ART & DESIGN

Real world Art & Design training set within a liberal arts-based curriculum is the mission of the Department of Art & Design at Sacred Heart University. Striking a balance between cutting edge digital technology and the foundations of drawing, illustration and painting affords invaluable diversity for preparation for the professional marketplace. Through its extensive offerings carried out by means of intense active and engaged learning programs, the department supports the overall mission of the University. Along with the most up-to-date digital design facilities and a commitment to contemporary Graphic Design, Illustration and Studio Arts as well as preparing for the constantly changing world of digital design, the department develops designers and artists who are critical thinkers and contributing members of society, their communities and their professions. It is the department’s goal to educate designers and artists who are always able to respond to an ever-changing world.

Internships in Art & Design

The Department of Art & Design is committed to combining education for life with preparation for professional excellence. The department is ideally situated within the vast design, art and cultural resources of Fairfield County and the metropolitan New York City area. The location provides access to the country’s richest base of world-class digital design, marketing, art and advertising firms offering an unmatched opportunity to prepare students for the transition from the classroom to the visual arts workplace.

Faculty

JOHN S. DE GRAFFENRIED, MFA
Associate Professor

NATHAN LEWIS, MFA
Associate Professor

MARY TRESSCHITTA, MFA
Assistant Professor

JONATHAN WALKER, MFA
Associate Professor, Chair

Art & Design Computer Lab and Studios

Facilities include a digital design laboratory with state-of-the-art Macintosh computers and a second audiovisual design studio, both with complete wireless computer support; a full complement of the latest versions of all industry-standard software; multiple professional-grade color printers; and large and standard format scanners. Facilities also include painting, design, drawing and illustration studios.

Apple Laptop Program for Art & Design Majors

The Department of Art & Design is able to offer all art majors worldwide 24/7 access to all Adobe CS6 Design Premium software along with Adobe After Effects CS6 from anywhere in the world that has internet access. The university provides students participating in our laptop program with access to a key license server for the software used in all of the department’s courses. This means that any student at anytime from anywhere in the world can obtain access to the entire Adobe Design Premium Software suite in order to work on their projects. Art and Design is also able to offer on site Apple-certified technical support through the department’s Technology Manager in order to handle training, updates, maintenance and repair issues.

Major in Art & Design

The major in Art & Design requires the completion of 51 credits for a concentration in Graphic Design, Illustration or Studio Arts.
CONCENTRATION IN GRAPHIC DESIGN
(51 CREDITS)

Required Courses in Art & Design

Foundation Courses

<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
<td>AR 101</td>
<td>Art in the Western World Art</td>
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<tr>
<td>History Elec.</td>
<td>The student must choose from one of the following courses: AR 104, AR 201, AR 204, AR 205, AR 206 or AR 208</td>
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<tr>
<td>AR 110</td>
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</tr>
<tr>
<td>AR 114</td>
<td>Digital Design Basics (formerly AR 214 Computer Design Basics)</td>
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<tr>
<td>AR 120</td>
<td>Drawing I</td>
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Advanced-Level Courses

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<thead>
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<tbody>
<tr>
<td>AR 211</td>
<td>Graphic Design I</td>
</tr>
<tr>
<td>AR 220</td>
<td>Drawing II: Life</td>
</tr>
<tr>
<td>AR 225</td>
<td>Design for the Web</td>
</tr>
<tr>
<td>AR 229</td>
<td>Introduction to Painting</td>
</tr>
<tr>
<td>AR 232</td>
<td>Introduction to Watercolor</td>
</tr>
<tr>
<td>AR 250</td>
<td>Introduction to Illustration (formerly AR 160 Illustration I)</td>
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<tr>
<td>AR 270</td>
<td>Graphic Design II</td>
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<tr>
<td>AR 271</td>
<td>Graphic Design III</td>
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<tr>
<td>AR 272</td>
<td>Advertising Design</td>
</tr>
<tr>
<td>or AR 276</td>
<td>Interactive 2D Animation</td>
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</tr>
<tr>
<td>or AR 272</td>
<td>Advertising Design</td>
</tr>
<tr>
<td>or AR 280</td>
<td>Interactive Motion Graphics</td>
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<tr>
<td>or AR 272</td>
<td>Advertising Design</td>
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Advertising Design

<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
<td>AR 370</td>
<td>Graphic Design IV</td>
</tr>
<tr>
<td>AR 390</td>
<td>Graphic Design Portfolio</td>
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</tbody>
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CONCENTRATION IN ILLUSTRATION
(51 CREDITS)

Required Courses in Art & Design

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Advanced-Level Required Courses in Illustration

