select at least 3 hours of electives, in addition to those required in the major or systems:

ENT 422	3	New Venture Planning
MAT 382	3	Advanced Statistical Methods
MGT 201	3	Introduction to Business
SYS 214	3	Principles of Human Computer Interaction
SYS 310	3	E-Commerce
SYS 401*	3	Operations Research
SYS 402*	3	Modeling and Simulation

\*Courses in both areas may count only once.

## Art History Minor

The Art History minor requires 19-20 hours. *Open to all students. Graphic Art and Studio Art majors may overlap more than 50% of completed requirements with this minor. All minor courses must be completed with a grade of C- or better and are included in the minor GPA.*

### Minor Requirements

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 382	2	The Christian and the Arts
ART 413	3	Contemporary Art

Select one course from the following:

ART 393	3	Practicum
ART 450	3	Directed Research

Select two courses from the following:

ART 316	3	Asian Art History
ART 317	3	History of Photography
ART 357	3	History of Graphic Art
CAC 326*	2	Communication Ethics and Aesthetics
PHI 342*	3	Aesthetics

\*A maximum of one of these courses may count toward minor.

## Photography Minor

The Photography minor requires 21 hours. *Minor is open to all students, except Graphic Art and Studio Art majors with a photography concentration. All minor courses must be completed with a grade of C- or better and are included in the minor GPA.*

### Minor Requirements

ART 156	1	Digital Tools: Adobe Photoshop
ART 261	3	Film and Darkroom
ART 346	3	Portraiture

Select one course from the following:

ART 253	3	Foundations of Photography
JRN 225	3	Foundations of Photojournalism

Select 11 hours from the following:

ART 101*	3	Drawing I
ART 151*	3	Two-Dimensional Design
ART 154	1	Digital Tools: Illustrator
ART 157	1	Digital Tools: InDesign
ART 271*	3	Three-Dimensional Design
ART 311*	3	Western Art History I
ART 313*	3	Western Art History II
ART 317	3	History of Photography
ART 344	3	Photojournalism
ART 353	3	Commercial Photography
ART 356	4	Web Design
ART 382*	2	The Christian and the Arts
ART 393	3	Practicum
ART 461	3	Experimental Photography

\*Course may not be used to meet a requirement in both major and minor.

## Studio Art Minor

The Studio Art minor requires 24 hours. *No more than 50% of completed requirements may overlap with another major, minor or concentration. Not open to Graphic Art or Studio Art majors. All minor courses must be completed with a grade of C- or better and are included in the minor GPA.*

### Minor Requirements

ART 101	3	Drawing I
ART 151	3	Two-Dimensional Design
ART 160	3	Contemporary Strategies in Art

Select one course from the following:

ART 221	3	Painting I
ART 253	3	Foundations of Photography
ART 320	3	Acrylic Painting
ART 322	3	Water-Based Media
ART 345	3	Relief and Serigraphy Printmaking
ART 347	3	Intaglio and Lithography Printmaking

Select one course from the following:

ART 271	3	Three-Dimensional Design
ART 275	3	Metals I
ART 281	3	Ceramics: Handbuilt Forms
ART 380	3	Ceramics: Wheel Throwing

Select one course from the following:

ART 311	3	Western Art History I
ART 313	3	Western Art History II
ART 316	3	Asian Art History
ART 413	3	Contemporary Art

Select at least two additional 3-hour courses in a single area from drawing, painting, ceramics, printmaking, or sculpture to complete the 24-hour minor requirement.

## Art Courses

### ART 101 3 hours Drawing I

Introduction to the fundamentals of observation and rendering, perspective and composition, using a variety of drawing mediums. *Meets foundational core participation in the arts requirement.*

### ART 151 3 hours Two-Dimensional Design

A foundational course in understanding the elements and principles of two-dimensional design composition and color theory, as well as methods for creative problem solving. A studio-skills class utilizing a variety of mediums in a related series of projects. *Meets foundational core participation in the arts requirement.*

### ART 152 3 hours Visual Communications

An introduction to the graphic design industry, with emphasis in visual problem solving, a basic understanding of typography, color and composition as well as the implementation of the various additional elements of design.

