Here is the current copy for the upcoming 2005 Troy University catalog. Included are instructions for:

- General Studies in Area V
- References to <<dti.tsu>> throughout bulletin should be changed to <<dti.troy>> PLUS the acronym now stands for Design, Technology and Innovation (in lieu of Industry)
- General content for the Art and Design section of Communication and Fine Arts.

If there are other OGU concerns or multi-campus issues that need to be addressed, I am not aware of them at this point so please advise as necessary. Thank you.

Jerry Johnson

GENERAL STUDIES PROGRAM FOR NON-TEACHING DEGREES

Areas I – IV: Consistent with the standardized courses approved by the Academic Counsel.

Area V: At this point in time, we would like to retain the general nature of this area. We have no recommended technology course substitution yet that covers all of the same applications covered in IS2200. However, we are attempting to develop an equivalent with other departments in our college. We also want to retain the 3 hours of elective in this area. In the foreseeable future, we may require something else.

<<dti.troy>> Design, Technology and Innovation Nomenclature Throughout and other...

Index: <<dti.tsu>> Design, Technology and Industry Major should be changed to <<dti.troy>> Design, Technology and Innovation Major. Also, the addition of Graphic Design in the index would aid students who are not familiar with our unique nomenclature. This could be cross-referenced to the Design, Technology and Innovation section of catalog (Department of Art and Design).

Please add these to the index if allowable:
- Photography
- Art Minor
- Graphic Design Minor
- Art Education Program

Index continuing: In section listing Administration and Faculty, these changes/additions should be made:
  - Allen, Pamela S. 1990, Associate Professor of Art, …. She was promoted in rank this past year.
  - Johnson, Jerry R., 2000, Professor of Design,…. use Design in lieu of Art.
  - Noriega, Edward, 2000, Professor of Design,… use Design in lieu of Art.

General Information (typically at front of bulletin): <<dti.tsu>> Center for Design, Technology and Industry should be changed to <<dti.troy>> Center for Design, Technology and Innovation.

MAJORS AND MINORS

Majors

- Art Program (should now be Art Studio [Professional] – this is the BFA major) see below:
  - Art Studio [Professional]
  - 2D Studio
  - 3D Studio
  - Digital Studio
  - Photo Studio
- Art (should now be Art [General] – this is the BA/BS degree with at least an additional minor) see below:
  
  Art [General]
  2D Studio
  3D Studio
  Photo Studio

- Art, Comprehensive (I believe that this can be deleted)
- Graphic Design (see Design, Technology and Innovation, <<dti.troy>>)
  
  I would like to see this listed this way because, graphic design is the common term that new students may be searching for, however, due to the uniqueness of our nomenclature, this degree is actually named Design, Technology and Innovation with the <<dti.troy>> acronym associated. My hope is that this could be double-listed/cross-referenced to aid students

- Design, Technology and Innovation <<dti.troy>> (Graphic Design)

Minors

- Art
- Graphic Design
DEPARTMENT OF ART AND DESIGN

Faculty: Jerry R. Johnson, M.F.A., chairman and professor; Edward Noriega, B.F.A., professor and director of <dti.tsu>; Sergei Shillabeer, M.F.A., associate professor; Pamela S. Allen, M.F.A., associate professor; Mel Shanks, M.F.A., associate professor; Larry Percy, M.F.A. assistant professor; and Robert O. Joslin, M.S., director of photography. Adjunct faculty: Duane Paxson, M.F.A.; Pamela Smith, M.Ed.; Ed Hedden, Ph.D.; Dale Dace, Ph.D.; and Michael Holmes, Ph.D. (Will we be including faculty names from other campuses here?)

The Department of Art and Design has a vision for the preparation of tomorrow’s visual artists, designers, and educators. New methodologies and technologies merge with classical artforms to produce a hybrid, contemporary artist. The curriculum is multidimensional. The foundation is highly techno-centric. Students are introduced to a variety of concepts, techniques, and media and are encouraged to push boundaries and take risks. Troy’s studio art and design instructors are practicing professionals in their own right. Their objective is to instruct and mentor students into becoming viable artists, designers, and educators. The art and design programs at Troy University are committed to meeting the growing visual demands in this age of multi-sensory information exchange. Within the curriculum there are degree options for students interested in traditional or electronic arts, graphic design, or art education.