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<tbody>
<tr>
<td>AR 220</td>
<td>Drawing II: Life</td>
</tr>
<tr>
<td>AR 211</td>
<td>Graphic Design I</td>
</tr>
<tr>
<td>AR 221</td>
<td>Drawing III</td>
</tr>
<tr>
<td>AR 225</td>
<td>Design for the Web</td>
</tr>
<tr>
<td>AR 229</td>
<td>Introduction to Painting</td>
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<tr>
<td>AR 250</td>
<td>Introduction to Illustration</td>
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<tr>
<td>AR 230</td>
<td>Painting II</td>
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<tr>
<td>AR 260</td>
<td>Illustration II</td>
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<tr>
<td>AR 261</td>
<td>Illustration III</td>
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<tr>
<td>AR 360</td>
<td>Illustration IV</td>
</tr>
<tr>
<td>AR 392</td>
<td>Illustration Portfolio</td>
</tr>
</tbody>
</table>

CONCENTRATION IN STUDIO ART (51 CREDITS)

Required Courses in Art & Design

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</table>
AR 114  Digital Design Basics  (formerly AR 214 Computer Design Basics)
AR 120  Drawing I

Advanced-Level Required Courses in Studio Art
AR 140  Methods and Materials
AR 211  Graphic Design I
AR 220  Drawing II: Life
AR 221  Drawing III
AR 225  Design for the Web
AR 229  Introduction to Painting  (formerly AR 130: Painting I)
AR 230  Painting II
AR 231  Painting III
AR 250  Introduction to Illustration  (formerly AR 160 Illustration I)
AR 260  Illustration II
AR 391  Senior Project

Minor in Art & Design
The minor in Art & Design requires the completion of 18 credits.

REQUIRED COURSES FOR GRAPHIC DESIGN MINOR
AR 110  Design: Visual Organization
AR 111  Design: Color
AR 114  Digital Design Basics
AR 120  Drawing I
AR 211  Graphic Design I

Students must select at least one of the following courses:
AR 225  Design for the Web
AR 270  Graphic Design II
AR 276  Interactive 2D Animation

REQUIRED COURSES FOR ILLUSTRATION MINOR
AR 110  Design: Visual Organization
AR 111  Design: Color

Arc 120  Drawing I
AR 220  Drawing II
AR 250  Introduction to Illustration
AR 260  Illustration II

REQUIRED COURSES FOR STUDIO ART MINOR
AR 110  Design: Visual Organization
AR 111  Design: Color
AR 120  Drawing I
AR 220  Drawing II
AR 229  Introduction to Painting
AR 230  Painting II

Minor in Fashion Design
The minor in Fashion Design requires the completion of 18 credits.

REQUIRED COURSES FOR FASHION DESIGN MINOR
AR 111  Design: Color
AR 117  Computers in Fashion Design
AR 120  Drawing I
AR 145  Studio Methods I
AR 245  Studio Methods II
AR 257  Introduction to Fashion Design

Certificate in Fashion Studies
The certificate program in Fashion Design requires the completion of 15 credits in total.

REQUIRED COURSES FOR A CERTIFICATE IN FASHION STUDIES
AR 111  Design: Color
or
AR 120  Drawing I

Plus all four of the following courses:
AR 117  Computers in Fashion Design
AR 145  Studio Methods I
AR 245 Studio Methods II
AR 257 Introduction to Fashion Design

Associate of Arts

EMPHASIS REQUIREMENTS FOR GENERAL STUDIES (15 CREDITS)
AR 101 Art in the Western World
AR 110 Design: Visual Organization
AR 114 Digital Design Basics
AR 211 Graphic Design I
AR 229 Introduction to Painting

EMPHASIS REQUIREMENTS FOR GRAPHIC DESIGN (15 CREDITS)
AR 101 Art in the Western World
AR 110 Design: Visual Organization
AR 111 Design: Color
AR 117 Computers In Fashion Design
AR 270 Graphic Design II

Course Descriptions

† Elective Core Course

†AR 101 Art in the Western World
3 CR
Explores ideas and arts of cultures that initiate and develop into the Western tradition. Includes an analysis of the basic characteristics of the art and architecture of these eras in the context of general cultural trends.

†AR 104 American Art: Colonial to Modern
3 CR
Covers the ideas and ideals in American art in reference to the European mainstream. Emphasis is on styles and forms of the American environment and experience that constitute the characteristic tradition in painting, sculpture and architecture.

†AR 110 Design: Visual Organization
3 CR
Investigates the compositional elements of art structure. Principles and elements of two-dimensional design line, shape, value, texture and space are examined, with emphasis on the visual communication of ideas.