### ART 154 1 hour Digital Tools: Illustrator

This course focuses on the development of drawing and design skills using Adobe Illustrator, the industry standard software for vector image and logo generation.

### ART 156 1 hour Digital Tools: Photoshop

This course focuses on the development of painting and image editing skills using Adobe Photoshop, the industry standard software for bitmap image generation and digital photo manipulation.

### ART 157 1 hour Digital Tools: InDesign

This course focuses on the development of print layout and compositing skills, manipulating type and images, using Adobe InDesign, the industry leading software for page layout construction and desktop publishing.

### ART 160 3 hours Contemporary Strategies in Art

This course is designed to calibrate freshman studio art majors via collaborative engagement and exploration of processes, theories, and art works relevant to producing art in our present age.

### ART 162 1 hour Digital Tools: Painter

An introductory course focusing on digital image creation, utilizing the drawing and painting controls found in Corel Painter.

### ART 170 1-4 hours Selected Topics

A course offered on a subject of interest but not listed as a regular course offering.

### ART 203 3 hours Drawing II

Advanced conceptual approaches as they relate to drawing as an artistic end. *Prerequisites: ART 101 and ART 151.*

### ART 210 3 hours Introduction to Art Education

A survey of the history and philosophy of art education. The course utilizes the disciplines of art criticism, history, aesthetics, and production to acquire information, develop resources, and create a variety of learning experiences for students of various developmental levels. *Prerequisites: EDU 150 and sophomore status.*

### ART 221 3 hours Painting I

Beginning experiences in the materials, theory, techniques and composition used in historical and contemporary styles of oil painting. Consideration of the work of individual painters introduces various conceptual approaches to painting. *Prerequisites: ART 101 and 151.*

### ART 251 3 hours Typography

An introduction to the essential principles of typography; the design and expressive capacities of letter forms are explored through historical study, typesetting assignments, discussions, and studio projects. *Prerequisites: ART 101, 151, 152, and 154.*

### ART 253 3 hours Foundations of Photography

Provides ground-level introduction to the tools, concepts, and techniques of photography. Students will explore composition, style, color, tonality, and light. Strong emphasis on full comprehension and technical mastery of dSLRs, digital processing, and color-managed output. *Students must provide their own dSLR cameras. Prerequisite: ART 156.*

### ART 254 3 hours Illustration I

An introductory course to the art and business of illustration with an emphasis in developing conceptual skills, a personal visual voice and unique stylistic approach. Coursework will include the production of editorial, promotional and personal illustrations. *Prerequisites: ART 101 and 151.*

### ART 257 3 hours Layout and Prepress

An editorial design course, with a focus on page layout construction, digital pre-press and tabloid design. Students will learn terms and skills necessary for a career in the editorial design industry. Projects may include book covers, brochures, magazines and newspaper layouts. *Prerequisites: ART 101, 151, 154, 156, 157, and 251.*

### ART 261 3 hours Film and Darkroom

Maintains the heritage of analog photography by exploring silver halide films and various darkroom processes. Emphasis on shooting and processing black-and-white film and printing paper prints with enlargers. Color films and processing discussed, as well as experimental darkroom techniques. The course culminates with large format view camera work. *Students must present a 35mm film camera in good order to enroll. Prerequisite: ART 253.*

### ART 270 1-4 hours Selected Topics

A course offered on a subject of interest but not listed as a regular course offering.