BACHELOR OF FINE ARTS STUDIO PROGRAM (72 Hours)
(Comprehensive, professional studio arts major)

The (72 Hour) BFA Art Studio Program is for professional preparation and affords the student a comprehensive exploration of 2D Studio, 3D Studio, Photo Studio, and Digital Studio. This comprehensive program is also the appropriate preparatory option for those studio artists that desire to pursue graduate studies in a studio art discipline. Students will demonstrate professional competence in their chosen area of specialization. Students will be required to meet minimum portfolio requirements before being accepted into this professional program.

Art Studio Program Core Courses (45 Hours)

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>ART 1145</td>
<td>Foundations of Form and Space</td>
<td>3</td>
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<tr>
<td>ART 1150</td>
<td>Foundations of Time and Space</td>
<td>3</td>
</tr>
<tr>
<td>ART 2201</td>
<td>Introductory Drawing</td>
<td>3</td>
</tr>
<tr>
<td>ART 2230</td>
<td>Color and Technology</td>
<td>3</td>
</tr>
<tr>
<td>ART 2250</td>
<td>Survey of Art History I</td>
<td>3</td>
</tr>
<tr>
<td>ART 2251</td>
<td>Survey of Art History II</td>
<td>3</td>
</tr>
<tr>
<td>ART 3301</td>
<td>Life Drawing*</td>
<td>3</td>
</tr>
<tr>
<td>ART 3350</td>
<td>Research and Criticism</td>
<td>3</td>
</tr>
<tr>
<td>ART 3355</td>
<td>Graphic Design History</td>
<td>3</td>
</tr>
<tr>
<td>ART 3375</td>
<td>Special Topics*</td>
<td>3</td>
</tr>
<tr>
<td>ART 4435</td>
<td>Collaborative Studio* (must be repeated 2x)</td>
<td>3/9</td>
</tr>
<tr>
<td>ART 4496</td>
<td>Internship*</td>
<td>3</td>
</tr>
<tr>
<td>ART 4499</td>
<td>Senior Thesis</td>
<td>3</td>
</tr>
</tbody>
</table>

Art Studio Program students must select one of these four concentration options: 2D Studio, 3D Studio, Photo Studio, or Digital Studio.

2D Studio Concentration (12 Hours)

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 2202</td>
<td>2D Studio I</td>
<td>3</td>
</tr>
<tr>
<td>ART 2206</td>
<td>2D Studio II</td>
<td>3</td>
</tr>
<tr>
<td>ART 3330</td>
<td>2D Studio III</td>
<td>3</td>
</tr>
<tr>
<td>ART 4430</td>
<td>2D Studio IV</td>
<td>3</td>
</tr>
</tbody>
</table>

An additional fifteen (15) hours of art electives are required.

3D Studio Concentration (12 Hours)

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>ART 2204</td>
<td>3D Studio I</td>
<td>3</td>
</tr>
<tr>
<td>ART 2205</td>
<td>3D Studio II</td>
<td>3</td>
</tr>
<tr>
<td>ART 3331</td>
<td>3D Studio III</td>
<td>3</td>
</tr>
<tr>
<td>ART 4431</td>
<td>3D Studio IV</td>
<td>3</td>
</tr>
</tbody>
</table>

An additional fifteen (15) hours of art electives are required.

Photo Studio Concentration (12 Hours)

<table>
<thead>
<tr>
<th>Course</th>
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<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 2228</td>
<td>Photo Studio I</td>
<td>3</td>
</tr>
</tbody>
</table>
ART 3328  (3)  Photo Studio II
ART 3348  (3)  Photo Studio III
ART 4428  (3)  Photo Studio IV

An additional fifteen (15) hours of art electives are required.

Digital Studio Concentration (12 Hours)
ART 3308 (3)  <<dti.troy>> Principles of Digital Design
ART 3324 (3)  <<dti.troy>> Paper/Screen
ART 3310 (3)  <<dti.troy>> Time/Sound
ART 4424 (3)  <<dti.troy>> Design Studio*

An additional fifteen (15) hours of art electives are required.