†AR 111 Design: Color
3 CR
Design principles are explored through the investigation of color interaction and color theory. Emphasis is on pigment mixing and the control of intervals of value, chroma and intensity.
Prerequisite: AR 110

AR 112 Three-Dimensional Design
3 CR
Explores ideas dealing with mass, volume and planes in space using various materials.
Prerequisite: AR 110

†AR 114 Digital Design Basics
3 CR
An introduction and exploration of primary graphic design programs concentrating on Adobe Photoshop and Adobe Illustrator. Basic design concepts are explored in assignments, ensuring a basic understanding of the technological tools of design.

AR 117 Computers In Fashion Design
3 CR
This course is an introduction to the use of computers and software in the basic process of designing fashion and accessories.

†AR 120 Drawing I
3 CR
Explores fundamental problems of composition and perception as related to drawing. Experimentation is with varied
media directed toward both the descriptive and expressive visual conceptualization of ideas.

†AR 140 Methods and Materials
3 CR
An introduction to incorporating non-traditional media into the traditional practice of drawing and painting through varied methods and materials of contemporary art practice. Experimentation and the combining of more than one medium will be encouraged with hands-on assignments.

AR 145 Studio Methods I
3 CR
Introduction to basic clothing construction in conjunction with fundamental draping techniques. Students explore and interpret fashion trends as they execute original designs utilizing these skills.

†AR 201 Studies in Modern Art
3 CR
An analysis of the works and questions raised by the arts of the 19th and 20th centuries. Examines the roles of modern artists as they reflect and project or comment on life in the 20th century.

†AR 204 Renaissance Art
3 CR
A critical discussion of the historical, conceptual and formal changes in the visual arts within the 15th and 16th centuries. Includes an analysis of the influence of Italian and northern European painting on European cultures.

†AR 205 European Art: 17th-19th Century
3 CR
Discussion of the major developments in painting, sculpture and architecture during the 17th and 18th centuries as modified by the historical situations and humanistic values in specific countries.

†AR 206 Contemporary Art
3 CR
Examines art currently in galleries and museums. Surveys the development of new approaches to form and analyzes the formal idea as related to execution and content.
Prerequisite: AR 201

†AR 208 Introduction to Eastern Art
3 CR
Explores issues such as continuity and dichotomy of subject and style and other significant issues of Eastern art. Eastern attitudes are compared and contrasted with the art and ideas of parallel Western periods.

AR 211 Graphic Design I
3 CR
An introduction to classical and modern typefaces, the mechanics of type composition and the fundamentals of layout. Consideration is given to the selection of typefaces that enhance thought and idea.
Prerequisite: AR 110 and AR 114

AR 220 Drawing II: Life
3 CR
Development of the student’s ability to conceive the figure as form and volume with stress on gesture, proportion and anatomy. Emphasis is on a refinement of techniques for individual expression and self-awareness.
Prerequisite: AR 120

AR 221 Drawing III
3 CR
An intensive investigation of media and form as related to the figure. Problems progress from structural ideas to more sophisticated exploitation of subject matter and finally to individual interpretations.
Prerequisite: AR 220
**AR 223 Three-Dimensional Drawing**  
3 CR  
Deals with the rendering of three-dimensional space and forms. Visual processes relating to depth of field, objects in deep space, volume modeling and conceptualizing are explored.  
Prerequisites: AR 110 and AR 120

**AR 225 Design for the Web**  
3 CR  
Development of skills for creating web sites and interactive presentations. Emphasis on the effective organization and visual presentation of information through Adobe Dreamweaver and Fireworks.

**AR 229 Introduction to Painting**  
3 CR  
An introduction to painting methods and media. Guided experimentation in oil or acrylic with emphasis on content, color interaction and properties of the media.

**AR 230 Painting II**  
3 CR  
Development of painting techniques with emphasis on pictorial organization and color sensitivity. Focus on the development of creativity and individuality.  
Prerequisite: AR 229

**AR 231 Painting III**  
3 CR  
Development of individual expression through exploration of independent compositional ideas and technical means related to content. Critiques and evaluations are constant.  
Prerequisite: AR 230

**AR 232 Introduction to Watercolor**  
3 CR  
An introduction to varied techniques of watercolor application. Assignments are based on direct studies of nature, still life and conceptual thinking.  
Prerequisites: AR 111 and AR 120

**AR 245 Studio Methods II**  
3 CR  
Introduction to basic clothing construction in conjunction with fundamental draping techniques. Students explore and interpret fashion trends as they execute original designs utilizing these skills.  
Prerequisite: AR 120 and AR 229

**AR 250 Introduction to Illustration**  
3 CR  
Introduction of fundamental techniques used in professional illustration. Secondary emphasis on business aspects of commercial art. Assignments range from portraiture to sequential art storyboards.  
Prerequisite: AR 220