- ART 271** **3 hours**  
**Three-Dimensional Design**  
 A foundational course in understanding the elements and principles of three-dimensional design composition, as well as creative problem solving. A studio skills class utilizing a variety of mediums in a related series of projects. *Meets foundational core participation in the arts requirement.*
- ART 272** **3 hours**  
**Sculpture I**  
 Three-dimensional studies on form as practiced through art history, classical to abstract representations of the human form and architectural sculptural methods (welding and additive methods). *Materials for this course cover clay, stone and metal. Prerequisite: ART 271.*
- ART 275** **3 hours**  
**Metals I**  
 Beginning metalworking projects use various techniques, with precious and non-precious metals. Soldering, enameling, metal casting and stone setting are covered. *Meets foundational core participation in the arts requirement.*
- ART 281** **3 hours**  
**Ceramics: Handbuilt Forms**  
 An introduction to basic clay formation techniques with an emphasis on the sculptural and asymmetrical potentials of hand constructed clay forms. Covers essentials of the ceramic process: forming, glazing, and transformation through firing. *Meets foundational core participation in the arts requirement.*
- ART 300** **2 hours**  
**Art for Teachers**  
 Opportunities for the development of skills and learning experiences for use in the elementary classroom. Introduction to the components of Discipline-Based Art Education through lecture, studio projects and out of class assignments.
- ART 302** **3 hours**  
**Figure Drawing**  
 Intermediate level drawing course with emphasis in rendering the human figure. *Prerequisite: ART 101.*
- ART 309** **2 hours**  
**Secondary Art Methods**  
 Examine methodology and teaching practices in art, organizing and writing the art curriculum, classroom management, assessment of student progress, and general strategies and methods for conducting an art program for the middle and high school level students. In addition, studio work will be utilized to create a portfolio of art projects suitable for middle and high school students. *Written assignments for the course will be added to the professional portfolio. Prerequisites: EDU 150 and EDU 260 and approval into the teacher education program.*
- ART 310** **3 hours**  
**Elementary Art Education**  
 Theory and foundations for the development of skills and learning experiences for use in the elementary art classroom. The Discipline-Based Art Education model will be utilized in preparing lesson plans, studio projects and practical application content.
- ART 311** **3 hours**  
**Western Art History I**  
 A survey of architecture, sculpture, and painting from prehistory to the Late Gothic in Europe and the Near East.
- ART 313** **3 hours**  
**Western Art History II**  
 A survey of architecture, sculpture and painting from the Proto-Renaissance to the Modern era in Western Europe and the United States. *Prerequisite: ART 311.*
- ART 316** **3 hours**  
**Asian Art History**  
 A survey of the arts of South and East Asia including India, China, Japan, and Korea with an emphasis on understanding works within their cultural contexts.
- ART 317** **3 hours**  
**History of Photography**  
 Invites students not only to know the factual, international history of the medium, but to consider its implications for society and culture in general. Projects and assignments will fully acquaint students with the rudimentary mechanics of optics and cameras in their earliest development, as well as major photographers and their styles. *Camera required. Prerequisites: ART 253 and ART 261.*
- ART 320** **3 hours**  
**Acrylic Painting**  
 An introduction to the techniques, materials and processes involved in acrylic painting. The course will focus on various aspects of acrylic painting on a mixed variety of surfaces and utilizing various varnishes, mediums and brush techniques. *Prerequisite: ART 101.*
- ART 322** **3 hours**  
**Water-Based Media**  
 An introduction to distinctive techniques, materials, and processes involved in water-based painting. The course will explore watercolor, gouche, and ink wash. *Prerequisite: ART 101.*