*Course may be repeated for credit.

ART MAJOR (36 Hours)
(General, visual arts major)

The (36 Hour) Art Major is a general arts program of study designed to give students a broad understanding of a 2D Studio, 3D Studio, or Photo Studio concentration while allowing them to double-major or minor in other disciplines outside of art or design.

Art Major Core Courses (18 Hours)

ART 1145 (3)  Foundations of Form and Space
ART 1150 (3)  Foundations of Time and Space
ART 2201 (3)  Introductory Drawing (or ART2210- e-Drawing)
ART 2250 (3)  Survey of Art History I
ART 2251 (3)  Survey of Art History II
ART 3301 (3)  Life Drawing*

Concentration (18 Hours):

Select twelve (12) hours of courses from one of these concentration areas: 2D Studio, 3D Studio, or Photo Studio. An additional six (6) hours of art electives are required.

*Course may be repeated for credit.

ART EDUCATION MAJOR

NOTE: Students seeking Alabama teacher certification in art should select “education” as a second major. Students should consult with their advisors concerning all certification requirements. Students will need to select six (6) hours of upper level courses from two of these concentrations (for a total of twelve (12) hours): 2D Studio, 3D Studio, and (Photo Studio or Digital Studio). Additionally, the student must take ART3308 Principles of Digital Design.

ART MINOR (18 Hours)

Select 18 hours from art and art history courses.

<<dti.troy>> DESIGN, TECHNOLOGY AND INNOVATION PROGRAM (36 Hours)
(Comprehensive, professional graphic design major)
The (36 Hour) Design, Technology and Innovation Program is designed as a hybrid program, one that offers students many options for study and is not limited to only visual design applications. The main objective of the curriculum is to provide students with an understanding of the global marketplace and how graphic design can interface with virtually all aspects of business, communication, and technology. This remarkably innovative graphic design program is partly enabled by the established Center for Design, Technology and Innovation—referred to as <<dti.troy>>. When this acronym precedes a listed course name, this specifies that a particular course has a partnership with <<dti.troy>> in developing visual and other sensory strategies for actual organizations, businesses, industries, or communities. All partnerships are conjoined with the academic pedagogy necessary for building appropriate knowledge and skill base for designers.

The Center for Design, Technology and Innovation is committed to meeting the increasing demands of information exchange. This graphic design program encourages students to explore other concentrations outside of art, while studying graphic design. Each graphic design major is required to develop a “contractual plan of study” with his/her advisor.

<<dti.troy>> Design, Technology and Innovation Core Courses (36 Hours)

<table>
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<tr>
<td>ART 2230</td>
<td>Color and Technology</td>
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<tr>
<td>ART 3308</td>
<td>&lt;&lt;dti.troy&gt;&gt; Principles of Digital Design</td>
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<tr>
<td>ART 3310</td>
<td>&lt;&lt;dti.troy&gt;&gt; Time/Sound</td>
</tr>
<tr>
<td>ART 3315</td>
<td>&lt;&lt;dti.troy&gt;&gt; Design for the Internet</td>
</tr>
<tr>
<td>ART 3324</td>
<td>&lt;&lt;dti.troy&gt;&gt; Paper/Screen</td>
</tr>
<tr>
<td>ART 4424</td>
<td>&lt;&lt;dti.troy&gt;&gt; Design Studio*</td>
</tr>
<tr>
<td>ART 4499</td>
<td>Senior Thesis</td>
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</tbody>
</table>

Select six (6) hours from the following history courses:

<table>
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<tbody>
<tr>
<td>ART 2250</td>
<td>Survey of Art History I</td>
</tr>
<tr>
<td>ART 2251</td>
<td>Survey of Art History II</td>
</tr>
<tr>
<td>ART 3355</td>
<td>Graphic Design History</td>
</tr>
</tbody>
</table>

Interdisciplinary contract offerings for <<dti.troy>> program (24 Hours)

Select a Contractual Plan of Study from one of the following areas: Information Systems, Marketing, Business Administration, Advertising Writing, Literature/Writing, Journalism, Mass Communications, Speech/Theatre, Photography, and Edu-tainment**.