**AR 251 Animation, Comic and Fantasy Art I**  
3 CR  
The academic study of the human body in motion, with an emphasis on dynamic positions that are the common denominators in animation, comic or fantasy art.  
Prerequisite: AR 120 or permission of instructor

**AR 252 Animation, Comic and Fantasy Art II**  
3 CR  
Emphasis on each student’s given area of professional interest, such as animation cells, comic storytelling or fantasy book cover art.  
Prerequisite: AR 251

**AR 257 Introduction to Fashion Design**  
3 CR  
Theory and process of fashion design. Application of skills in pattern drafting, draping and construction culminating in a showing and critique of original student collections.
AR 260 Illustration II
3 CR
Emphasis is on the technical study of color pencils and watercolor. As the semester progresses, greater emphasis is placed on content and imaginative solutions. Focus is on the information gathering inherent in illustrative problem solving.
Prerequisite: AR 160

AR 261 Illustration III
3 CR
Continued emphasis on traditional illustrative techniques used in conjunction with the digital application of Adobe Photoshop. Students are encouraged to create works of substance and complexity in regard to composition and thematic content.
Prerequisite: AR 260

AR 262 Head Painting and Drawing
3 CR
Covers structural painting and drawing of the head and its character. Emphasis on historical and traditional methods of representation using various media and techniques.
Prerequisite: AR 220

AR 264 Advertising Illustration
3 CR
Deals with imparting visual impact and excitement for the selling of products and services. Developing illustrations for advertising with consideration of reproduction requirements. Problems deal with line, black-and-white, limited and full-color advertising. All media.
Prerequisite: AR 261

AR 270 Graphic Design II
3 CR
Includes development of ideas as related to print media, publication design and corporate identity systems. Emphasis on the ability to create effective problem-solving concepts.

AR 271 Graphic Design III
3 CR
Focuses on solving specific design problems by establishing ideas from rough layout to tight comps and coordinating the elements to create effective visual statements in a variety of areas.
Prerequisite: AR 270

AR 272 Advertising Design
3 CR
Explores aspects of print and rich media advertising, including its creation and presentation. Stresses concepts as related to advertising promotion.
Prerequisite: AR 270

AR 274 Computer Graphic Design
3 CR
Explores complex design software programs with primary focus on the application of computer design in the preparation of print material.
Prerequisite: AR 270

AR 276 Interactive 2D Animation
3 CR
Development of skills for creating 2D animation, interactive presentations and web sites. Emphasis on the effective organization and visual presentation of information through Adobe Flash.

AR 280 Interactive Motion Graphics
3 CR
Provide a comprehensive, project-based introduction to industry-standard motion graphics and compositing applications. To produce motion graphics and visual effects for film, video, multimedia and web.
AR 299 Special Topics in Art
3 CR
New or occasional courses that may become part of the department’s permanent offerings. Courses capitalize on timely topics, an instructor’s particular interest or alternatives to existing courses.
Prerequisite: Established by department

AR 320 Drawing IV
3 CR
Focuses on advanced problems of perception, structure, anatomy and concepts in drawing the human figure. Emphasis on independent development of the expressive use of various drawing media.
Prerequisite: AR 221

AR 330 Painting IV
3 CR
Studio emphasis on development and clarification of personal and imaginative statements. Initiative and discipline toward the production of a sustained body of consistent work is expected.
Prerequisite: AR 231

AR 360 Illustration IV
3 CR
Focus is on editorial- and thematic-based subject matter utilizing illustrative tools and techniques introduced in previous illustration classes including traditional and digital applications. Emphasis is on the continued development and preparation of idea sketches in relation to problem solving of illustrative art.
Prerequisite: AR 261

AR 363 Editorial Illustration
3 CR
Prerequisite: AR 260

AR 370 Graphic Design IV
3 CR
An in-depth investigation of realistic promotional programs ranging from concept to finished visual. Emphasis on individual creative solutions relative to product and idea, budget and client.
Prerequisites: AR 112 and AR 271

AR 390 Graphic Design Portfolio
3 CR
Development of a professional portfolio, resume and promotional materials, culminating in a public presentation to area design, advertising, marketing and recruitment professionals. Guidance from faculty and visiting professionals.
Prerequisites: All required art courses in major emphasis

AR 391 Senior Project
3 CR
Encompasses problem-solving and techniques indicative of the ability to work as a mature and independent artist. Includes preparation and presentation of work.
Prerequisites: All required art courses in major emphasis

AR 392 Illustration Portfolio
3 CR
The continued development and final construction of a professional presentation portfolio, resume and promotional materials. Additional focus on business-related information, such as taxes, expenses and contracts.
Prerequisites: AR 360, all required art courses in major emphasis

AR 396 Internship
3 CR
By permission of department chair. Based on availability, qualified students are placed in positions with leading design, advertising and marketing firms.