- ART 324** **3 hours**  
**Painting II**  
 An intermediate level course where students engage in the advancement of their technical proficiency, explore a greater degree of self-initiated projects, and engage in in-depth critical analysis of contemporary painting. *Prerequisite: ART 221.*
- ART 344** **3 hours**  
**Photojournalism**  
 Explores documentary photography from spot news to long-form photo essays. Topics include journalistic theories, ethics, and the social functions of journalism. All assignments include photography and written captions, and in some cases longer writings. *Camera required. Prerequisites: ART 253 and ART 261.*
- ART 345** **3 hours**  
**Relief and Serigraphy**  
 Handprinting as an expressive medium is investigated through relief and screen printing processes, including linoleum block printing, woodcut printing, cut stencils, drawing fluid/screen filler use, and photo-based silkscreen. This course serves as an introduction to the essential tools, materials, and techniques related to relief and serigraphy. Readings and discussion pertaining to the history of radical thought expressed via prints and the subsequent dissemination of printed materials will augment studio projects.
- ART 346** **3 hours**  
**Portraiture**  
 Provides the opportunity to explore portraiture in depth, including conventional, environmental, expressive and experimental work. *Camera required. Prerequisite: ART 253.*
- ART 347** **3 hours**  
**Intaglio and Lithography**  
 Handprinting as an expressive medium is investigated through intaglio and lithographic processes. Projects explore the use of hardground etching, softground etching, whiteground, aquatint, chine colle, drypoint, photo etching and plate and stone lithography. This course serves as an introduction to the essential tools, materials, and techniques related to intaglio and lithography. Readings and discussion pertaining to the history of radical thought expressed via prints and the subsequent dissemination of printed materials will augment studio projects.
- ART 351** **3 hours**  
**Product ID**  
 A design course with emphasis in creating a product identity from concept to completion. This course will discuss but not be limited to, conceptual design, logo/logotype development, packaging design, advertising design and the development of promotional materials. Professional presentation and client skills will also be discussed. *Prerequisites: ART 251 and 257.*
- ART 353** **3 hours**  
**Commercial Photography**  
 Introduces various commercial photo categories and demonstrates ways to make a living with a camera. Emphasis is always on the marketing and stylistic needs of clients rather than the personal style of the photographer. Covers images for various facets of marketing and retail: advertising, fashion, product and food photos, and selling stock. *Camera required. Pre-requisites: ART 253 and ART 346 (graphic design majors may substitute ART 257 for ART 346).*
- ART 356** **4 hours**  
**Web Design**  
 This course will teach students design fundamentals for interactive media with a focus on designing user interfaces for the internet. Students will be introduced to the vocabulary, foundational technology, design elements, and techniques for creating interactive media. Projects will cover a range of topics that will introduce students to the many uses for interactive design, identifying, and designing for different target audiences, and the basics of how to deliver the finished product to those audiences. Additionally, through the projects and class exercises, students will be introduced to and gain a better understanding of industry standard tools. *Prerequisite: ART 156.*
- ART 357** **3 hours**  
**History of Graphic Art**  
 A design course focusing in depth on the stylistic history of graphic design, from Gutenberg to the present. Weekly studio assignments will be given with specific historical and stylistic goals. The purpose of this course is to create a strong awareness of historical styles and to develop artwork applicable to a working portfolio. *Prerequisites: ART 251 and 257.*

