

NEW COURSE PROPOSAL

PROGRAM AREA: **ART**

1. Catalog Description of the Course. *[Include the course prefix, number, full title, and units. Provide a course narrative including prerequisites and corequisites. If any of the following apply, include in the description: Repeatability (May be repeated to a maximum of ___ units); time distribution (Lecture ___ hours, laboratory ___ hours); non-traditional grading system (Graded CR/NC, ABC/NC). Follow accepted catalog format.]*

ART 420 ADVANCED ARTISTIC PROBLEMS: TWO-DIMENSIONAL ART (3-3)

Six hours laboratory per week.

Prerequisite: ART 320

Investigations into the development of advanced concepts, innovative processes and personal artistic style working in two-dimensional art. Students achieve increased artistic depth and advanced technical proficiency in the development of a congruent body of work in painting, drawing and mixed media. Creation of a professional portfolio presented on slides and CD Rom is a required component of the course work.

2. Mode of Instruction.

	Units	Hours per Unit	Benchmark Enrollment
Lecture	_____	_____	_____
Seminar	_____	_____	_____
Laboratory	___3___	___2___	___20___
Activity	_____	_____	_____

3. Justification and Learning Objectives for the Course. (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) *[Use as much space as necessary]*

Justification

This course fulfills three units of required upper division studio art course for the Art Major in the studio art option.

This is the final course in a sequence of Two-Dimensional Art courses designed for the student seeking to expand their knowledge and proficiency into the realm of painting, drawing and mixed media art. A course of this level and depth provides students with the opportunity to conceptually and technically refine their work in preparation for professional artistic practice. Numerous creative, professional and academic opportunities await the accomplished artist. It also serves to prepare CSUCI students to succeed in the competitive art world of galleries and museums and/or attain a position as a visual artist in the entertainment industry. Work in a studio art course of this nature is created through complicated experimentation involving evolving artistic concept and technique. For this reason, it is necessary that this course to be repeatable for an additional three units, allowing students time to resolve complex technical problems and create projects of greater artistic scope and scale.

Learning Objectives

Through studio projects involving technical demonstrations, artistic exercises, class discussions, field trips to museums and galleries, project presentations and class critiques, students will:

- o Develop projects that integrate traditional art materials and techniques with digital art technologies.

- Quality of image structures and supports
- Technical proficiency with selected media
- Originality of idea and artistic merit of the project
- Quality of final presentation illustrated in exhibitions and critiques

Creation of a professional portfolio presented on slides and CD Rom is a required component of the course work

6. References. [Provide 3 - 5 references on which this course is based and/or support it.]

Lovejoy, Margot. *Postmodern Currents*, Inglewood: Prentis Hall, 1998
 Lucie-Smith, Edward. *American Art Now*, New York: William Morow, 1986
 Pelfrey, Robert H. *Art and Mass Media*, New York: William Morow, 1995
 Regents, Joe Warf. *The 20th Century Art Book*, London: Phaidon Press, 2000
 Tomkins, Calvin, *Post-To-Neo*, New York, Penguin Books, 2000
 Walker, John. *Art Since Pop*, London, Barrons Educational, 1998

7. List Faculty Qualified to Teach This Course.

- Jack Reilly, MFA, Professor of Fine Arts

8. Frequency.

a. Projected semesters to be offered: Fall x Spring x___ Summer _____

9. New Resources Required.

- a. Computer (data processing), audio visual, broadcasting needs, other equipment
- b. Library needs
- c. Facility/space needs

No new resources will be required to implement this course. Instruction takes place in the CSUCI Art Complex painting studio that is equipped with 26 industrial easels, tools and materials required to successfully execute assigned projects. The digital component of the course will be held in the Art Complex multimedia computer lab incorporating the latest digital software applications designed for two-dimensional digital image prototyping. Existing equipment and facilities are currently adequate to support the implementation of this course.

10. Consultation.

Attach consultation sheet from all program areas, Library, and others (if necessary)

11. If this new course will alter any degree, credential, certificate, or minor in your program, attach a program modification.

Jack Reilly, MFA, Professor of Fine Arts 12-8-2002

Proposer of Course Date

- Articulate, verbally and in written form, their conscious intentions and coherent aesthetics in relationship to projects they produce.
- Express, through the process of artistic production, personal theories and artistic statements in relation to diverse global events.
- Design and execute artistic experiments that combine elements of traditional painting with new media.
- Develop skills leading toward professional artistic practice through the refinement of ideas and technique.
- Produce individual works of art.
- Demonstrate advanced proficiency working with two-dimensional media in the development of art projects.
- Produce group projects involving collaborative team assignments.
- Develop artistic skills leading toward professional practice in the arts.
- Produce a professional portfolio of artworks created in the term of the course.

4. Is this a General Education Course YES NO
 If Yes, indicate GE category:

A (English Language, Communication, Critical Thinking)	
B (Mathematics & Sciences)	
C (Fine Arts, Literature, Languages & Cultures)	
D (Social Perspectives)	
E (Human Psychological and Physiological Perspectives)	

5. Course Content in Outline Form. *[Be as brief as possible, but use as much space as necessary]*

ART 420 Advanced Artistic Problems: Two-Dimensional Art (3-3)

Students are encouraged to explore and refine specific techniques and elements of interest in their personal work. In consultation with the instructor, students will conceive, design, and execute specific projects best suited to enhance their future goals and artistic development. Projects will generally fall into, but are not limited to categories listed below.

- Painting
- Drawing
- Illustration
- Mixed Media
- Murals
- Public Art
- Experimental Forms

Elements involved in projects

- Development of visual imagery, conceptual and narrative content