**This specialized concentration is in the designing of educational and entertainment software interfaces. This contractual plan of study requires a one-semester residency at Halmstad University, Sweden. For more information about contracts and options available, contact the Department of Art and Design.

Select an additional 12-15 hours of free electives.

*Course may be repeated for credit.

GRAPHIC DESIGN MINOR (18 Hours)

<table>
<thead>
<tr>
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<tr>
<td>ART 3308</td>
<td>&lt;&lt;dti.troy&gt;&gt; Principles of Digital Design</td>
</tr>
</tbody>
</table>
(Select two courses from the following:)

ART 3310 (3)  <<dti.troy>> Time/Sound
ART 3315 (3)  <<dti.troy>> Design for the Internet
ART 3324 (3)  <<dti.troy>> Paper/Screen
ART 4424 (3)  <<dti.troy>> Design Studio
Art and Design Courses (ART)

1133 Visual Arts (2-2)
Visual arts and their relationship to human needs and aspirations. NOTE: Credit for this course may not be applied toward any program in art. F, Sp.

1134 Honors Visual Arts (2-2)
Visual arts and their relationship to human needs and aspirations. Presentation of aesthetic issues to challenge the superior student. NOTE: Credit for this course may not be applied toward any program in art. F, Sp.

1145 Foundations of Form and Space (3-3)
Introduction to the principles, elements, and concepts of two-dimensional space. F, Sp.

1150 Foundations of Time and Space (3-3)
Introduction to the principles, elements, and concepts of three- and four-dimensional space. F, Sp.

2201 Introductory Drawing (3-3)
Introduction to drawing with emphasis on traditional rendering materials and techniques. F, Sp.

2202 2D Studio I (3-3)
Fundamental concepts in printmaking. Basic techniques in producing black and white multiples in relief, intaglio, serigraphy and lithography. Prerequisites: ART1145, ART2201 or ART2210, and ART2230. F.

2204 3D Studio I (3-3)
Fundamental concepts in pottery and ceramics. Basic techniques in production and free form ceramics to include introduction to hand-building, wheel throwing, and glazing/firing techniques. Prerequisites: ART1145, ART2201 or ART2210, and ART2230. F.

2205 3D Studio II (3-3)
Fundamental concepts in sculpture. Emphasis on traditional subtractive and additive techniques in a variety of media. Prerequisites: ART1145, ART2201 or ART2210, and ART2230. Sp.

2206 2D Studio II (3-3)
Fundamental concepts in painting. Basic techniques in application using transparent and opaque painting media. Prerequisites: ART1145, ART2201 or ART2210, and ART2230. Sp.

2210 e-Drawing (3-3)
Introduction to drawing with emphasis on developing rendering skills applied to digital technology. F, Sp.

2228 Photo Studio I (3-3)
Introduction to the fundamentals of black and white darkroom photography. F, Sp.

2230 Color and Technology (3-3)
Introduction to the principles and science of color and color applications in both analog and digital environments. Sp.

2250 Survey of Art History I (3-3)
Survey of the history of art from antiquity through the Gothic period. F, Sp.

2251 Survey of Art History II (3-3)
Survey of the history of art from Renaissance through Realism. F, Sp.

3301 Life Drawing (3-3)
Drawing the human form with emphasis on rendering mood and expression while learning skeletal and muscular structure. Prerequisite: ART2201 or ART2210. F, Sp.

3308 Principles of Digital Design (3-3)
Introduction to the fundamental principles of graphic design using a variety of software including HTML programming. Developing design, typographic, and conceptual skills with digital technology. Prerequisites: ART1145, ART2201 or ART2210, and ART2230. F, Sp.
3310 <<dti.troy>> Time/Sound (3-3)
Exploration of graphic design applied to multimedia. Students will learn to produce presentations using type, imagery, and audio-visuals. Prerequisite: ART3308. F, Sp.

3315 <<dti.troy>> Design for the Internet (3-3)
Designing for the web including learning a variety of web-top software and applying them to developing fully functional sites. Formal and practical aspects of graphic design as applied to web development, Internet communication, marketing, and advertising. Prerequisite: ART3308. Sp.