<b>ART 360</b> <b>Independent Study</b>	<b>1-4 hours</b>	<b>ART 450</b> <b>Directed Research</b>	<b>1-4 hours</b>
An individualized, directed study involving a specified topic.		Investigative learning involving closely directed research and the use of such facilities as the library or laboratory.	
<b>ART 365</b> <b>Illustration 2: Visual Narrative</b>	<b>3 hours</b>	<b>ART 456</b> <b>Web Animation</b>	<b>4 hours</b>
An intermediate level course focusing on continued development of the illustrator's personal voice while producing a unified series of location based sequential images useful for a professional working portfolio. Students will continue to explore new media, refine technique, and discuss essential business practices.		Students will build on the skills learned in ART 356, by focusing on industry standard animation and interactive software for the world wide web. This course will further develop each student's conceptual, interactive page layout, and web programming skill sets. Emphasis will be placed on fully utilizing Flash's unique animation, interactivity and scripting controls, to create a self-promotional website useful in the pursuit of a future design career. <i>Prerequisite: ART 356.</i>	
<b>ART 370</b> <b>Selected Topics</b>	<b>1-4 hours</b>	<b>ART 457</b> <b>Portfolio I</b>	<b>3 hours</b>
A course offered on a subject of interest but not listed as a regular course offering.		Advanced design course emphasizing development of a working portfolio. Projects may include book covers, advertisements, brochures, posters, editorial design, logotypes, and corporate identity campaigns. <i>Prerequisite: ART 351 and 357.</i>	
<b>ART 372</b> <b>Sculpture II</b>	<b>3 hours</b>	<b>ART 461</b> <b>Experimental Photography</b>	<b>3 hours</b>
Intermediate use of technical skills and conceptual issues of creating sculpture with form and space. <i>Prerequisites: ART 271 and 272 or permission of the instructor.</i>		Encourages the student to explore personal photographic aesthetics, vision, and statement with an eye toward galleries and markets or a personal portfolio. Work would most likely be conceptual and expressive in nature. The course also provides wide-open opportunity for technical experimentation. <i>Camera required. Pre-requisites: ART 253 and 261.</i>	
<b>ART 380</b> <b>Ceramics: Wheelthrowing</b>	<b>3 hours</b>	<b>ART 471</b> <b>Sculpture III</b>	<b>3 hours</b>
The use of the potter's wheel for throwing vessel and sculptural forms. Form and surface design are considered, as well as various firing techniques. <i>Meets the foundational core participation in the arts requirement.</i>		Advanced use of technical skills and conceptual issues of creating sculpture with form and space. Studio projects employ additive, subtractive and casting methods utilizing such materials as clay, plaster, wood, plastics, and metals. <i>Prerequisite: ART 372 or permission of the instructor.</i>	
<b>ART 382</b> <b>The Christian and the Arts</b>	<b>2 hours</b>	<b>ART 480</b> <b>Seminar</b>	<b>1-4 hours</b>
Seminar that deals with topics related to the Christian and the Arts emphasizing the development of critical abilities via the discussion of readings, student presentations, and writing assignments. <i>Prerequisite: Junior status.</i>		A limited-enrollment course designed especially for upper-class majors with emphasis on directed readings and discussion.	
<b>ART 383</b> <b>The Christian and the Arts—Art Education</b>	<b>1 hour</b>	<b>ART 481</b> <b>Senior Thesis I</b>	<b>3 hours</b>
Seminar that deals with topics related to the Christian and the Arts for Art Education majors emphasizing the development of critical abilities via the discussion of readings, student presentations, and writing assignments. <i>Prerequisites: Art Education major and junior status.</i>		Senior Thesis I serves as a culmination of students' undergraduate art making endeavor, providing guidance in the development of a body of work to be presented in a final exhibition with thematic and aesthetic cohesiveness. Class includes a trip to a significant contemporary art destination. <i>Prerequisite: Senior status.</i>	
<b>ART 393</b> <b>Practicum</b>	<b>1-4 hours</b>	<b>ART 484</b> <b>Senior Thesis II</b>	<b>3 hours</b>
Supervised learning involving a first-hand field experience or a project. Generally, one hour of credit is awarded for a minimum of 40 hours of practicum experience.		Senior Thesis II provides continued support as students prepare for their senior thesis exhibition. This course also serves as a seminar devoted to the conceptualization of a career in the arts, given its many forms. Students will also gain exposure to practicalities of life as a working artists such as funding, grant-writing, exhibiting, and pursuit of higher education.	
<b>ART 413</b> <b>Contemporary Art</b>	<b>3 hours</b>	<b>ART 485</b> <b>Senior Exhibition</b>	<b>3 hours</b>
Introduces the student to a wide range of contemporary art, emphasizing the development of analytical and critical skills. <i>Prerequisite: Junior status.</i>		Creation of a body of work for the student's senior exhibition with thematic and aesthetic cohesiveness. Students should plan for the costs associated with the exhibition. <i>Prerequisite: Senior status.</i>	
<b>ART 417</b> <b>Advanced Ceramics</b>	<b>3 hours</b>	<b>ART 490</b> <b>Honors</b>	<b>1-2 hours</b>
Largely self-directed, this course will give the student opportunity to further skills and concepts developed in their previous handbuilding and wheelthrowing courses. This course will also allow for exploration in making clay, glazes, and experimental firings. <i>Prerequisites: ART 281 and ART 380.</i>		Individualized study or research of an advanced topic within a student's major. <i>Open to students with at least a 3.00 GPA in the major field.</i>	
<b>ART 418</b> <b>Critical Foundations for Studio Practice</b>	<b>3 hours</b>		
This course centers around the discussion of formative essays, interviews and films, presenting key concepts as a support for creation of work in the studio. <i>Prerequisite: ART 160.</i>			
<b>ART 441</b> <b>Advanced Printmaking</b>	<b>3 hours</b>		
Advanced studies in printmaking, addressing the refining of skills, and the individual exploration of one or two printmaking processes. <i>Prerequisites: ART 241 and 342.</i>			
<b>ART 445</b> <b>Illustration 3: Thesis</b>	<b>3 hours</b>		
An advanced level course focusing on a large scale thesis project of personal imagery for the student's senior show and portfolio.			



## Film and Media Production Courses

<b>FMP 125</b>	<b>1 hour</b>	<b>Film and Media Production: New Majors Orientation</b> An introduction to the Film and Media Production major, focusing on the work habits, mindset, and requirements for success in the major with preliminary work on discovering one's voice as a visual storyteller. Course includes the development of critical skills such as self-reflection, creativity, observation, collaboration, story development, and awareness of the impact of one's creative work on audiences. Offered fall semester.	<b>FMP 350</b>	<b>3 hours</b>	<b>Media Theory and Ethics</b> An overview of media communication theories and ethical challenges in the media workplace. Prerequisite: JRN 255.
<b>FMP 170</b>	<b>1-4 hours</b>	<b>Selected Topics</b> A course offered on a subject of interest but not listed as a regular course offering.	<b>FMP 351</b>	<b>3 hours</b>	<b>Media Performance</b> An introduction to the theory and practice of television and radio announcing, commercial and corporate voice-over work, voice-over for animation, and film acting.
<b>FMP 185</b>	<b>2 hours</b>	<b>Digital Tools: After Effects</b> An introduction to Adobe After Effects software for motion graphics and animation.	<b>FMP 352</b>	<b>3 hours</b>	<b>History and Criticism of Film</b> A survey of film history, artistic growth, and early influences and techniques of filmmaking. Theories for critiquing films are emphasized. Prerequisite JRN 255. Offered spring semester of odd years.
<b>FMP 215</b>	<b>3 hours</b>	<b>Audio Production</b> An exploration of the principles and applications of digital audio in today's media industries. Topics discussed include sound theory, microphones, digital audio fundamentals, systems theory and computer- and hardware-based recording and editing. Emphasis is on communicating a creative and technically excellent message. Offered fall and spring semesters.	<b>FMP 355</b>	<b>3 hours</b>	<b>Multi-Camera Live Production</b> An overview of multi-camera live production processes, techniques and personnel in the studio setting and on-location. Students will plan and produce programming, functioning as a production team. Prerequisite: FMP 220. Offered fall semesters.
<b>FMP 220</b>	<b>3 hours</b>	<b>Film and Video Production</b> A hands-on immersion in visual storytelling using single camera film-style shooting techniques. Course includes digital cinematography, nonlinear editing, lighting, audio for video/film and producing with an emphasis on creative storytelling and visual aesthetics. Offered fall and spring semesters.	<b>FMP 358</b>	<b>3 hours</b>	<b>Sundance Study Trip</b> An exploration of the intersections between faith and independent film including reading and writing, followed by a week-long trip to the Sundance Film Festival. Offered January interterm by application.
<b>FMP 230</b>	<b>3 hours</b>	<b>Scriptwriting</b> This course covers the theory and practice of nonfiction writing (e.g., scripting for clients and documentary) and fiction writing (e.g., short film screenplay and television series).	<b>FMP 360</b>	<b>1-4 hours</b>	<b>Independent Study</b> An individualized, directed study involving a specified topic.
<b>FMP 270</b>	<b>1-4 hours</b>	<b>Selected Topics</b> A course offered on a subject of interest but not listed as a regular course offering.	<b>FMP 365</b>	<b>3 hours</b>	<b>Inside the Entertainment Industry</b> An overview of the people, skills, and processes required for success in the film and television industries from both business and creative perspectives. Taught by entertainment industry professionals in Los Angeles as the academic component of Taylor University's semester-long Hollywood Internship Program. Prerequisites: FMP major, junior or senior standing, acceptance into TUHIP program.
<b>FMP 300</b>	<b>1-2 hours</b>	<b>Media Laboratory</b> Two hours of credit may be earned per semester by students holding top leadership positions in campus media organizations—newspaper, yearbook, radio station, or in-house production team. One hour of credit may be earned per semester by those holding secondary positions in a campus media organization. One or two hours of credit may be earned by assisting with approved departmental production projects. A maximum of six hours may count toward graduation. Prerequisite: Permission of instructor.	<b>FMP 370</b>	<b>1-4 hours</b>	<b>Selected Topics</b> A course offered on a subject of interest but not listed as a regular course offering.