3320 Ancient and Medieval Art (3-3)
Classical antiquity through the Gothic period. F. (odd years).

3321 Renaissance and Baroque (3-3)
Northern and Southern Renaissance through the Baroque period. Sp. (even years).

3322 18th and 19th Century Art (3-3)
Classical, Realism, Romanticism, and Impressionism. F. (even years).

3323 20th Century Art (3-3)
Post-Impressionism to the present. Sp. (odd years).

3324 <<dti.troy>> Paper/Screen (3-3)
Exploration of desktop web-based publishing. Production of content, research, imagery, and development of paper and web-based publications. Prerequisite: ART3308 or permission of department chairman. F, Sp.

3328 Photo Studio II (3-3)
Exploration of technical and artistic aspects of color photography. Concentration on color slide/transparency photography as a source of images for such markets as magazines, advertising, books, and a variety of other publications. Prerequisite: ART2228. F, Sp.

3330 2D Studio III (3-3)
Advanced concepts in two-dimensional media. Studio/seminar focusing on specific painting, printmaking, drawing, and mixed media techniques. Prerequisites: ART2202 and ART2206. F.

3331 3D Studio III (3-3)
Advanced concepts in three-dimensional media. Studio/seminar focusing on specific additive and subtractive techniques in a variety of media. Prerequisites: ART2204 and ART2205. F.

3348 Photo Studio III (3-3)
Exploration of lighting, backgrounds, color harmony, composition, and other aspects of studio photography. Film and digital means utilized for capturing images. Prerequisite: ART3328

3350 Research and Criticism (3-3)
Exploration of modern and postmodern art in the 20th century with emphasis on research, analysis, and writing about issues, artists, artforms, and movements in art. Sp.

3355 Graphic Design History (3-3)
Survey of the history of graphic design from prehistoric visual communications to contemporary global issues. Sp.

3361 Integrating Art into the Curriculum (2-2)
Critical and experiential investigation of approaches for integrating visual art into the elementary curriculum. Prerequisite: EDU3300 and PSY3300. F, Sp.

3375 Special Topics in Art/Design (3-3)
Examination of selected topics in art and design not included in the established curriculum. Content may be of a historical, thematic, or technological nature. May be repeated for credit. TBA

3380 Travel Study in Art/Photography (3-3)
Supervised investigation of photography and other art media through travel abroad or within the interior of United States. May be repeated for credit. TBA

4424 Design Studio (3-3)
In-depth graphic design studio/lab working with actual clients and producing design solutions for industry. Student must demonstrate proficiency with digital technology systems. Prerequisite: ART3324 or permission from the department chairman. F, Sp.

4428 Photo Studio IV (3-3)

4430 2D Studio IV (3-3)
Content and issues in two-dimensional media. Studio/seminar experiences focusing on the development of personal artistic expression. Prerequisite: ART3330. Sp.

4431 3D Studio IV (3-3)
Content and issues in three-dimensional media. Studio/seminar experiences focusing on the development of personal artistic expression. Prerequisite: ART3331. Sp.

4435 Collaborative Studio (3-3)
An integrative art studio experience joining students from each concentration area. Thematic, supervised exploration of a chosen medium. Prerequisite: Must have completed the third level of an art studio concentration.

4481 Methods and Materials for the Art Teacher (3-3)

4491 Guided Independent Research (1 to 3 credits per course per semester)
Additional information is indexed under “Guided Independent Research and Study.”

4492 Guided Independent Research (1 to 3 credits per course per semester)
Additional information is indexed under “Guided Independent Research and Study.”

4493 Guided Independent Study (1 to 3 credits per course per semester)
Additional information is indexed under “Guided Independent Research and Study.”

4494 Guided Independent Study (1 to 3 credits per course per semester)
Additional information is indexed under “Guided Independent Research and Study.”

4496 Internship (3-6)
Experiential learning in the context of an art or design related profession. Must be approved by the department chairman and cooperating host organization or business. May be repeated for credit. F, Sp.

4499 Senior Thesis (3-3)
Requirement for all graduating art or design majors in a comprehensive program of study. Production of a body of work related to their area on concentration and the production of a written manifesto and statement. This course should be taken during the semester of graduation. F, Sp.