<b>FMP 310</b>	<b>3 hours</b>	<b>Introduction to TV Writing</b> An introduction to writing television drama and comedy. Includes generating ideas, breaking a story, and how to apply the essentials of narrative storytelling to traditional half-hour and one-hour time formats. Course is taught in cooperation with Act One, a Los Angeles-based community of entertainment professionals who train and equip Christian storytellers. Prerequisite: FMP 230. Course fee.	<b>FMP 375</b>	<b>3 hours</b>	<b>Post-Production Methods</b> Video editing principles and practices, leading to the certification test for Avid Media Composer. Advanced color correction for film and television using DaVinci Resolve.
<b>FMP 312</b>	<b>2 hours</b>	<b>Steadicam® Workshop</b> A workshop covering the proper safety, operation, and creative use of the Steadicam® camera support system for cinematography.	<b>FMP 388</b>	<b>3 hours</b>	<b>Media, Faith, and Culture</b> An exploration of the intersections between media, popular culture and the gospel. Topics include evangelical responses to popular culture through history, religious broadcasting, religious filmmaking, media in the local church setting, media in global missions and portrayals of Christ and Christians on TV and film. Prerequisite: JRN 255; junior standing; production or layout experience is required. Offered spring semester.
<b>FMP 320</b>	<b>3 hours</b>	<b>Advanced Screenwriting</b> An advanced exploration of the screenplay format, leading to the creation of a full-length screenplay. Includes dramatic theory from Aristotle's Poetics, the essentials of writing visually, story structure, beat sheets, outlines, treatments, creating story beats, mastering subtext, and finding one's voice as a writer. Course is taught in cooperation with Act One, a Los Angeles-based community of entertainment professionals who train and equip Christian storytellers. Prerequisite: FMP 230. Course fee.	<b>FMP 393</b>	<b>1-4 hours</b>	<b>Practicum</b> Supervised learning involving a first-hand field experience or a project. Generally, one hour of credit is awarded for a minimum of 40 hours of practicum experience. Pass/fail only. Offered primarily during summer.
<b>FMP 340</b>	<b>3 hours</b>	<b>Documentary Filmmaking</b> An exploration of the art of documentary film. Includes critique of notable documentaries, the study of multiple approaches to nonfiction storytelling and the creation of a festival-ready short documentary including pre-production, production, and post-production. Prerequisite: FMP 220.	<b>FMP 430</b>	<b>3 hours</b>	<b>Producing for Clients</b> This course develops the skills required to create a client-driven video or film production project. Producing tasks including pre-production, budgeting, scheduling and client relations are emphasized. Students work in teams with an outside organization to produce a professional video or film project. Prerequisite: FMP 220. Offered fall semester of even years.
			<b>FMP 440</b>	<b>3 hours</b>	<b>Narrative Filmmaking</b> Students work in teams to create festival-ready short film including scripting, pre-production, production, and post-production. Students will develop an ability to integrate Christian thought and storytelling. Prerequisites: FMP 220 and 230.
			<b>FMP 450</b>	<b>1-4 hours</b>	<b>Directed Research</b> Investigative learning involving closely directed research and the use of such facilities as the library or laboratory.

**FMP 455** 3 hours

**Directing and Cinematography**

An overview of the role of film director in terms of script analysis, development of the director's vision and story visualization. Includes instruction in the art and science of cinematography and lighting. *Offered fall semester as needed.*

**FMP 480** 1-4 hours

**Seminar**

A limited-enrollment course designed especially for upper-class majors with emphasis on directed readings and discussion.

**FMP 485** 3 hours

**Senior Capstone**

Seniors will complete a senior portfolio and prepare for employment and graduate school. *Offered spring semester.*

**FMP 490** 1-2 hours

**Honors**

Individualized study or research of an advanced topic within a student's major. *Open to students with at least a 3.00 GPA in the major field.*

**FMP 492** 8-16 hours

**Internship**

Professional semester of supervised internship in a work setting related to the major field of study. *Prerequisites: Completion of departmental core and approval of the department faculty. Pass/fail only.*

**FMP 493** 12-13 hours

**Internship: Taylor University Hollywood Internship Program**

Entertainment industry internship completed as part of Taylor University's Hollywood Internship Program.

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## Notes